Usenet Newsgroup Archive: comp.sys.atari.st.tech

1990 - 1991

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1990-07-20 through 1991-12-31

Source text: comp.sys.atari.st.tech.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,165

Message records with no readable body available in the source text: 1

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Re: malloc

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-20 16:02:28 UTC
From: steve@thelake.mn.org
Message-ID: <A1481512180@thelake.mn.org>
Source record: 50442

[In article <7885@jarthur.Claremont.EDU>,
dcrevier@jarthur.Claremont.EDU (Dan Crevier) writes ...]

> I remember a long time ago a discussion about malloc, and bugs in it. Was
> there ever a new version of malloc posted or a good fix?

The problem is in Malloc(), GEMDOS function 0x48. There is a limit on how many times you can call it, and I think you have to free memory in the reverse order. TOS 1.4 may have fixed some of these problems, but you can hardly depend on TOS 1.4 being installed in the average ST when Atari is still shipping computers without it.

Most C compilers get around the difficulties by calling Malloc() to allocate a large chunk of memory, then parceling out little chunks as necessary. You can see how this works by examining the source code to the dLibs C library.

(There is a bug in dLibs realloc() function. First person to *post* a fix gets a banana split at the Cup 'N' Cone in White Bear Lake. Transportation not included. Offer void where prohibited by cholesterol levels.)

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

2. Re: Cartridge Port

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-21 04:16:51 UTC
From: jpexg@wheaties.ai.mit.edu
Message-ID: <9512@rice-chex.ai.mit.edu>
Source record: 50441

In article <1990Jul20.104503.4504@newcastle.ac.uk> D.M.Johnson@newcastle.ac.uk (D.M. Johnson) writes:
> Could any one give me details of how to read data in through the
>cartridge port. I know it must be possilbe, but the manual I have does not
>even give pointers on how to do it. Any help will most useful. example code
>even better. Any langauge but Assembly, C or BASIC prefered.

Very easy. Use the ROM3 and ROM4 lines (pins 31 and 33) as strobes to enable 16 bits in parallel onto the 16 data lines. NOTE THAT THE DATA LINES ARE NOT INTERNALLY BUFFERED! If you put data on them at any time except when ROM3 or ROM4 pull low, you will cause a big fat crash!

Try this. It grabs 16 bytes in succession, then waits for data bit 8 to go high. When it does, the program knows that data are (grammar!) again available and grabs another 16. A pulse on the ROM3 line alerts the sending end of the system that a byte was grabbed, so it presents the next one. After 16 bytes, both parties should go back to the "inactive" state, with the ST checking bit 8 to ensure that the cycle has ended, and another one begun. ROM4 is only used to check for availability of the next data group. This setup was used for testing a microprocessor-controlled tablet counting machine, grabbing 16 bytes every 2 milliseconds. (Note: I may have inverted ROM3 and ROM4--but you should get the idea. Use a scope to figure them out.)

```
......
carta = (int *)0xFA0000; /* Rom3 */
cartb = (int *)0xFB0000; /* Rom4 */
unsigned char *mem;

mem = (unsigned char *)lmalloc(mem_size);

for (mem_ptr = 0; mem_ptr < mem_size; mem_ptr += 16)
{ do {raw = *cartb;} while (raw & 256); /* Wait for low */
while (!(raw & 256)) /* Wait for high */
raw = *cartb; /* Previous cycle must end */

for (i = 0; i < 16; i++)
*(mem + mem_ptr + i) = (unsigned char)*carta;
}
......
```

Hope this helps!

John Purbrick
jpexg@ai.mit.edu

3. Re: RTX programming articles

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-21 05:30:58 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jul21.053058.373@math.lsa.umich.edu>
Source record: 50443
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3927@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
%I little while ago I mentioned that I might be writing a series of
%articles on multitasking programming using Micro RTX. This series
%is now being published in USA ST World.

Sounds good. Gee, does that mean I should renew my subscription?

%I have received requests to post these articles and the source
%programs. Now the question is should I and if so, where?

%UUENCODED the text and source are fairly big (maybe 30K per article).

Aww, that's nuthin' }-)

%My feeling is that they should either be in c.s.a.st.tech or perhaps
%the comp.sources.atari.st group. I personally prefer the former
%because they are really more information than source code.

Sounds like a good use for this group. (Hey, is anyone archiving this
group? It may be a Real Good Idea...)
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

4. Re: Re: Sozobon JAS

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-21 06:48:02 UTC
From: steve@thelake.mn.org
Message-ID: <A234951925@thelake.mn.org>
Source record: 50446

[In article <26A78153.13028@maccs.dcss.mcmaster.ca>,
johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes ...]

> In article <1990Jul20.163539.27869@msuinfo.cl.msu.edu> schultzd@kira.msu.edu (David Schultz) writes:
>>Two questions:
>>
>>1.) I can't use jas.ttp (Sozobon assembler) from the desktop. Does
>>anyone know why? (I get the briefest flash of an error message...
>>Involves the proper usage of jas. Works fine from a shell.)
>>[...]
>
> I always used jas from gulam. But I would think that using it from
> the desktop should be no problem. Have you tried this?:
>
> jas -o myfile.o myfile.s

That won't work under old TOS (pre-1.4) because the Desktop upcases
args, making -o into -O.

Simply "jas myfile.s" should work from the Desktop -- but it doesn't. I
don't know why not, even after looking at the sources. The
argument-parsing routine is setting an error flag for some unknown reason.

> Speaking of Sozobon, I saw mention of a graphical shell to be used
> from the desktop specifically for Sozobon. I don't remember where I saw this
> or where I can get it now. Has anyone seen this? Where can I get it?
> Thanks.

There is a CC program rewritten for Desktop use -- it's not GEM, but it
lets you run without a shell. I don't have it. I think it's on the
Panarthea file server.

I started writing a graphical GEM shell about a year ago. I didn't finish
it because I didn't find it convenient to use and there did not seem to be
any demand for it.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

5. Re: RTX programming articles

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-21 08:05:41 UTC
From: muts@fysaj.fys.ruu.nl
Message-ID: <1322@ruunsa.fys.ruu.nl>
Source record: 50444
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

david@bdt.UUCP (David Beckemeyer) writes:

>I little while ago I mentioned that I might be writing a series of
>articles on multitasking programming using Micro RTX. This series

>I have received requests to post these articles and the source
>programs. Now the question is should I and if so, where?

>UUENCODED the text and source are fairly big (maybe 30K per article).

It seems a very good idea to me to post them in this
newsgroup, or make them available for anonymous ftp.
(I hope there is a multitasking shell with it)
Maybe comp.sources.atari.st is a better place for posting.

--
Peter Mutsaers email: muts@fysaj.fys.ruu.nl
Rijksuniversiteit Utrecht nmutsaer@ruunsa.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-534504
3584 CG Utrecht, Netherlands

6. Re: RTX programming articles

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-21 13:41:17 UTC
From: wwm@pmsmam.uucp
Message-ID: <1990Jul21.134117.16302@pmsmam.uucp>
Source record: 50445
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Post them. Here (c.s.a.st.tech). SOON!!!!!!!

Please(!)
--
Bill Meahan WA8TZG uunet!mailrus!umich!pmsmam!wwm
I don't speak for Ford - the PR department does that!

Any attempt at wit is liable to offend _somebody_!

7. Using IBM PC DS 3.5" drives with the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-22 00:02:26 UTC
From: PMR2@psuvm.psu.edu
Message-ID: <90202.200226PMR2@psuvm.psu.edu>
Source record: 50447

I have a Panasonic 3.5" DS internal drive for the IBM PC, with mounting bracket and drive-to-FDC cable but no power supply, FDC, or drive cable. I would like to use the drive with my 1Mb 520ST. (a) What parts (names, distributors) do I need to get and (b) what modifications (eg. to the ST floppy cable) do I need to make in order to use this drive? Are there any info files in the archives (eg. terminator) that might be of assistance?

Responses _greatly_ appreciated.

Paul Ricker (PMR2@PSUVM.PSU.EDU)

8. Using standard b/w monitors with an Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-22 02:43:01 UTC
From: kibo@pawl15.pawl.rpi.edu
Message-ID: <PPZ$|M-@rpi.edu>
Source record: 50448

[]
I have an old 1040ST (no RF modulator) and I'd like to have it
do monochrome on one of the amber monitors I have lying around (the ordinary
cheap kind.)

Is it possible to build a cable to hook something like that up
to the Atari's monitor jack? Or does the monochrome output of a 1040ST
really and truly require an Atari monitor?

Any help would be greatly appreciated. Thanks in advance.

--
james "kibo" parry, 138 birch lane, scotia, ny 12302 <-- close to schenectady.
kibo@pawl.rpi.edu _____
kibo%pawl.rpi.edu@rpi.edu / Kibology / Anything I say is my opinion,
userfe0n@rpitsmts.bitnet / is better! / and is the opposite of Xibo's.

9. STe DMA soundchip docs correction

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-22 20:31:51 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Jul22.203151.21806@sun.soe.clarkson.edu>
Source record: 50449

If anyone has info on the STe DMA soundchip that they got off of the net a while ago, check it for this (at the bottom of the file):

"For example, setting the mask to $07ff and the data register to $04c4 will set the master volume to $14. That's all there is to it!"

This sentence is wrong...

Correction:

Mask: $07ff
Data: $04de (00000 10 011 011 110)
Master vol: $14 (-20 dB)

AAron nAAs
AAron@sun.soe.clarkson.edu

10. LaTeX on atari

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-23 09:26:18 UTC
From: uttwkt@utrcu1.UUCP
Message-ID: <301@utrcu1.UUCP>
Source record: 50450

Hallo,

I am trying to install LaTeX on my Atari 1040 ST. I have the LaTeX-files
from the mailserver in Utrecht. There are, however, still some questions
open:
1) How do I change the environmentvariables for LaTeX, such as
TEXINPUTS, TEXFONTS, etc.?
2) Where do I get a printerdriver for my Epson LQ-500 24 pins printer?

If you could answer (one of) these questions, please send me some mail.
You can send it to uttwkt@utrcu1.UUCP or to hvdberg@math.utwente.nl
Thanks!!

11. Microrx call out functions?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-23 12:36:26 UTC
From: jg@hpldola.HP.COM
Message-ID: <1146@cnps.PHILIPS.nl>
Source record: 50451

I have gotten the shareware Microrx kernel and have been playing with it.

Everything seems to work quite well. It seems like a very powerful and complete kernel.

Last night I tried to define a 'switch' call out function to simply count the number of process switches. First I tried to simply increment a global variable in a C function, but this gave quirky and often incorrect results. After reading through the Microrx documentation, I thought the problem was that the C function was munging with the registers so I wrote an assembly program that saves the registers on the stack, increments the global variable, and restores the registers, but this seems to invariably lock up my system.

Has anyone solved this problem? Or done anything with the call-out functions in Microrx?

I am using the MWC 3.0.6 development package.

Thanks in advance
Joe Gilray

12. Cartridge Port

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-23 12:36:58 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1154@cnps.PHILIPS.nl>
Source record: 50452

Could any one give me details of how to read data in through the cartridge port. I know it must be possilbe, but the manual I have does not even give pointers on how to do it. Any help will most useful. example code even better. any langauge but Assemble, C or BASIC prefered.

Yours

Dave Johnson D.M.Johnson@uk.ac.newcastle

13. Re: HELP! HP terminal emulator for ST's?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-23 12:37:07 UTC
From: hooft@finch.prl.philips.nl
Message-ID: <1156@cnps.PHILIPS.nl>
Source record: 50458

In <18420001@hpsad.HP.COM> smithj@hpsad.HP.COM (Jim Smith) writes:

>Is there a terminal program out there that emulates an HP terminal on
>the ST? I am using FLASH in VT52 mode, but I really could fly this
>link if I could emulate an HP terminal (HPTERM?)

I found a program called hpterm.prg on my disks. I don't know _what_ kind
of terminal it exactly emulates, so it probably needs some experimenting
to find out. It was written by Joe Freeman btw, and you can copy it freely.

If anyone wants it, please mail me and I will mail it directly to you.

Peter van Hooft (hooft@apolloway.prl.philips.nl)

14. Re: Cartridge Port

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-23 12:38:16 UTC
From: jpexg@wheaties.ai.mit.edu
Message-ID: <1171@cnps.PHILIPS.nl>
Source record: 50453

In article <1990Jul20.104503.4504@newcastle.ac.uk> D.M.Johnson@newcastle.ac.uk (D.M. Johnson) writes:
> Could any one give me details of how to read data in through the
>cartridge port. I know it must be possilbe, but the manual I have does not
>even give pointers on how to do it. Any help will most useful. example code
>even better. Any langauge but Assembly, C or BASIC prefered.

Very easy. Use the ROM3 and ROM4 lines (pins 31 and 33) as strobes to enable 16 bits in parallel onto the 16 data lines. NOTE THAT THE DATA LINES ARE NOT INTERNALLY BUFFERED! If you put data on them at any time except when ROM3 or ROM4 pull low, you will cause a big fat crash!

Try this. It grabs 16 bytes in succession, then waits for data bit 8 to go high. When it does, the program knows that data are (grammar!) again available and grabs another 16. A pulse on the ROM3 line alerts the sending end of the system that a byte was grabbed, so it presents the next one. After 16 bytes, both parties should go back to the "inactive" state, with the ST checking bit 8 to ensure that the cycle has ended, and another one begun. ROM4 is only used to check for availability of the next data group. This setup was used for testing a microprocessor-controlled tablet counting machine, grabbing 16 bytes every 2 milliseconds. (Note: I may have inverted ROM3 and ROM4--but you should get the idea. Use a scope to figure them out.)

```
......
carta = (int *)0xFA0000; /* Rom3 */
cartb = (int *)0xFB0000; /* Rom4 */
unsigned char *mem;

mem = (unsigned char *)lmalloc(mem_size);

for (mem_ptr = 0; mem_ptr < mem_size; mem_ptr += 16)
{ do {raw = *cartb;} while (raw & 256); /* Wait for low */
while (!(raw & 256)) /* Wait for high */
raw = *cartb; /* Previous cycle must end */

for (i = 0; i < 16; i++)
*(mem + mem_ptr + i) = (unsigned char)*carta;
}
......
```

Hope this helps!

John Purbrick
jpexg@ai.mit.edu

15. Re: Re: malloc

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-23 12:38:21 UTC
From: steve@thelake.mn.org
Message-ID: <1172@cnps.PHILIPS.nl>
Source record: 50454

[In article <7885@jarthur.Claremont.EDU>,
dcrevier@jarthur.Claremont.EDU (Dan Crevier) writes ...]

> I remember a long time ago a discussion about malloc, and bugs in it. Was
> there ever a new version of malloc posted or a good fix?

The problem is in Malloc(), GEMDOS function 0x48. There is a limit on how many times you can call it, and I think you have to free memory in the reverse order. TOS 1.4 may have fixed some of these problems, but you can hardly depend on TOS 1.4 being installed in the average ST when Atari is still shipping computers without it.

Most C compilers get around the difficulties by calling Malloc() to allocate a large chunk of memory, then parceling out little chunks as necessary. You can see how this works by examining the source code to the dLibs C library.

(There is a bug in dLibs realloc() function. First person to *post* a fix gets a banana split at the Cup 'N' Cone in White Bear Lake. Transportation not included. Offer void where prohibited by cholesterol levels.)

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

16. Re: Re: Sozobon JAS

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-23 12:38:32 UTC
From: steve@thelake.mn.org
Message-ID: <1174@cnps.PHILIPS.nl>
Source record: 50455

[In article <26A78153.13028@maccs.dcss.mcmaster.ca>,
johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes ...]

> In article <1990Jul20.163539.27869@msuinfo.cl.msu.edu> schultzd@kira.msu.edu (David Schultz) writes:
>>Two questions:
>>
>>1.) I can't use jas.ttp (Sozobon assembler) from the desktop. Does
>>anyone know why? (I get the briefest flash of an error message...
>>Involves the proper usage of jas. Works fine from a shell.)
>>[...]
>
> I always used jas from gulam. But I would think that using it from
> the desktop should be no problem. Have you tried this?:
>
> jas -o myfile.o myfile.s

That won't work under old TOS (pre-1.4) because the Desktop upcases
args, making -o into -O.

Simply "jas myfile.s" should work from the Desktop -- but it doesn't. I
don't know why not, even after looking at the sources. The
argument-parsing routine is setting an error flag for some unknown reason.

> Speaking of Sozobon, I saw mention of a graphical shell to be used
> from the desktop specifically for Sozobon. I don't remember where I saw this
> or where I can get it now. Has anyone seen this? Where can I get it?
> Thanks.

There is a CC program rewritten for Desktop use -- it's not GEM, but it
lets you run without a shell. I don't have it. I think it's on the
Panarthea file server.

I started writing a graphical GEM shell about a year ago. I didn't finish
it because I didn't find it convenient to use and there did not seem to be
any demand for it.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

17. Using standard b/w monitors with an Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-23 12:39:34 UTC
From: kibo@pawl15.pawl.rpi.edu
Message-ID: <1184@cnps.PHILIPS.nl>
Source record: 50456

[]
I have an old 1040ST (no RF modulator) and I'd like to have it
do monochrome on one of the amber monitors I have lying around (the ordinary
cheap kind.)

Is it possible to build a cable to hook something like that up
to the Atari's monitor jack? Or does the monochrome output of a 1040ST
really and truly require an Atari monitor?

Any help would be greatly appreciated. Thanks in advance.

--
james "kibo" parry, 138 birch lane, scotia, ny 12302 <-- close to schenectady.
kibo@pawl.rpi.edu _____
kibo%pawl.rpi.edu@rpi.edu / Kibology / Anything I say is my opinion,
userfe0n@rpitsmts.bitnet / is better! / and is the opposite of Xibo's.

18. STe DMA soundchip docs correction

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-23 12:41:02 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1202@cnps.PHILIPS.nl>
Source record: 50457

If anyone has info on the STe DMA soundchip that they got off of the net a while ago, check it for this (at the bottom of the file):

"For example, setting the mask to $07ff and the data register to $04c4 will set the master volume to $14. That's all there is to it!"

This sentence is wrong...

Correction:

Mask: $07ff
Data: $04de (00000 10 011 011 110)
Master vol: $14 (-20 dB)

AAron nAAs
AAron@sun.soe.clarkson.edu

19. GEM window limit

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-23 13:36:53 UTC
From: pietrzak@skybridge.SCL.CWRU.Edu
Message-ID: <1990Jul23.133653.9285@usenet.ins.cwru.edu>
Source record: 50460

I've just begun fooling around with GEM (with the invaluable help of Tim Oren's series on ST programming). After writing a short program which displayed multiple windows on the screen, I was dismayed to find that it was limited to only 7. Although I can't see me writing an application needing more than this, I was wondering whether there was some way to give the OS a little more space for windowing purposes (I have a mega 4, and I'm certain that there was more ram to spare after the seven windows were displayed).

Thanks

J P pietrzak@solarium.scl.cwru.edu

20. Supexec()/Laser C Problem Solved

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-23 14:19:03 UTC
From: ric@mcrware.UUCP
Message-ID: <2217@mcrware.UUCP>
Source record: 50459

Netlanders:

First, let me thank all those who replied to my problem (You know who you are).

Second, when programming the Atari ST do not set the 200 Hz timer as something in the hard disk driver and gosh-knows-where-else depends on the value of this timer. IMHO, they have every right to do so as well.

Thanks again,
Ric Yeates

-=-=-=

21. Re: RTX programming articles

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-23 16:52:00 UTC
From: gaz@apollo.HP.COM
Message-ID: <4bc3e4ab.20b6d@apollo.HP.COM>
Source record: 50461
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From article <3927@bdt.UUCP>, by david@bdt.UUCP (David Beckemeyer):
>
> I little while ago I mentioned that I might be writing a series of
> articles on multitasking programming using Micro RTX. This series
> is now being published in USA ST World.
>
> I have received requests to post these articles and the source
> programs. Now the question is should I and if so, where?
>
> UUENCODED the text and source are fairly big (maybe 30K per article).
>
> My feeling is that they should either be in c.s.a.st.tech or perhaps
> the comp.sources.atari.st group. I personally prefer the former
> because they are really more information than source code.
>
> What objections does everyone have? Should they even be posted
> at all?
>
> Let's discuss it.
> --
> David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
> Beckemeyer Development Tools | a breath mint."
> P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
> UUCP: {uunet,ucbvax}!unisoft!bdt!david |

First, thanks for announcing the publication of the articles. I would
appreciate it if you would publish them in c.s.a.st.tech. In my
understanding, that is the reason the newsgroup was created. I am
also looking for more info on RTX since I'm considering writing a
multitasking application for my ST (for some volunteer work I do.)
Thanks for the offer, I hope you take yourself up on it. :-)

Gary Zaidenweber (508)256-6600 x4360 | You're only young
Apollo Systems Division, Hewlett Packard Company | once, but if you
UUCP: {umix|decvax|mit-eddie}!apollo!gaz | do it right,
ARPA: gaz@apollo.HP.COM FAX:(508)250-4943 | once is enough!

22. 1 Meg upgrade on an old 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-23 17:59:51 UTC
From: schultzd@kira.uucp
Message-ID: <1990Jul23.175951.12216@msuinfo.cl.msu.edu>
Source record: 50462

I'm posting for a friend, so if the terminology isn't exaclty right,
it is because you are getting it third hand:

The 256K mem chips on the 520ST have 8pins. The 1meg chips, however,
have 10pins. My friend is looking for a cheap way to upgrade memory
by just yanking out the 256Ks and replacing with 1meg chips. What do
you do with the two extra pins...? Is this kind of an upgrade
possible...? NOTE: He did do it on a 520STfm because it had a 1040
motherboard. It cost him $35 (U.S.) and about three hours time.

NOTE: This 520 does not have the RF modulator or Built in disk drive.
That should help date the equipment...
--
~~~~~~~~~~~~~~~~~~~ ARMAGGEDON SOFTWARE DEVELOPMENT ~~~~~~~~~~~~~~~~~~~
schultzd@egr.msu.edu | Dave Schultz, Michigan State University
schultzd@cpsin.cps.msu.edu | Dept. of Computer Science
~~~~~~~~~~~~~~~~~~ "Relax! It's only the end of the world." ~~~~~~~~~~~~~~~~~~

23. Re: RTX programming articles

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-24 04:01:04 UTC
From: derek@leah.Albany.Edu
Message-ID: <3393@leah.Albany.Edu>
Source record: 50463
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I would love to see you post the articles here in comp.sys.atari.st.tech,
but if you find that people dont want them here, could you mail them to me?

Derek.
--
+ + One Mac is worth exactly 2.317 PCs (based on current price indices) + +
Disclaimer: I was asleep. ---}=-------------------------`
++ All the busy little creatures / Chasing out their destinies --Peart ++

24. Re: Using standard Hard drives with an Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-24 04:39:36 UTC
From: n8542614@unicorn.WWU.EDU
Message-ID: <1244@unicorn.WWU.EDU>
Source record: 50464

```
The summary sez it all: what does one have to do to get
a standard ibm hard drive to work on an Atari ST???

Thanks in advance.

**********************************************************

Marl Somers De Oppresso Liber...or Else!

**********************************************************
```

25. Re: Using standard Hard drives with an Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-24 08:41:53 UTC
From: jensting@skinfaxe.diku.dk
Message-ID: <1990Jul24.084153.3654@diku.dk>
Source record: 50465

n8542614@unicorn.WWU.EDU (Keith Bunting) writes:

>The summary sez it all: what does one have to do to get
>a standard ibm hard drive to work on an Atari ST???

Either
-1 Build an interface to take a PC controler card; install
a lot of weird, non-compatible, software; modify ROMS
(for autoboot).
or
-2 Buy a SCSI interface (or build...) to connect the ST to a
SCSI drive. Next buy a SCSI interface that fits onto the
PC drive. This can use compatible ST software, autoboot, etc.

If you don't have the PC hard disk yet, you might just buy a SCSI drive
to start with.. . Anyway, the first solution is quite a lot of trouble.. .

Jens
Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1 DK2100 KBH O
"It never runs around here; it just comes crashing down"
apologies to Dire Straits

26. Re: Using standard Hard drives with an Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-24 18:03:36 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <9496@pogo.WV.TEK.COM>
Source record: 50466

In article <1244@unicorn.WWU.EDU> n8542614@unicorn.WWU.EDU (Marl Somers) writes:
>
>The summary sez it all: what does one have to do to get
>a standard ibm hard drive to work on an Atari ST???
>

To hook up a standard IBM type ST506 drive to an Atari ST you need the
following:
1) Case and power supply, fan recommended.
2) Atari SCSI host adapter. Many companies make these including
Supra, ICD, and Berkley Microsystems. Cables are provided for
connection to ST and drive/controller.
3) SCSI-ST506 controller such as Adaptec 4000(4070 if RLL) or OMTI
cables to conect drive to controller may not be provided.
4) Cables if required.
5) And of course, your hard drive.

A small amount of basic technical knowledge is required to complete the
installation. If your not sure what you're doing, it might be wise to
ask someone's assistance before attempting the process.

Good Luck,

---- ----
/\/\/\ Bob Luneski /\/\/\
\/\/\/ Diamond Back II Support Hotlines: bluneski@pogo.WV.TEK.COM \/\/\/
\/\/ Genie: B.LUNESKI1 CompuServe: 76635,2310 \/\/
\/ \/

27. Reading ST disks on a Mac SE/30

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-25 01:55:21 UTC
From: kibo@pawl16.pawl.rpi.edu
Message-ID: <$'2$16#@rpi.edu>
Source record: 50467

[]
Can a Mac SE/30 (with the kind of disk drive that can read Mac
disks) read Atari ST disks in their normal format, or do the Atari disks
have to have the same modification (MSDOS bootsector) that they need to
be readable on an IBM?

The reason I ask is that I've got zillions of Atari disks, and
I will soon have a Mac, and I'd like to know if I should start writing
MSDOS boot sectors to all my disks :-) [before the Atari breaks completely.]

Thanks in advance.

--
james "kibo" parry, 138 birch lane, scotia, ny 12302 <-- close to schenectady.
kibo@pawl.rpi.edu ____
kibo%pawl.rpi.edu@rpi.edu / Kibology / Anything I say is my opinion,
userfe0n@rpitsmts.bitnet / is better! / and is the opposite of Xibo's.

28. STe memory

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-25 08:40:19 UTC
From: srs@oasis.icl.stc.co.uk
Message-ID: <543@ozz.oasis.icl.stc.co.uk>
Source record: 50472
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi There,

Thanks for the response about having 2.5meg of memory in an STe. The conclusion was that if you boot with 'simmfix', then it would all be available for use with no problems. If you boot without simmfix, the machine will think you have 4meg available (assuming you put the two 1meg chips in the first two slots). Obiously this could be a problem if it tries to access the 1.5meg at the top that doesn't exist. So now I have a new question for you - can anyone tell me how the STe uses the memory it's got - if I got this system, I would be using simmfix on all my 'serious' disks, but things which autoboot (games :-) wouldn't have it. Is this likely to cause a problem?

Please reply be email, I'll summarise to the net.

Thanks

Steve

29. Re: Reading ST disks on a Mac SE/30

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-25 11:27:48 UTC
From: jt@consl6.esg.dec.com
Message-ID: <2288@ryn.esg.dec.com>
Source record: 50470

I had the same problem when I abandoned my 1040ST for a Mac SE. If you're buying your SE/30 new, it will probably come with the new high density (FDHD) drive in it. Apple provides with the drive a utility program (I think it's called Apple File Transfer) that will allow you to transfer files between the Mac and MSDOS machines.

I couldn't get the program to recognize a straight ST disk, but if I first formatted the disk as an MSDOS disk (using the Mac), I found that both machines could read from and write to it. Writing an MSDOS boot sector to an existing ST disk will probably work also.

30. Re: Using standard Hard drives with an Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-25 12:58:04 UTC
From: iam@stiatl.UUCP
Message-ID: <10336@stiatl.UUCP>
Source record: 50468

> 2) Atari SCSI host adapter. Many companies make these including
> Supra, ICD, and Berkley Microsystems. Cables are provided for
> connection to ST and drive/controller.

Could someone post or e-mail the number of Berkley Microsystems? I recently read in the Spectre GCR documentation that they had a chip-fix for the two drive "ghosting" problem experienced with standard Atari hard drives. I think this is a problem which has been plaguing me for years now, and I like to get it resolved. Thanks!

--

Ian Mercado gatech!stiatl!iam
"There's no such thing as a free lunch."
---

31. Re: Reading ST disks on a Mac SE/30

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-25 13:46:21 UTC
From: clubok@husc4.HARVARD.EDU
Message-ID: <3620@husc6.harvard.edu>
Source record: 50469

In article <$'2$16#@rpi.edu> kibo@pawl16.pawl.rpi.edu (James 'Kibo' Parry) writes:
>[]
> Can a Mac SE/30 (with the kind of disk drive that can read Mac
>disks) read Atari ST disks in their normal format, or do the Atari disks
>have to have the same modification (MSDOS bootsector) that they need to
>be readable on an IBM?
>
A Mac SE/30 can't read ST or IBM disks. It is possible, though, to read
either on a Mac using special software (sorry, I don't remember the name;
ask on the Mac group) and a high-density mac disk drive. I'm not sure
whether the boot sector matters.

Ken Clubok
clubok@husc4.harvard.edu
clubok@husc4.bitnet

32. Re: Micrortx call out functions?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-25 16:12:28 UTC
From: david@bdt.UUCP
Message-ID: <4008@bdt.UUCP>
Source record: 50471

In article <1146@cnps.PHILIPS.nl> jg@hpldola.HP.COM (Joe Gilray) writes:
>Has anyone solved this problem? Or done anything with the call-out
>functions in Micrortx?
>

The "switch" call-out occurs at a very critical time, when no process
is actually running. The routine must be very carefully constructed.
Perhaps your routine overflowed the stack. The routines must be short
and sweet. Rather than use the stack, try to save the regs. in a
fixed area of memory. Perhaps even use your own stack area if you
expect to nest deeply into C code (not really recommended for the
switch function). If all you want to do is bump a global, how about:

```
switch:
add.l #1,_counter
rts
```

I don't see why you need to save regs or call a C routine at all.

--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

33. RTX programming questions

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-25 17:42:55 UTC
From: jg@hpldola.HP.COM
Message-ID: <16960002@hpldola.HP.COM>
Source record: 50478

I have been using Micrortx to write a game based loosely on C-Robots.
But more about that when I'm ready to post it.

Right now I have two more Micrortx related questions:

1) I have a function that I am using as a process. I want to be able
to call this function many times and have each of the separate processes
created in this way to be able to commit suicide when they are done.
I have tried the following:

A) p_delete((char *) NULL);
B) p_delete(p_info((char *) NULL, &state));

These should work and do sometimes but other times cause an error with
the message (something like):

"Unrecoverable loop error in exception processing"

Other times the system hangs.

BTW, making the process's stack larger seems to delay the problem.
I.e. I can create more processes and have more of them successfully
commit suicide before the problem occurs.

The documentation indicates that a process should be able to commit
suicide.

The process function that is commiting suicide has four integer arguments
passed to it, could this be causing the problem? Do I need to clear
them off the stack?

2) How big should I make a process's stack (the last argument to p_create)?

I can think of two factors that affect stack size:

A) number of arguments passed to the process
B) The depth of calls made by the process.

Any ideas?

Thanks in advance
-Joe Gilray

34. Mac Emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-25 19:03:31 UTC
From: lopes@cogsci.ucsd.EDU
Message-ID: <177@cogsci.ucsd.EDU>
Source record: 50474

Hello, I have a friend who is considering buying a Mac Emulator
for his Atari-ST. Can anyone recommend such a package and maybe
discuss limitations of such a system.

The ideal setup would also have to write disks in a Mac-readable
format, and run Mac MS-word.

Are we in dreamland or is this possible.

Any help would be truly appreciated.

thanks -- alann

35. Re: GEM window limit

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-25 19:59:30 UTC
From: ericg@ucschu.ucsc.edu
Message-ID: <5435@darkstar.ucsc.edu>
Source record: 50477

In article <1990Jul23.133653.9285@usenet.ins.cwru.edu>
pietrzak@skybridge.SCL.CWRU.Edu (John Pietrzak) writes:
> After writing a short program which
> displayed multiple windows on the screen, I was dismayed to find that it
> was limited to only 7. Although I can't see me writing an application
> needing more than this, I was wondering whether there was some way to
give
> the OS a little more space for windowing purposes (I have a mega 4, and
I'm
> certain that there was more ram to spare after the seven windows were
> displayed).

I believe the same OS limitations that only allow 6 desktop accessories
keeps you from opening more than 7 windows. The OS can only address 8
different processes at once,so there's "no need" to be able to address
more windows. With 6 desk accessories, one program and the desktop,
you're out of room.

--- Eric

Eric Goodman, UC Santa Cruz

ericg@ucschu.ucsc.edu ericg@ucschu.bitnet
Eric_Goodman.staff@macmail.ucsc.edu ...!ucbvax!ucscc!ucschu!ericg

36. Re: Reading ST disks on a Mac SE/30

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-25 20:37:27 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1903.26adbcb8@miavx1.acs.muohio.edu>
Source record: 50473

In article <3620@husc6.harvard.edu>, clubok@husc4.HARVARD.EDU (Ken "The Snake" Clubok) writes:
> In article <$'2$16#@rpi.edu> kibo@pawl16.pawl.rpi.edu (James 'Kibo' Parry) writes:
>>[]
>> Can a Mac SE/30 (with the kind of disk drive that can read Mac
>>disks) read Atari ST disks in their normal format, or do the Atari disks
>>have to have the same modification (MSDOS bootsector) that they need to
>>be readable on an IBM?
>>
> A Mac SE/30 can't read ST or IBM disks. It is possible, though, to read
> either on a Mac using special software (sorry, I don't remember the name;
> ask on the Mac group) and a high-density mac disk drive. I'm not sure
> whether the boot sector matters.
>
If you have the high density Mac drive, you can get a program called Dayna Dos Mounter, which will allow you to mount any MS-DOS disk right onto the desktop, and you can use it just like a Mac disk. But it does require a boot sector. (If you stick a regular Atari disk in the drive, you get the infamous, "This disk is unreadable, do you want to initialize it?")

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
// || \\ for breakfast
// || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

37. Re: Reading ST disks on a Mac SE/30

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-25 22:55:53 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <9507@pogo.WV.TEK.COM>
Source record: 50475

To read a MS-DOS/ST type disk on a Mac you need the following things:

1) A Mac with a high density drive (FDHD)
2) Apple File Exchange(AFE) Utility (comes with system software 6.0+)
3) The disk must be formatted on the Mac using the AFE routine.
You can then take the disk to a ST or IBM copy files to it and get the files onto the MAC via AFE. Kind of a pain. Plus the disk performance is poor because the AFE is a standard in sequence formatter(i.e. it does not skew the sector numbers to achieve higher seek/transfer rates)

Currently, the disks must be formatted on the MAC because the AFE formats the disk slightly differently(3 sector FAT tables, hidden desktop files etc.). The AFE requires these to be before it will recognize the disk. You cannot simply write an MS-DOS boot sector to a previously formatted disk and have it work.

Because I have a Mac IIci at work(their choice not mine, although the speed, memory, 19" color monitor, and 24 bit accelerated graphics board are very nice especially since I didn't have to pay for them) I also had the need to transport files to and from the Mac. However, I found that whenever I REALLY needed to bring something in I never seemed to have one of the AFE preformatted disks around and an ST formatted disk wouldn't work. So, I pulled the custom formatter I wrote for Diamond Back II out and made it a stand alone program that supports AFE format in addition to all the other formats. It will also format AFE disks in twisted format for faster access and Power Drive 1.44 meg floopy support has been added.

I was originally just going to include it as an extra freebee with Diamond Back II. However, because it addresses several specific needs in the ST community, I have deceided to release it to a wider audiance. I will be posting it to Genie and the binaries as soon as the testing of the 1.44/1.6 meg high density Power Drive is complete. When it appears you will be able to format AFE compatible disks on your ST.

---- ----
/\/\/\ Bob Luneski /\/\/\
\/\/\/ Diamond Back II Support Hotlines: bluneski@pogo.WV.TEK.COM \/\/\/
\/\/ Genie: B.LUNESKI1 CompuServe: 76635,2310 \/\/
\/ \/

38. Emulator / Other operating system questions

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-25 23:32:51 UTC
From: n8742883@unicorn.WWU.EDU
Message-ID: <1253@unicorn.WWU.EDU>
Source record: 50476

I've been reading Comp.sys.atari.st for about two months now, and
am getting a little confused with the different types of operating
systems mentioned. I know there is the Spectre seriers which emulates
a MacIntosh, with the current Spectre being Spectre GCR. I am also
aware of the various IBM emulators out on the market; I believe that
they emulate the IBM XT well, but do not support AT emulation. I have
heard of various GEM(?)/UNIX multitasking environments, and of some
UNIX environments without multitasking which exist for the Atari series

After questioning a few atari net friends and some local ones, I feel
there is a lack of knowledge on how many different "personalities" an
atari is capable of putting on. Anyone out there wanna post a listing
of what different/alternative operating systems exist for the atari? I
know that there are at least ten curious minds who would like to know...

If I've stated anything above which is incorrect, please fix it!

Thanx a bundle,
Perry Pederson n8742883@unicorn.WWU.EDU

39. Re: Reading ST disks on a Mac SE/30

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-26 10:49:52 UTC
From: jbww@ukc.ac.uk
Message-ID: <5183@harrier.ukc.ac.uk>
Source record: 50479

In article <9507@pogo.WV.TEK.COM> bluneski@pogo.WV.TEK.COM (Bob Luneski) writes:
>
>To read a MS-DOS/ST type disk on a Mac you need the following things:
>
>1) A Mac with a high density drive (FDHD)
Yes
>2) Apple File Exchange(AFE) Utility (comes with system software 6.0+)
Yes

>3) The disk must be formatted on the Mac using the AFE routine.

the ST tool ibmfmt that came in the binaries recently
works fine for me (to create data transfer disks)

cheers
beau webber jbww@ukc.ac.uk

40. Re: Reading ST disks on a Mac SE/30

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-26 11:39:51 UTC
From: pietrzak@skybridge.SCL.CWRU.Edu
Message-ID: <1990Jul26.113951.9835@usenet.ins.cwru.edu>
Source record: 50481

In article <3620@husc6.harvard.edu> clubok@husc4.UUCP (Ken "The Snake" Clubok) writes:
>A Mac SE/30 can't read ST or IBM disks. It is possible, though, to read
>either on a Mac using special software (sorry, I don't remember the name;
>ask on the Mac group) and a high-density mac disk drive. I'm not sure
>whether the boot sector matters.
>
>Ken Clubok
>clubok@husc4.harvard.edu
>clubok@husc4.bitnet

Here at work we have a Dayna init file which allows manipulation of MS-DOS
disks on the desktop from an FDHD. I havn't tried it with ST formatted
disks yet (just got it recently). If you would like more info, email me
and I'll see what I can find out.

J P

41. Re: STe memory

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-26 13:56:13 UTC
From: srs@oasis.icl.stc.co.uk
Message-ID: <546@ozz.oasis.icl.stc.co.uk>
Source record: 50480
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi There,

Thanks again for the response about the memory in an STe. The conclusion reached was that if you had 2.5meg with the 2 1meg chips in the high priority slots, then you could boot with simmfix to get a 2.5meg machine. If you booted without simmfix, the STe would think there was 4meg available. This would cause big problems because the video memory is always allocated from the high end of RAM. I was thinking about this last night and came up with a possible solution: If you had the 2 1/4meg chips in the high priority slots and booted without simmfix, then the STe would think there was 1meg available, which is ample for all the autobooting software I can think of. Booting with simmfix would still give 2.5meg. What I would like to know is, would this method work? I can see two possible problems:

1. The STe would be trying to access the two 1meg chips thinking that they were 1/4meg chips - what would happen?

2. Does it matter what order the chips are in for simmfix to work?

Any response on this would be much appreciated, preferably by mail since the news is very slow getting here. Could some kind soul also mail me a copy of simmfix, since it doesn't appear to be at terminator. Oh, sorry, its called something else now isn't it. Shame, I thought Terminator was quite cute :-)

Thanks alot

Steve

42. Re: Emulator / Other operating system questions

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-27 03:27:43 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Jul27.032743.743@math.lsa.umich.edu>
Source record: 50482

In article <1253@unicorn.WWU.EDU> n8742883@unicorn.WWU.EDU (Perry Pederson) writes:
>I've been reading Comp.sys.atari.st for about two months now, and
>am getting a little confused with the different types of operating
>systems mentioned. I know there is the Spectre seriers which emulates

I guess the ST hardware is too versatile for its own good, eh? Just
like EMACS... ["Extensability and Modifiability Aggravate Confirmed
Simpletons" }-)]

>a MacIntosh, with the current Spectre being Spectre GCR. I am also
>aware of the various IBM emulators out on the market; I believe that
>they emulate the IBM XT well, but do not support AT emulation. I have
>heard of various GEM(?)/UNIX multitasking environments, and of some
>UNIX environments without multitasking which exist for the Atari series

Ok, lessee what we can come up with...

In the beginning, there was... (oh, never mind.)

Magic Sac, Magic Sac+ - original & upgraded original Mac emulator, using
64K ROMs plugged into Atari cartridge port. By Dave Small.

Spectre, Spectre GCR - Mac emulator capable of using 128K Mac ROMs. GCR
can read/write native mode Mac disks, quickly. Non-GCR, MagicSac needed
the Translator One, which was very slow. (MIDI speed.)

Out in the grey->black area, we had:

Aladdin - disk based. Used 64K Mac ROM on disk? Oh well, I never saw it
working...

That pretty much covers it for Mac emulation. (I suppose the Discovery
cart from Happy Computers could go in there too, but again, grey-black.)

For PCs, first there was PC-Ditto 1, all software. Emulated an 8086 based
IBM XT, at around 1/3rd XT speed. Cool, highly compatible, but slow.

Next we have PC-Speed, imported to US by Michtron, I forgot who makes it.

Next comes PC-Ditto II. Both of these require soldering an adapter board
into your ST, like, onto the CPU or somesuch. Both index at about 4 times
faster than an IBM XT. Again, only 8086 based.

Talon Technologies brings in Supercharger, an XT-on-a-card that plugs into
the ST DMA port. Cool, fast. I've never used any of these PC emulators.

Coming soon, rumored, etc. AT-ONCE and AT-Speed, for AT emulation. Hardware,
of course.

In other, more obscure corners... CP/M-80, Apple II, Atari 8bit emulation, software based.

I think that covers the really alien emulation schemes...

What next... TOS enhancers. I'd guess MX2 and Micro-RTX are the only ones here. I've used 'em both. MX2 is free, Micro-RTX is shareware. I think Micro-RTX is far better than MX2. Both of them aim at giving you multiuser and multitasking capabilities but remaining TOS compatible. Micro-RTX is more comprehensive, and a lot more stable. MX2 comes with complete kernel source in Modula-2. (I don't know modula 2, so this doesn't help me. sigh...) Micro-RTX is very well supported by the author, Dave Beckemeyer.

A detailed comparison probably doesn't belong in this article...

Hm. MIDI-tasking, available, but only for use by MIDI software makers. Oh well.

TOS replacements? Hm. Minix, IDRIS, OS9-68000, that's all I can remember at the moment.

Minix - $100 or so, clone of version 7 unix. Small, kind of a limited system. Meant as an educational tool, not as a production, working environment. Who knows what the next version will be capable of, tho, as it's aiming for POSIX compliance.

IDRIS - don't know much about it. Unix clone, comes with X windowing system.

OS9 - don't know much about it. Source code compatible with Unix. I hear a lot of wonderful things about it, but haven't sat down to take a look yet. It ain't Unix, but it's better. (? That approach didn't work for Apollo...)

Oh, non-multitasking Unix equivalents. Gulam, Mark Williams microshell, Beckemeyer's Micro-C shell, probably several others.

Gulam is free, and probably the best command line environment you'll find, anywhere. All it needs now is integration with Micro-RTX and it'll be perfect. }-)

Mark Williams msh is kind of a hybrid of a Bourne and C shell. It comes with their C compiler system. It was OK, but I gave it up when I discovered Gulam. It's missing a lot of the C-shell features that I depend on. Gulam is a bit more thorough in its C shell features, though it's got some problems too. (Can't quote metacharacters. Very painful at times...)

Beckemeyer's Micro-C shell is a pretty thorough C shell implementation, with some nice expansions (e.g., input line editor). It's about halfway between msh and Gulam in terms of user interface power. (msh is purely a primitive command line system, Gulam is emacs-based full-screen.) I don't know how much it costs by itself, I bought the multitasking RTX-based version.

Sorry for the rambling, but I think that touches most of the points asked about.
--
-- Howard Chu @ University of Michigan

one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

43. Info about OS-9

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-27 08:16:38 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1929.26afb217@miavx1.acs.muohio.edu>
Source record: 50483

I've been reading a lot about OS-9, and I would like to know more about it, so if anyone has information lying around about it, I would sure appreciate receiving a copy!!

Thanks,

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
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/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
// || \\ for breakfast
// || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

44. atari st 3 MB memory

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-27 11:43:05 UTC
From: piet@cs.ruu.nl
Message-ID: <3652@ruuinf.cs.ruu.nl>
Source record: 50484

Please note that I am not the author of the following article. The author had some problems posting, so I did it for him. Replies should be made to:

jeroen@phil.ruu.nl (Jeroen Scheerder)

Due to manifold requests (since my original posting was badly formatted - I usually post things from xrn, which apparently has a weird editor) this articlei is reposted in an edited version.

My ST *DEFINITIVELY* has 3.0 Mb. I agree, not long ago I thought this impossible too; however, in the magazine "ST Computer" 3/1990 (a German magazine), the author K. D. Litteck describes how it is done in an article called "Aus zweieinhalb mach drei" (an error correction appeared in ST Computer 4/1990). This magazine is published in Germany by Heim Fachverlag. It is in German, and my German is not too good, but I'll try to describe the article accurately.

How does it work? Well after determining memory configuration (see below) TOS starts clearing the amount of memory it thinks is available. Say you've got 3.0 Mb available (like I do); TOS at first thinks 2 banks of 2 Mb are available and sets out to clear 4 Mbytes. It then runs into nonexistent memory when it reaches the end of the three available megabytes. An exception of type buserror occurs, and TOS determines at which adress the error occurred. This adress is then written in the TOS variable 'phystop', thus setting the correct memory size. Now TOS boots on ...
This works in all TOS versions known to mankind.
This is part 2 of an article about ST memory upgrading (technical part).

Before getting into the gruesome details, first some general ST memory theory: ST is equipped with Dynamic RAM, and for every memory location a single transistor is used. This allows for high speed and compact chips. However, the chips need to be refreshed about every 2 millisecs, of which the MMU (among other things) takes care.
The DRAMS are accessed bitwise; therefore, the ST adressing in 16 bits, only banks of 16 chips can be used. Now the adressing signal is multiplexed (at one adress line two adresses are located, that are consecutively transferred). In DRAM these adresses are then separated. This keeps the number of pins as small as possible. The multiplexing and sending control signals is catered for by the MMU too.

Now the multiplexing is the reason the DRAMS can only be increased in 4-folds; only 16 kBit, 64 kBit, 256 kBit, 1 MBit and 4 MBit chips currently exist.

Two control lines (called RAS and CAS) are of interest (both low-active). RAS transfers the low adress of the multiplexed adress line, CAS the high adress. They work too as chip-selectors. The signal WE selects READ or WRITE mode.

Furthermore, the ST divides CAS into CASL and CASH. CASL connects to the chips on adress lines 0..7 and CASH to 8..15, so that memory can be byte-accessed too. On WORD-read or write both CASL and CASH are active.

The ST's MMU can manage two banks of memory. For bank 0 the control lines RAS0, CAS0L and CAS0H are used, bank 1 uses RAS1, CAS1L and CAS1H. These banks can be equipped with 64, 256 or 1024 kBit chips.
On coldstart TOS writes patterns in memory and reads them back (all at well-chosen locations) to determine the memory configuration, and stores in the system variable memconf (adress $424) and the MMU's configuration register ($FF8001) a configuration byte:

Bank 0: Bank 1: Value: Total memory:

512 k - $04 0.5 M
512 k 512 k $05 1.0 M
2.0 M - $08 2.0 M
2.0 M 512 k $09 2.5 M
512 k 2.0 M $06 2.5 M
2.0 M 2.0 M $0A 4.0 M

(I hope this is right - anyway, it's in all good ST literature)

On top of all this, MMU also manages to make memory contiguous: allthough the adress space of each bank is 2.0 Mb, in case your bank 0 is 512 k and 1 is 2.0 M the MMU concatenates the total adressing space to a contiguous one (as TOS expects).

Now, that's all very well: now we want to fool the MMU to handle up to 5 (!) memory banks.

A scan of the electronics schematic in MacPaint format (you need it!) is posted too (binhexed and stuffed with Stuffit). This schematic is corrected for the error in the original printing.

We need adress line A9 (not used on 256 kBit chips). It is multiplexed and contains the real adresses A18 and A19. Both NAND-gates serve as OR-gate and should release the D-Latch 1 and 2 when CAS1L or CAS1H become active. An IC 74LS375 demultiplexes and gets out of A9 the adresses A18 and A19. With the D-Latch 3 A18 is obtained, with D-Latch 1 A19. A18 is also led over D-latch 2, being kept until CAS goes high. The IC 74LS139 (2-bit binary decoder) produces with A18, A19, CAS1L and CAS1H eight new CAS signals, of which we only need four. These four signals are fed to the memory banks (all formerly 0).

Now, some things to pay attention to:
- the 2.0 Mb should be bank 0;
- the RAS0-line must be interrupted;
- the assignment of RAS- and CAS-lines MUST be corresponding.

MMU pin configuration:
6: CAS0H
7: CAS0L

8: RAS0
18: RAS1
21: CAS1L
22: CAS1H
64: A9

Components:
- 1 IC 74LS00
- 1 IC 74LS375
- 1 IC 74LS139
- 4 68 Ohm resistors
- 1 Block condensator
- 1 microFahrad wire or copper litze

I hope this is clear enough to you all (once you've seen the picture accompanying this, I hope).

Wish y'all good luck,

Jeroen.

-------- memory.hqx ----

(This file must be converted with BinHex 4.0)

:#NePE@pbH5jcDA3!8dP8)90*9#%!!!!!+$8!!!!!#DG6593K!!%!!#JeFNaKG3%

!!!!!!!!!!J)'6@9YEh*jm2$`!$K''%##`BC!JX'3!%##`D!2$`!$$`m2$`m2$`m

!1%BZ!$9Y3!!iVpS$fJ%!!"F!!3!!!$K'5&"19%G68%j8!3#LdJ%$SY63(!!!!I8

!!%Lp!!!"HJ!!*M8,aZ3J!!!!!!!hCS!!!3)+0!63B-"V`3-X!9"Nc"bdS4aikD

-R)%%$3388!J8'(NQ4$%EaFj!Nc*YhXM*%d-!35K1U"aT!T-+4S&!#!+JS""!cCN

eE`E)#8$'#je)NBU5&Q"!3#1q&YCV9d-8Y'XaG!Ei&k#3!)!j!a)&B,!3J-Yrq2l

"5mUf,GX&""N@D*+Qc*Sb0`%m#"J"NUKMND#)SXE,!G*S!Q)%D$5J@&iJCp1ZG8X

CJ!F!+!!3#%!Y`$-!#!,X!C!!!%!d!1!%A-!-B(6FF!6aP$2eJiIC&a45(4&baNN

V!-)JI$J6N!#DR`"J1-!i-!9)N!"fjR!%ibI!5a"d!Ta)J"(`$)%G4mJ4NR)%6J*

B4pKikp&'I$pFam%%a,5mqI2SdkYIclkpZiMkcN%R(A9H$1(12li8J8i!h!3K6d"

`l#93A!J"8+&#)2$!6J(L%-3"!%B)")884B3BN!!%)aBa"%'A!F)@#,0J!8!JT"%

N!J!`NS)!%@q-!B8FCCJaa`%mqJMN'!!##Ka)X+$"J`J6+Pc)X+($Ka!M5Ta)XD,

&LaJcDYc)XD2(KlN!K"`TXL6*N`$X!4MJ!!%F4-K5VSb!)"&-Q3-J8!"d8f91#Lp

MqS6J!d(2Q5)3(@8T!XkMQ2)#-NKQXL5qJ!rir3Z`"BBb!&F*)!MiipHpI`$!53-

E%-%mX[h3`V['&J##Gf6aS38'VLk#G!!)$2N9PkrIFJ'"p,eU&c%!)1F#JYPh1(&

N!$!S-dEJ',*8c@dlAcj!Q9pJ"$MDZS1,&Tqra1B#!M0Y@L`4e3!+J!KSi"qreir

```
lBBd,`"qmJ$"S"kC`fqjU!##%!f!!()M`!Q-",2YR2#!'j35BiiBZRAVLe`%q3"!
H3!#)H!%*J+I!SbhH!!5L"fj`r$&k!HX"d"iBm!8'RJm%f#FJ!rS4`1"j!K)3)!)
#J",3"rlm!``%M-N(3'dLC(GAK!db!!5%!6J3)!%$l!B!KQMjdb&i)X#J)(iPpZ@
IJ!&!)4b,r8%!h!!cqR9IIMmb!!'+%IJBQ(X"#4N3NI'CYYQ4),a@`!%0,,QM!!j
%i-&V"%!*J*3!#&$NC[S%j--p%EV`fJ))-+,ML3!i!-!%%3!R!("SUPPPQQ6YJaB
kE3,JJdS!T)!H!UbmTJ!`@!%3334f*5)-Q8XHXe+4!J3%!Q8[fS-@*'d@J!)JEEf
5BA&a&4#2"`"JS-J)'4)!6`!)!$,!D`EJ!%%Fa$4J)+'BNBT!Q`,mF-)I@J%!L*D
pYXA)DacJqB'PQ#*`D`(rr!12!,d1%#iq4N5J#!hZH4KUXQdPkJ0PF4R!$a+!*+M
!Y3!SJ+HHPpSPK3KN`M#!Tlm#B!!3+3K#``HJZ#ZUX[*HGF!&r`$'!!!(Q1G[I*E
5LX$!"3Z`DX),0ra`[UDp1fUDB`&KQPdU&H"%B!Y+LQH#AL)J!X'"`@!b)(mU$!3
+FV"lV-Z8N3[!E'h4Xe+#GZN-FXmKE"Td!*i@[6!I#Y"JV-6304ecbf-4i"29#'L
jmjR5&BfCRm!D8F5kJc,GleK$K&[#L@-aF&8"*e*Y(Z&Aa`dF$(3VM!-4F4c$+YN
[1bh%D`MX0KB&2i6VMfN&J)&ceEQp(@#D`-&B(+J6`laMjRB"3)+,(i"HH&YD8ST
cJ1hK8b$PCJ0!"1B[!$+@$bi1-,0eZ1HQ1mrX#3$)lbfhlM3"Vb833Zcj6BQ"G%#
Jp`%bZ5FZS!$`8)pXjI9K$d!#)R#I[(l"09r!mh$Ej64Q!4dJBpkLdY+lfTHp%m3
11P0LhSi#F)#f1FpmCFS1i`)LU'-93&3"#8#dI[-q%"J2Jb["`k2#*b#MZ!f#!N!
%F[a8T!XL8%#[%B!Iq'#H"+`+!4riKii'-$`"BF!*Md,%#AIh)`(!BB88E#%)!r#
D"f!!Ck`b)!+@*,U9p$!!+)K#%#Ae[!0iL3"%Z&`!NcJS&lT)J`"S3),kSMNU6JN
(k%%#&*U)J%H`Je,23`!NT%)%VA9[$%3$&Ka#%!i%@-##5a41!`*!$!$XXBd!!)-
"9X+H2NbKL3TiK!kI"V)p"LD-C0S0)B$J08D)B!))5"[S%TP'!C!!!!!@HS&GU*J
!5JSS!9S88!1j'*m!I"%&3mL3!!0f43!JQ1XH`!#%&(Me!d5q%)d0H1@*FQ!m(2J
!$!Vi&(S5%!hdm)UA6rUP'2-6J(%%8Q(+C+BccfLD"YcQ4$!!"J,i!!)`*'J!h2#
Q%k6M`%R&4d,aJF!i34!!#T!!%PL!L%)K9CQE*ED6%!"J"@E#a3mHf(-PM!!I2m&
*J!Gi8N)$,HK"dBN2QKc53fE-S(!QJ"pIBLBB2q#(!,!*M!%mi"qXUKrT$&$6h3@
LFGdcCbN93C-bXK)#!b"(!&J!J"p8FkDB'X$'rU#2eJ!,'!F!4S)Lm&-+!LG,AP8
B(")4MJFBpCRY6*!!-!!JbbQ+!!`5U#NhK(-!22hL(eIjJD%+!!p"j&4ZB%f6%Y%
DRqbeN30JB"#40!S!#BaP0eJ&aXCJi&F+fULTVrVI1M-B3`*fF*D4T#$pQ2H!acl
Y!2Nkdb&d*`$Q#5!!h#R5!CE)X9Ga%(C6$'fDPLHFdL,39lXE*3@R0kJ&d$C"IRM
&E6@A3ad*J,F!H-!#`!(C!33A6qK6Rh'IL622iVDj&)4Z!V+j'q"#lhb)d1ja!C!
!'[IK0M(K6Ba`%V!!B*6AZZGY6hU,ZpiPZ9Gcm0fYI0qAZIX5mAa`81m,mAZQ`'!
1`)q*liiHd%!39(Gh&"5"(2V$!00X0hNBrZm"UrKF#*9@%5#`NANEV$!4+),$(JB
```

```
KJrhli!0LGhPd6!3`9$cM$#X!aJ$im*3`l,pr)+![f5%aHrK!3TUSF%NVpT)!+$!
"F89P1UDTjB*hebB$C1F2RK11"BS*!!lB4C23N!"@Mp0%J4(JpFS)b,+-ZG`@1&%
!!5FD3Ep8D'!#Z"4Q3ZK2R0mhCjiP#J&`m[+*V,[,IK%Y-$QKi,+!V'83'lV1#S[
!SNZS*H!b`*GaSh5Kcr49i$J`!!'!QJ%d26S(&X$6S+DJS1@mCCi""`bQrJm)6'-
!#!$1IV!q(IVD3ZXclUl8EC(1bfc'BPF(1p6%*R5Y56e'Zi#2-J9)3P1ET`"BAd!
@,KUfABSpC&YA'`(#U9Cd``81C%bVHDJ0eFBS)!0F"m4hdDjdZDN0R9ac0MF-Z1N
rh1h["F$$Z[0@JB[%8U""khXPacihQ3DJ)eIMkd*#r0!r$(!2K3HdiH5'q+AYNLM
c!#!*r"51!Z30!!UBB1%3!,Qd,AfQ3jFF1%$8*EVlaA+A,r`pq4ie"'cH[!8D4H8
X[i!SILlcKmqBk+3c1L+3!$iG&K1J#2!!qVKR[ZqKHqI3e3RLI&RZ*3B3J35cjVV
)Dak[ST1`Y)jia9qVrN8L%#(Y6UFcbGf158dkYqUA*3!+c)(h1@r-khZI6YKe,T`
&X$c`+-!B21!FmUGrRHmmfRN#(KqI#&#Jm00'r,,FR[,hF6i`%#!(k%&mH$KATr4
P!VadG"Ad,4mq8D*rIE+I*2[iV(l)Ylpme2p!(&J8XIH"%EAYf9kV3jYQ!!@i+cc
'A[A13B-CbBp[hS2Ir+MaIQ-I)!irqU-mY51FqD+AQJ"#pCF-9TlZZ$qdqYQ2$YR
-&i4NMlrhecqGqT2(r2!A*I+A*[,QIrUaIHJhJ2b(!28R!$N%$'LKCCGeISLAIJ4
S&`fi'd!3J9&#33()I!J`IaLB*LHbJG)QC4pSJ3[BJ+aLJPU'JYbRJZ`('!-3!)R
"J5cfH2TR&b,BIJ2`,LlBJB35J`SiJbZa-Bq"Jc$)I"M3*J(`!2e3$aISJpN4K2`
cK%bB+!p3$rm`!-!JEc4BK8VSJ6'i'RlfD&4iJp*f4&KBJHf`%QJBKQViF$SB*@m
i!('i%Q)SE55@JRHBK`1`KeV@Kc(iKdBBL(-BB1b(ISCS&h+BK0+'AB#(HifBKT!
!U'@51&Q8#)H(+)L+'$X`X)Pif)PU@"YeH#D9q)K@Q)QB)BU!k)N44LKM%BTfb)Q
1U)H*')Z,5)ZSD)Z@Z)SH1)ZiTa,%i4U"%3#[Q)Z5+)a4SK+TYJ-CBR!CK)C0Y3m
3F)H`Z)bYf)cfpci4N!!Jb,L)2b"qai')PrL*c(JQM!))mc8"5%L0p%0ljJL-XVL
0kYL0#I#0!J+2`L%!JJ%)86'21+L0[!J"M!)-mk@2dV+)qZ'2a!!%!CQ0`@L2%!!
R!B!$#1Q0i-L2J9&-*r)(YR89!KQ*%eQ3!"C*"1bSNI[)N!!r8N`Y#"`%)*)5@Bm
Q+5!SQC!!'mQ5(4N%%")B-UQ-*BPl&YN$ljBL8Z)!m"J316!"K#!%24Q6Z(L1ZJL
+3LNJVrBDI1)Pi4Jl,P)%c(%%P%*#2KQ9p,L,94N!#B!,k"%"-0*Y$"N3"F!FC!)
%!H!)BcQ5Q"L8!U)"J(!9!3!$T,#@ECQ8GN%+4M#A!S!TlT-!i$!%aa!"'Q"M!kQ
A,e+-T#)+DaNJQmH988)+4j!!)4'J9CKb!1%5$KK!"#J3$3NbNl[)''U#&Z+!(K@
JQD'5!"rJ)L"JGkqKD3GJPk6j$r""#JJ3$6m!"+`*LUY4!++`E5T#IBlR)R``")5
`Qd"!!&%`1MBSR-3TQ54*NmP*#MJ$)-HA!%K5@*C5RGG*06Bi#XM`$DX*P0kC'lK
`3#Y5Q`i3Mp3j!(DTRJ%!$kNCQFFjLmR*+YP4Rqm6!2J*)@U834P!!DRC&[$*N!!
$@QC4-Ti4N!#J1q*Jla-1%r#B%#U9"$QKeT8r"@#I*m!$-!NF))N@r##5AP+@A$Q
```

```
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#!$`*!#[k)6hkT1M)2fHDTPCDP$p`1Zi6!#3!0!ibTf)T1#XKTRQ5TcCb!)*`#'T
kTFJaHqMa!V`3TiB+NhGUJQ4+NlQ49BJJKH[(!Cb!(XeTRJRJ)MN3!3b3!+RaXDP
MbUL"33KB%+TTBJ!LS+34%#!,fKjG13&bqT5`ZUK!LN!%3!C(J!#LZRkJX*B`-&r
hC!!Z8J$IZ(KhUDKj@BmJF"cV4`#Qd%34d$Ri%`!+i#))%!VZ8d`$B'D,fCM#!*N
X"U12aDhNSU[2qMlJ+!%Z!J'Km!#JU9AamjZQ533QS)rBQUIE5S!3S+39F+rN+5#
h+5T"B"kDjM-i%kbNN!#BaDQS)dUA'9*L1%#[2P#U!Z)!$JZ1CX)(%dZG$m#Z'33
!'4ZZmBS@9%1A[m#&B,'1rh'[@RSq*q!qLRHH#,#FkJN!Sb!-(m!cDYLa613k)*!
!+!G393!J$F$"T[IUTLJ`R9*"R81,RIdT!["kX)pKJ``T0ASa8jK"U3)#!SS!("3
,"!IJXJ,5S'!VK#E)Y$(d@(M"-G%bIIf6)3%3$JVJYYDkQ"ckVRBlN!"N'k0V+Ke
A@f3")!iBXV8"8DFYQUM+Z,L2p4a@Q`m#3J*p)KAP+,CdU6#-+kQBiEN"m!+4J"i
-F!KKQVQQZlQ0LabHqhm#d!#)!*!!Q!ZL0MK*Y)ZkY"J!M`!+rFJ!ZaZ3!&i#JC&
SJqm*!TcVZ%d6!)M3N!$)blY1ZSV1HlT@ki52B,h*fl[DLc2"flef!3J@!J"bF!,
AUlbbqlc4LaaYJPVTU`JSJ!L`fl[-LiRE@lk1ff@)N!#qjFS)SbXELNZqd"'rpRJ
)-43"%e[!6h2!m&ZlUFXa$d!'i"!#3R"6NkHr%XbpMZZjUP)'[NB)$!$"qjXBrC[
!ZF%UAT)C&[`2k%!&(2))L)$#(dbl4RTC-(`!1H3-9'#Z10bm#!bp,3`!80!kAJ3
!5-!%H))!3mbr46bK53`[5pc%13A&(Nc%%fbNR[3b5r`%@0F@8Dc#8bbI(f)p5k*
!@ZbN+6bfCe`!i1NPPE2'r&6'6l1p6f6%bXPLG9`rD!N-6ATCEebk%``!SU"X6@2
(!P+Z6CT6KEc#4Sc)LT`QM%bZ)("P#42"A&`Vd(%I!8!+P3`JJ-bB9fCbNB`cHr`
F1$$+Pj`j9cC"R+aP`+$(Rm`ME2V(c--V32!@U2CZXb`EYJ`#HiY'C30DH%)1Aj!
!!)"JT3FJ(@pFbkTmb`)b-f#maJ*#!8+!!&G'!0#-Jp+F)(YFc0C-'8Z-*mb""'m
Bc(NmcF6XIUf6!0J-!#,J#$F&$RXEcF0-cNSmcd)3#!L`c[VXc[amc1FF%)&!%qX
-#1#mcr"Xd0JF!2(3%J,Gd!50bkkX8`&Y`0)@cTlmcM$d$`*!+EV-6`YYdH,-`J"
!''J"$SX-!("JdQZ+dKmY$TC-Tm9Bd4fp[8X#!MCp*V%K,66Gdcm0!8(0d$Z0B6i
G*8Fpe0"4e%fGe%Ule%!pde,GB&4Ye&CY9Zdme3)#$)G!#',JIeSYe0%P'cff'qk
"#%``eNbpeF+Xe'N5!%K`TQ3Ge9`0#$b03+p9efjGe@E0e4lGdh0p")6J"hF0eef
0e@P#F86`ef@0e)+pefSY!LM`f)NGf((Ye3%J$#FJeTQ0e,5FeP"YeD1Ye+9YeZr
BBjhc$j6J'*%0cUbY&``!$b#`cM!3eE1ef""!'B,k"l30$mf-(,UpTMaYTHG`&Q#
4+,PYeEXGCIiAYA*4h'Uf1ieNeXmpBpH0e0PYhFkpTYVphGA0-pZ0&Ye0hZ)GCHA
0-H$YhGMGhSF(,!-!$a)`!-%3#)$J$1NpBpF"!6*!!#)J"%!!*`I`!-#!"!r`!Cr
```

```
`#B#J)pcGhZHP'e*!!!3`1c8$"-J!!B(J50q`h`HQ'j*!i4DH'i'!""$`@K$3iHp
GhBGh(8&3hm3`iJ8J##CZ!1Na[`F!$L4`!)(`!*,$ZHB0hb3U"")J1l0$i2L"i1d
K,9d'!Q5!!%-!!)J!"%$1hLa1SS23*L4`j"c$+dJJ,B,!j%BMR+L'CeAHh5hH`K)
!i!*1i!,`!28(#"!&#&d@"#5!!!%3L&5HhQ4h(B!`!H0`hi$JjN`-!C%J)A5Z-)+
`iaXqj@HqTQ6hKJB3+Nr`#!l38CjV!)6`5M`*PSpqj5RHj3FJ06`*"(ZqiTjf*Ke
q!$Cijd(3+i$`kBpfH"eZi`"`!XF`T!G`dPBqkfHbhXp0GX!1kA3hl!YCl(a1Gkp
4JcC)"-[JiI'p%J0JA86!+#"!&kK1J@35!!A`!d3`"V(4@X!3!HS!lG6QCphqlHS
h#!!J"#SK!-&J+H@1kQ5R*@J*!#K!#F$J%`-!8HiH'"XF$4J!$1b3!1c4lQF2m!Y
C+c8%J!JI)!4Kd*F!r`!#6r!'2cHjJ@TRSZp5f2!2(r&K-36!S!!P!!-&6qq!Yqd
f#!&M`2#2)$Z@!!3L+33[S!`KX!lQE[)VJ3MI3!+'!#F%)!3J3!!PIr)2IZ8khr$
!J!%a(aC"S&8$Er4"IZb69I!%F!Le%['h+`#AFI5q$J2'r[8rBZ!F8!c!d!`ARa`
V!3aL8!`JJ2BS2eNrNKjJ8!XB%"N$J!-"B!jZJ20aRlE(q!&eM`&51!"`-!$-`!Y
`-J"')!!@N!!'*pqd`GjlIJB!CQ$h(Fm)"-!#XL$cJ@%%qP!!D!!)kbcja#lh6r)
"BY!)K"mBM8!2#K!,RNm!S#rkT2p[NirkXEIk)0$aVarlXpri06$kTImDZ3riXFF
"K3!-(3m("+!'XKm@S%m"k($l-06VMeI`!r$k+4!,Lpri&*!!$T&[r+H2'GU[q5N
J#iZ[pq6J"Z12rB#RrBH2$,cJ$EKIrM"3$2H2p2TrrFHIrrZ2'J&!riIrqTrTShU
B`3#52`3i!%hI9TT&#K$q3F!!Z)XLi2qcJ-4Z!K,!BkF"$k!!a)!2-!&53&#%!6Q
J##5!)E!"NVm8#!)ri2h6A#I3!G)N%$J$Af!04)%Zd2rT!$`d5Ck)#UaFq3!Yl!0
2FIhSP$T!#p$!'[`E1N81rX%fq$HKBJ$F!fq!&XJ"1IJhf33'fSJ-m!HSi)GiIl2
PGh%Pq"!!$-!Ab!BLE8UX`0N&(A!HUYN(fJ!YX$FB5081J$L3!)-fU'Nj$4#3!!d
UecU3!)0KN!!0JJ"MF"VZ5T!!%i124@S`%&C!$@`Jm))18S0M9"9Yi!Lj8L3d$kM
Q!qJ&!1#hB!XJm$mbm"'#J%YST5CA!2J$Mq!X")"q!!UX9#LdK&)K+K#(4!F!GJ!
pf!VT3#`PM%!S#LmK0`J)%d![V-&H+"@Q39J*K-rV%Mk$15J)P5%c6)C5B4NL3eJ
i(D5KJ#KLcR!D*X*Sq!bT)31`KT)X'ej$D&J0Zq%f,)I6F)q*`f'f$TXK0q5&hK!
FDUYf5!c4i6L-KqB3%Vl$HhJ1[b'K@@%c!"iF!%EK$fX*)P3B$k!2U%*!8"$jB3D
""li0!HL9PVB@,NMrLJS'!!QP,q@a&Bc$,l5)j!XM)U&`)ab8'cZiJL"a0BP%%1)
"hS)"D'ec!Kk8Zj4B+eEL#i%"jFKFr!-381iQbIE+&Lja*#)(h$B6lq%$U#S%i"Z
-Jh$aEM)L#)%"ki`R3KcR"5F%J!m!!#E!81L+hH"&SQ+jXbl1kcJi44L`'ai!9"3
9Ah%FLXA$XaXB!$M`LP-aqa3!YQJA6Tj8")YbN5ib!,ZB&X-L`$N6)!$amF@i5([
Q)Q!m!(KJ-1*&fZ-J!+-"`(P3!JKS2lA)-GMLL"S!a!%B[!8S`3-QSepN!*-P-,+
+53)!`S9Q6"-f`J0iaZc6-3#MY!J-i'-cFXA95!$DK*MS+,dQ%5!(ZP0HB#1%)!!
```

```
F!!(J!A2`-PV%fVY$ip!fKJ!*N3JJJ#%)#+BK0-T"ErBE3d3KX!"JE$I80V!!#!j
!NaU(`L%%h"6lSJ!J!!5!"!`1!$!#`10"iS-(i!"i)"CP(3S3#,#M1A-4+J'L))$
[k,a-!`M3%##J2*l(jaJ!)%TSc#N-)!+)!SL#*f`EIE3!+1!q9Li!8!Ki3F`KM'f
L!B#!#2!!)-!Rd)d"i$R1SLca$aS!2e#3!!a53$!#%%!"mX!&3!F5XU&8b!Zj'$2
NKR3NN!!JTf#Id2JD'J!K3*&d+P``#"p3!#"NM,3Zq%!8I!$q'"KXT&1""$RbhV$
(eh$T2)!(5*%"J!(mM1Z)!J+!S6J!TX%'!3*4!!``9h*-)b%!"%##jTK6E-5)l*(
K33"J58E!!86!F%3"@5D(i"3a55E0T20+&4i!"$b#AT15%"&Ca"`%B-fP5,$!6f)
NRh`!6&)H[FRF3!!L!#D)MldX-*b4@%FBbp'Np)f2i5edMhfd'KDMTm3-JF8!a-C
U`bP0*5ikP2dM-iV+69NUab'T#!#,Ed4qa61#(2(,UB3"B'"ACK$Nk"F0j9hNP4$
(9ll+BcNXNfAf-C6"FL8J5qZL,"%4#2J$`P*!p-VX)aDJJe2"HFC4@cT,aKLNJ!'
iR*BLjcKdbr*b,TXPYH5@TJ83Y-Z9X#h**3,a"20b!04,G@PDlN'qh*HR!B%-J(m
j,Sp$!d%JZqfCSBAK&LleCF(N'+EP4`8U$I%@'QDp6"8m!!&i!!)3!L3!A6%YfB%
k2Sf+Q6`ZTUABCL'!!D4-+3Nbe58d)jP6`Q4D!#"!!BCH#'JQE-'d2)$je&%FJ"m
BQG)bCMD+Y3-!0X#kH3`eNf0ZM!#`(Nh,!(JLBN%eFC*)%KcaJ"%SMZ(Q$D8!SVN
6aL-3%!%Em`F8Z5c*QEM(F)SC!3%HK!K#B!aH"ZaB#4)0!(J!("!9CJZ$D6R[aJ0
m6Ib`24C%fE`Tr1"XTJ8pa#)"`G@N$'rcYBb&%'!%kLE4C'D[`86m!EkC3CVQrh%
3$q!"e)F--4F,jq'd#q%Q!#`!2&!''!a,%-6R[*ZJ&JH8B!XL%DAJX`Z(5+B!P4bQ
N#S[%!dF!(+c#Ij!!!2E"c(JYSl0dXVIcBbP5*`m)!KZcG3B0VU4)#-$QF8U8)J"
J!"#!)+lQDp!+"S"S5$3L3#iF*mX"!(a*rF$10#)@Q%&pd"eU8`33JXq*!&!!"8%
e4%"*B-66'4mfirJ%PF#!604*UqNfhHGF#`"%!!*N-[Ef2Im!)"#Ir`Gr[SA%#6p
rJ"r`RPAR-4a3Tc9lAQE36"2E%R8Ld&e$&Pl&D3bA!Z!0cCE[q3!Qk"kN39R6G(e
2#'!rS3-+T5!L&!ZG#42k@&iS"L@J%E5%EP!E'N*a+")UNc[dJ[C3kb*[UKB#r3%
m90,*d!G3-FH#8mQ@2A5%4Y#G)$A-%5#!SM(dHe*4ea%!NUJ+MD!,S)9f85'+(1A
0U3`!(!#,IP%Na%5MdK"3Se,dKlkE!T!!-6FQ##!"15Sl#!!i+N2,T*C!Q3cLHd3
P!`!FLJ`!#!)"+B91NJ*k(@MQd!-"IL"('3ld8!$H`DYJQ#4'LAj2jN%iNLB)%+4
5THJ`!1Q!5@%Sa*%hY[&VfY&A`JNMU"DE$U4df3N,H%!)fX3!b+5RG$UN8K'!)c,
)9@#M(#D@VS4dN3"Uk8T`,Q98PrB,)$!j4bAe+M00j)P-K`G`k9jM*'%B!-#B8Ka
65N59U3)3!UYc9)C5+H&ETX0`fKLXiQPL8f1+!%M-!&JV1'#!GP28+5Q1jmDmLL@
%fQ41LM+FD-$Je(-SJ*DfLAC+335!M5!#B!##)L%J-1MJ*LBi%j6"3I66i[!2(!3
3i!-)J*eL&`&J!m""IP#S!5%)!)*hGa9k@ji)1!rJ0U46"'!h-LSPiCfRJ0fXRil
k8GGS3"!$9XUN0J!'-$Yr*U[S6im$(K`#3*!!CIJ"GRQRN!!!PYR8PT06%5F$f$`
```

*)UIi,AM4@J+#2eJrN!"!J)*8*MC")DTGB!!)J"P%eF6`l[$%948!N!$!`Qa9!aS
*65SXA91EdDaL9AUb94PU@m8f$k!ri*5+L9f5k3N63&MKN[*98lT))fJ-b+PiVkr
Ld1b!,pTUBM@PF63JS#6(ZK,`K--F#k(LTZ!$)6!)B)%81K14JFb3!-TV+!$B3`J
B"%'3!"0LUFXJP[BFf@)8UJ-F!!V@qP9@!pQk-S%&!Y$@+-&V')!-X!X83!%-,`%
M,4L$[3'Y2@R3p*VIbJ"XJ!BBVU993"K3aL#@G'Y2'U8F)eMX!8H`!+U!#S#Zl-'
$-)E2&#9fUlA*VMKJZhEAlqU%dN48)!!BUEcfT!"a!15C$)J##)!5+!2SfU4dKhA
082UK[[Uh,i!!JLYi$3K(!1LP'[QDSCL(J*8"8+$!#YIf'PhTQX4M%6RP[iUPP(3
!HSd#F!)&0J%!!`V,([!&X-#S'l2)b3hV1J$`a+iMV5AfhAa6"*!!-MH'!%J0b,A
&mSBh4,DN3aj318)JD6B6jG%A@+aL*9YAiCXQcD9j$)i$"!K)'61HfY)MQbBS3i,
$+A`!E#E++6%@PJ3mU"RpD33J!#)!$UDX+8@b+`%+m0*!C9-b)j`S!!-!"S`!Jr+
dl-*4A5X3!!j%"63l!*!!3$10)B&)#[*1Ie$&"!!'Q,0!S-lLQB*U)f)!)YLcD8)
k0)!F436#UCCiQJd'([b()l"Ar!%'i!%83-VDfB,D852!Si@afHcG$!"`ZM&rK*0
p$#VK!13%&)!JY'09@D3F&4bB@NKEBAH#5L!cDkaQ',j"4338lCh0URS@e8DAc4K
X-aim'!%L304@eH+!9AFYDCdC*R50I9BJS")@lC0!UpDfa`S)(AV6J!"Jm,CP!Uh
Q@9l,(S"SZD9"1i2(4YSS`@`I!lb9#[+f`V,9GeYCfi+maB`#`Ulb@aeV&rjYZmf
fpVEI&YaV#(#E5VdeY`ThSpQJKXY#"bkHB!$r0MR0-aMa*aKU3)Uhec!!V)D$KKN
``#qJEG!!"(JZJNX!j+h)c3hc$!DS,Jd!h2j"!HJ,)$F2DYaB"!2J!`,S!1(L114
F!5%GfQJ"``'CH*$RCL+'l#J@%Zcfk%FBX+YeBe(*$lX'9'P$h4,M&UFYdVblUL6!
EV3!XhIMJFS[Z@cKS2`S+r31X1hB$3pPeZK2dS)dS"b)Jf#l9IEY0j6TXc!I3Dc`
Qam"QFjH85L'aHhHYES@b&-X4!M6(KGTJ6X3if$h5B[#fhDUE"kr#K4+3!*!!B-M
DL+@lVRB2DT%0`L)H%!23-ARr,@@!!*d$%!4)m`J*E1b5@'0&!kcbJ(Mk'ZGEZP!
!*#$,60i$d%Mi!4N8,'PN3hC)5&N!!(H`ba&``-!$*EHf%!`h!PZTIUGJm#m(X
&KBE%&&#5JLb!&b"dIm8r%"c,YcF#L1HEHpr(j#8!,3!Fl%I5HK8baj2d*200pf`
!j9YXAk-$`!"(3akm%R2K$`M!q8frkrGhYGmdZ5DeNUBG-,+A"iKIA`-f5-#3!0!
+&i3!()"L!!%#X-))#i&b8%kZ"LXF`#S+k"lT&!EB$G`EICm(!6Lk2AFFRMcQd3!
3`*dM+$m9($b1H(!-M*IjPEiSq2F5J"9m(C3[@84'8LK9i@!)N!##R4F2,MS"!1Y
U),+VJJG-4p%G56Jh,''hfi4eLYT9`SAA##F'R+FEXR"J@-&FH!T6hLqmKD@`&pl
"CEJ,$eddr"M#m"N'`fCi$F0K0Fb%YA#S"!"ImML)BAR,KM1PY$!0"h-29f%r6&3
K*J+4`iQK6`&Ldi+)(i-Lj!'&1"#riF33#FH!16-Yci-2Vq")1"N--@5T`f1*!+"
B"L!"%J83L)3Zc402c6%-PB)HMC8!$-!84d*!F)N45#BHKqdhb)+!QjP"C+YXQ-@
eq"06BHH9Lf[QbP`*X!!i-,r!m!M``,$`aC)iTl"LbV!!1JF!b,)HS'0D&Q8XE0Q

```
"%B!!LN"+4'03A"YcJeP4X`&!HCC"eE([FN2H-`)S3"#)ihK*MN@5Rdh(r`%#5#%
m4e%`!$b@amD2(JrMZe4T1bCkL,05``)N!0q!!I!!dPJ5r2Hha!II!Jjdm-a$RTL
3!1,863-!!k!!f)$)KS+3!*k'@SB"G("ri&dP#JBJ!5)3MZG%[!`9BQ%E")+52!i
l(!%`R*!!`aI6#BPm'Q3b6ACHG'%RpmE!m!$m488HKd&C))X&"4!%IR*J5-SmH5N
hC4d-PBIb8PB-9&N95f-q6"I'mF)&bPUj&S(PeYJEN4&A9KJ*3[`@2,"X!#C*Epb
,5&PKK)VHU22!FSRk,3-c,XHHmP,Z`2*HPKEP,P4N&@c!HrJbX[J$mQ!Vp!0"!"M
qmK8&!'43!Ab$66J2i!-"F-Z!'3$iRjS,!)5"jk*`[kAFkBKI%!6Y"Fi`c(6"!#5
)Y*bC8r0U$Xd!`$@IjYD-PUX1DUl0mE,FbHEF(*YVmakMcDUC-chQhF`rKV0[EM$
'16Jr%5LMQimcFql0bKNj0qIJr(U"Xp*kcV+j1LIRkfbG'`afVXhDZ6Q$jYGEIe+
c8l%455`jr`!)T$cbkR4f+Pf)(lKRk1a8r!'4Q-qTH9[`JIk8ikDcIZD%AQJkkiR
8F(#!JB"Q,fNKeC3lP-#JUd+$IS)-J%U)$KQ-!rU#MF!!"3p##`!NJ+"m#4%BH!d
'!43m5VJ!KX!J`!8EJJK8!#0!!cK!'9J%)cV)90S5B'&8G"*!!K*!%LL"',d!CM3
i!!*%3!)m!4`Y"jJ!Mjl4dL*))`%BN!#MGc3!)0%c1J4!J!#D")"!MNi#-CS"Q"0
h%!c%!3l!!HB!"c#!0l!(EYpD%"k!i8cM!-$3S0ZdJhl6EMT1`qNj,DIV0*fqdhB
k6q2T2DfRqc5IrY0q1P#rDHPL!!!:
-------- end of memory.hqx ----
```

45. Re: Emulator / Other operating system questions

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-27 17:55:50 UTC
From: ngse18@castle.ed.ac.uk
Message-ID: <5392@castle.ed.ac.uk>
Source record: 50485

In article <1990Jul27.032743.743@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>
>Aladdin - disk based. Used 64K Mac ROM on disk? Oh well, I never saw it
>working...
>

Howard - I had a real Aladin on loan once - the commercial product was a ROM-based system. I have seen disk-based systems (presumably pirates) which appear to stem from the same source; did not one of the authors posted some material on this subject a few months back?

Russ

46. How many folders

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-28 04:47:30 UTC
From: brian@wolves.uucp
Message-ID: <1990Jul28.044730.14838@wolves.uucp>
Source record: 50486

I just got my first hard drive (yaaay) and an ICD adapter to run it. The ICD software lets you set how many folder buffers to be active. (to avoid the infamous 40-folder limit bug). What is a good,safe amount to use?

Thanks,
Brian Daniels

--

"posess yourself--or somebody else will
review yourself--you might find you're someone else"
the FIXX

Brian Daniels
(brian@wolves)
---

47. Extending your cartridge port

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-28 20:13:13 UTC
From: brian@wolves.uucp
Message-ID: <1990Jul28.201313.21802@wolves.uucp>
Source record: 50487

I am putting my motherboard into a new case this week, and was wondering if you can safely use ribbon cable to extend the ST's cartridge port. Also, could you get away with making an extension cable that had more than one cartridge connector on it, with a switch to choose which one to power?

Thanks in advance,
Brian Daniels

--

"posess yourself--or somebody else will
review yourself--you might find you're someone else"
the FIXX

Brian Daniels
(brian@wolves)
---

48. TOS or GEM ??

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-30 09:08:07 UTC
From: stefan@hpbbi4BBN.HP.COM
Message-ID: <7120001@hpbbi4BBN.HP.COM>
Source record: 50488

Does anyone how a program can detect if it was started

as a
GEM-Application
or as a
TOS-Program

I want to check if a program accidently was started
by an TOS-Shell.

Thanks Stefan

49. Right Mouse Button Programming

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-30 13:29:13 UTC
From: mreiss@ncrcam.Cambridge.NCR.COM
Message-ID: <1961@ncrcam.Cambridge.NCR.COM>
Source record: 50489

We are currently working on a project that we need to use the right mouse button. (Really both buttons, but ...) We have been able to get the left button to work fine ... single clicks, double clicks, event time out ... using evnt_multi. It will not work for the right button. The programming is the same, but it won't work. WHY ?

I really need some help here. PLEASE ... don't assume someone else will answer. If you know what the problem is please send me email.

What? You want to know what we are doing? Well.... I won't tell and I won't answer email with questions about it until its done, but can you say mg with mouse support? WE have the left button working, but we want the right button to work also. PLEASE HELP

mike
--
Michael A. Reiss |
| mike
USENET = Mike.Reiss@Cambridge.NCR.COM |

50. Re: Right Mouse Button Programming

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-31 03:48:37 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Jul31.034837.19230@sun.soe.clarkson.edu>
Source record: 50490

From article <1961@ncrcam.Cambridge.NCR.COM>, by mreiss@ncrcam.Cambridge.NCR.COM (mreiss):
>
> We are currently working on a project that we need to use the right mouse
> button. (Really both buttons, but ...) We have been able to get the left

> Michael A. Reiss |
> | mike
> USENET = Mike.Reiss@Cambridge.NCR.COM |

We was doing a project that required the use of both buttons a few months ago, and people suggested we stray from the easy event multi approach and write our own mouse handlers... Didn't know much about that approach, but once you got one working I am sure it would be much better than the double button support of event multi.

As I recall you can have event multi report on left button, right button, both buttons (pressed at the same time), or neither buttons. You can't have it respond to a left click OR a right click (Which is quite a shame). Our solution was to set it to respond to NEITHER buttons, which after still requesting mouse button events, made it fall out no matter what happened. We did some experimenting and found out how to make it work.

With the event multi CONSTANTLY falling through, we could check that the variables of the event multi that had to do with the button states. Thus we could tell what was happening to EITHER/BOTH of the mouse buttons. We may have used the event mouse for certain loops, but the concept is the same.

This approach seems to actually be defeating the purpose of the event multi, which drops out on a specified event. In our case we ended up using it as a mouse button status reader, and if no buttons were pressed our code, after doing nothing, eventually looped back to the event multi to continue again.

AAron nAAs
AAron@sun.soe.clarkson.edu Disclaimer: Don't like it? Don't do it...

51. 1.44M 3.5 disks // floppies as swap space

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-31 16:56:03 UTC
From: schultzd@kira.uucp
Message-ID: <1990Jul31.165603.20869@msuinfo.cl.msu.edu>
Source record: 50391

Two unrelated questions:

1.) (For a friend)... I know this has been hashed out already, so
just e-mail a reply. I need the details of how to hook up a 1.44M
drive to the ST. I remember it involved adding an extra clock line.
I also remember someone making some kind of "smart" driver to switch
between 720K and 1.44M. Can someone help me out and mail me all the
DETAILS on this?

2.) Is there any program that allows you to use a floppy drive as
swap space to get more memory in an ST. I realize this would be
painfully slow, but until I can afford more mem, it would have to do.
It would be infinitely more helpful on a nig hard drive. (Set aside
an x meg partition on the hard drive and treat it as internal memory.
Virtual mem on the ST!!!)

--
~~~~~~~ "We are building a fighting force of EXTRA-ORDINARY MAGNITUDE," ~~~~~~~
schultzd@egr.msu.edu | Dave Schultz, Michigan State University
schultzd@cpsin.cps.msu.edu | Dept. of Computer Science
~~~~~~~~~~~~~~ "You have our gratitude." -- Kentuck Fried Movie ~~~~~~~~~~~~~~~

52. Re: Right Mouse Button Programming

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-31 18:48:07 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Jul31.184807.25820@chinet.chi.il.us>
Source record: 50392

There are 2 attractive ways to use both mouse buttons (that I know of). When Atari people have replied to such inquiries in the past, they've suggested intercepting the mouse button interrupt vector, recording what the mouse button state is, and passing control to the original mouse button handler. Your program can read the recorded state at its convenience. That method is solid and supported, but I hate having a program in supervisor mode even a microsecond longer than necessary. There is a documented extended line-A variable which tracks the state of the mouse buttons. You can poll it (possibly as part of the timer event handling of an evnt_multi() loop) and act accordingly.
Steve J.

53. Trouble hooking up second SCSI device

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-31 19:09:28 UTC
From: steve@thelake.mn.org
Message-ID: <A1898845439@thelake.mn.org>
Source record: 50393

I've been using my homebrew hard drive for a year or so with no
difficulties. Recently I bought a (used) Seagate 138N. I recabled
my system, running a 50-line ribbon from my Supra host adaptor
to the Seagate (where I tapped the line) to my Adaptec, which controls
an ancient Wren I.

The Adaptec is configured as SCSI 1 (and has been all along).
The Seagate is configured as SCSI 0.

Now comes my problem.

I can't use both drives. I can use one or the other with no difficulty.
But if both controllers are powered up, only SCSI 0 works.

Oddly enough, I can park and unpark both drives. I just can't interact
with the Wren if the Seagate is on-line. The Seagate is C-D-E; I should
be able to use the Wren as F-G-H-I if Supra's tech people are right.
But those devices do not exist, so far as TOS is concerned.

(I do have Supra's boot software installed on both drives.)

Supra tech support said I should remove the SCSI terminators from both
controllers -- but I find no terminators on either. The Seagate has 10
long pins pointing rearward next to the ribbon connector. The pins are
naked. The Adaptec has nothing at all near the ribbon connector. It has
16 naked pins next to the ST-506 control cable, but I assume they
are for connecting a second ST-506 drive.

Is there something I'm missing here? Would it help to reconfigure the
Adaptec to 0 and the Seagate to 1? (How do I do that?)

--
Steve Yelvington at the (rain-replenished) lake in Minnesota
steve@thelake.mn.org

54. Re: TOS or GEM ??

Newsgroup: comp.sys.atari.st.tech
Date: 1990-07-31 23:38:18 UTC
From: ripley@tubopal.UUCP
Message-ID: <1699@troll.tubopal.UUCP>
Source record: 50394

[I wanted to send this as mail, but it bounced...]

[Stefan asked how to know whether a program was started from a TOS-only
shell...]
I didn't try it, but I think this will make applinit return a failure.
On which occasions can it fail anyway (except this one)?

Hope this helps,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

55. Re: RTX programming questions

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-01 00:24:40 UTC
From: david@bdt.UUCP
Message-ID: <4131@bdt.UUCP>
Source record: 50395

In article <16960002@hpldola.HP.COM> jg@hpldola.HP.COM (Joe Gilray) writes:
>1) I have a function that I am using as a process. I want to be able
> to call this function many times and have each of the separate processes
> created in this way to be able to commit suicide when they are done.
> I have tried the following:
>
> A) p_delete((char *) NULL);
> B) p_delete(p_info((char *) NULL, &state));
>

The first case should work. The second argument in the second case is
ignored. If it isn't working all the time, then it's likly that some
RTX data structure is getting clobered. Perhaps you are overflowing
your stack, or have a bad pointer, or overran a Malloc'ed area.

SInce the function is started with p_create, it is also legal to
simply "fall off" the end of the function or do a "return"; this
also kills the process.

>2) How big should I make a process's stack (the last argument to p_create)?
>
> I can think of two factors that affect stack size:
>
> A) number of arguments passed to the process
> B) The depth of calls made by the process.
>

Another thing to watch for is using library routines supplied by the
compiler vendor; these often use up lot's of stack space. You also have
to factor in all "automatic" variables which also require stack space.
Some RTX kernel calls also use stack space and so do some other system
calls (GEMDOS, BIOS, etc.). If you can spare it, during debugging,
allocate 2K or 4K for "normal" stacks, and perhaps 16K for "big" stacks.

To verify stack overflows, try a really big stack like 64K and see if the
problems go away.

>-Joe Gilray

Good Luck!
--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

56. Re: 1.44M 3.5 disks // floppies as swap space

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-01 09:29:10 UTC
From: muts@fysaj.fys.ruu.nl
Message-ID: <1363@ruunsa.fys.ruu.nl>
Source record: 50396

schultzd@kira.uucp (David Schultz) writes:
>2.) Is there any program that allows you to use a floppy drive as
>swap space to get more memory in an ST. I realize this would be
>painfully slow, but until I can afford more mem, it would have to do.
>It would be infinitely more helpful on a nig hard drive. (Set aside
>an x meg partition on the hard drive and treat it as internal memory.
>Virtual mem on the ST!!!)

Without a MMU this is impossible I think. Because you cannot have
contiguous memory anymore, the MMU must make it look like contiguous.

Another possibility is overlays. Then you must split larger programs in
parts that fit in the memory, and if you jump to another part, another
overlay comes in. I think the new Turbo C for the PC only has
added automatical management of overlays.
--
Peter Mutsaers email: muts@fysaj.fys.ruu.nl
Rijksuniversiteit Utrecht nmutsaer@ruunsa.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-534504
3584 CG Utrecht, Netherlands

57. Re: TOS or GEM ??

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-01 09:31:12 UTC
From: hvaalde@cs.vu.nl
Message-ID: <7208@star.cs.vu.nl>
Source record: 50397

ripley@tubopal.UUCP (Hans-Ch. Eckert) writes:

>[Stefan asked how to know whether a program was started from a TOS-only
>shell...]
>I didn't try it, but I think this will make applinit return a failure.
>On which occasions can it fail anyway (except this one)?

Every non AUTO folder program can call appl_init() succesfully,
The only way to find out if the program was lauched from a TOS-only shell
(I guess you mean command line shell), is to check the parent basepage
you can find the through the system variable that points to the
OS-header (can't remeber the name, and don't know the location by heart)

Tried to send this to stefan but it keeps bouncing

Harold van Aalderen (hvaalde@cs.vu.nl)
Vrije Universiteit Amsterdam

58. Re: floppies as swap space

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-01 11:24:59 UTC
From: ripley@tubopal.UUCP
Message-ID: <1700@troll.tubopal.UUCP>
Source record: 50398

[Another message I wanted to mail but it bounced... :-( ]

[Q: How to use diskspace as additional memory?]
How do you want to handle page faults (or similar)? The 68000 has a bug
there and cannot continue exactly at the point the missing data got it!

With a 68010 it'd work, but then you have the different stack-allocation
at traps...

That's why TOS has to be patched to work with a 68020 (PAK-68) and some
programs won't work anymore - even some which don't do illegal things...

It should work on a TT.

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

59. Re: Trouble hooking up second SCSI device

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-01 13:31:55 UTC
From: chad@norge.enet.dec.com
Message-ID: <14130@shlump.nac.dec.com>
Source record: 50399

```
The adaptek has its terminators as (probably) socketed resister packs
(single line).
The Atari OEM Adaptek board that I saw had soldered resistors. I'd
remove the terminators from the Seagate and put it first in line leaving
the Adaptek last.

Chad

chad@norge.enet.dec.com
Vi elsker dette landet!
---------------------------------------------------------------
DEC has its opinions, I have mine.
---------------------------------------------------------------
```

60. Rolling your own HD

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-02 04:14:33 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9008020410.AA09807@fsucs.cs.fsu.edu>
Source record: 50400

Well folks, I am going to take the plunge and buy a HD. One question comes to mind about power. Will the ICD host adaptor need a line from the power supply? Will it be the same type that goes into the drive mech? Any hints or suggestions will be welcome, I will post a summery. I plan to use a power supply for a PC case (200w), and it has 3 of the standard 4 (or maybe 5) pin trapezoidal power plugs coming out of it. Also, what software is best/required to boot my system from my HD, and to get around the 16mb partition size limit?

--
---------------------------------+-------------------------------------
Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
---------------------------------+-------------------------------------

61. Answer to Right Mouse Button question

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-02 12:59:21 UTC
From: mreiss@ncrcam.Cambridge.NCR.COM
Message-ID: <1969@ncrcam.Cambridge.NCR.COM>
Source record: 50401

Earlier this week (or was it last week) I asked a question about using
the right mouse butoon and about using both mouse buttons. I got several
answers. Most of them were of the type - well, you can't do what you want
really, but here's a way to get around it. I want to thank all of these
people for there responses.

I got answers from Claus Pederson, Greg Lindahl, and George Reimer. Thank
you all for these answers. In lieu of anything else, we probably would
have chosen one of these solutions and done the best we could have. These
solutions would have worked, that was obvious.

However, I got another message from Jan Timm. I don't know what his source
is, but I have sent him (I believe Jan is a him, but he could be a her. If
I am making an incorrect assumption I apologize.) a letter requesting that
info. I am appending to this message Jan Timm's e-mail answer to my
request. It is obviously the "correct" answer. We have tested it and
it works !!! GREAT !!!

Again thanks to all who answered and special thanks to Jan Timm.

From ncrcam!ncrlnk!relay.cs.net!cs.uni-sb.de!timm Tue Jul 31 18:59 EDT 1990
Received: from relay.cs.net by ncrlnk.Dayton.NCR.COM
; Tue, 31 Jul 90 18:18:32 -0400
Received: from [129.217.64.60] by RELAY.CS.NET id aa15426; 30 Jul 90 18:05 EDT
Received: from unisb-router.extern.Uni-Dortmund.DE
by unido.informatik.uni-dortmund.de with SMTP via EUnet (UNIDO-2.0.2.b) via EUnet
for ncrcam.cambridge.ncr.com
id AY24268; Tue, 31 Jul 90 00:10:18 +0100
Organization: Universitaet des Saarlandes
D-6600 Saarbruecken FRG
Received: from sbsvax.cs.uni-sb.de with SMTP
by uni-sb.de (5.61/UniSB-2.1)
id AA27337; Tue, 31 Jul 90 00:12:00 +0200
Received: from fb14vax.cs.uni-sb.de with SMTP
by cs.uni-sb.de (5.64/UniSB-2.1)
id AA07671; Tue, 31 Jul 90 00:11:57 +0200
From: "Jan Timm" <timm@cs.uni-sb.de>
Date: Tue, 31 Jul 90 00:11:55 +0200
Message-Id: <9007302211.AA00233@fb14vax.cs.uni-sb.de>
Received: by fb14vax.cs.uni-sb.de; Tue, 31 Jul 90 00:11:55 +0200
To: mreiss@ncrcam.Cambridge.NCR.COM
Subject: Re: Right Mouse Button Programming

mreiss@ncrcam.Cambridge.NCR.COM (mreiss):
>
> We are currently working on a project that we need to use the right mouse

> button. (Really both buttons, but ...) We have been able to get the left
> button to work fine ... single clicks, double clicks, event time out ...
> using evnt_multi. It will not work for the right button. The programming
> is the same, but it won't work. WHY ?
>
> I really need some help here. PLEASE ... don't assume someone else will
> answer. If you know what the problem is please send me email.
>
> What? You want to know what we are doing? Well.... I won't tell and I won't
> answer email with questions about it until its done, but can you say mg with
> mouse support? WE have the left button working, but we want the right button
> to work also. PLEASE HELP
>
> mike
> --
> Michael A. Reiss |
> | mike
> USENET = Mike.Reiss@Cambridge.NCR.COM |

Hi,
I don't know what the problem is, but I read the following
should work: (with EVNT_BUTTON or EVNT_MULTI)
Set the parameters as follows:
bclicks mod 256 = #clicks ==> 2 for doubleclicking
if blicks div 256 == 1 then negate the following condition.

bmask : Bit0 set: check for left button according to bstate
Bit1 set: check for right button ...

bstate : Bit0 : 1 - left button pressed
0 - left button released
Bit1 : 1 - right button pressed
0 - right button released

==> e.g. wait for "not both released" = "left OR right pressed":
bclicks=267 (click) or 258 (doubleclick) /* NOT */
bmask=3 /* check left AND right */
bstate=0 /* left released, right released */

ev_bbutton lets you know which button was pressed then:
1 = left, 2 = right.

OK, maybe you knew all that, or maybe it doesn't work,
if it did help you, let me know.

Bye, Jan.

--
Michael A. Reiss |
| mike
USENET = Mike.Reiss@Cambridge.NCR.COM |

62. Color monitor jitters

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-02 14:01:17 UTC
From: WILSOPR@gecrdvm1.crd.ge.com
Message-ID: <90214.100117WILSOPR@GECRDVM1.BITNET>
Source record: 50402

Help!
I am, and have been having a problem with my color monitor. It appears
that the screen is vibrating horizontally, randomly with about 1 pixel
in width. This only happens in low resolution, medium is fine. It does
seem to be related to the amount of time the monitor has been on, the longer
on the more jitter.

I hope there might be an easy fix for this!

Paul Wilson

63. What should I call mg2a with additions

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-02 14:47:30 UTC
From: mreiss@ncrcam.Cambridge.NCR.COM
Message-ID: <1970@ncrcam.Cambridge.NCR.COM>
Source record: 50403

O.K. Now that our mouse stuff works, we are almost ready to make this software available. But first, is anyone else interested in it? I don't want to do all the rest of this stuff for nothing. Let me know.

What is it? Well, my son and I took mg2a (formerly Micro GNU Emacs) and added. We were tired of having to use three different editors for things so we consolidated.

We added support for Personal Pascal. In the case of Personal Pascal, this means that the compiler can call this editor with the error line and column. The editor initializes to that line and column just like the Personal Pascal editor does. But now we have an emacs style editor to use for our editing. Also we have included a "save file and exit to the Pascal compiler" function. We like it for this purpose.

We added support for Mark Williams C. Mark Williams C version of an emacs editor that we have works well. It just has some difference with mg and mg seems to be closer to GNU emacs for my taste (your mileage may vary). Besides, we have the source for mg2a. So for MWC, we added the error buffer handling. With this, we can take an error file and use it to start up an editing session of the corresponding c file and use it to move around inside the c file from one error to another. A very hany feature.

Finally we added mouse support. I know that there are emacs clones around with mouse support, but I have never found one I can use on the Atari. My son did this part. Good job, Joe. These mouse functions can be used with the Personal Pascal editor or the Mark Williams C editor, or as just a plain old vanilla ascii editor.

So that's it. We have it. Joe is using it now, and I will bring it to work and start using it in a day or two. Is anyone else interested in it? If there is enough interest I will figure out how to post it to the binaries and or sources group. If small interest, I will email it to you. If no interest then we keep it for ourselves.

Before you decide (if you are still reading my ramblings), you can answer me one question. The other alternative I see is to use full GNU emacs. I have a couple of problems with it. First it is big. Therefore it takes a chunk of hard disk space and it takes a while to load. Second, is it just me or does everyone get the carriage returns (^M) in their buffers. Is there a way to edit Atari standard ascii source (the ones with the ^M in the buffer) without having them get in the way in GNU emacs? I don't want to type them in special and I don't like seeing them on the screen. What do others do?

Well that's it. Let me know if you are interested or if you have an answer.

```
mike
--
Michael A. Reiss |
| mike
USENET = Mike.Reiss@Cambridge.NCR.COM |
```

64. 1 Megbit RAMS (which) ?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-02 15:59:36 UTC
From: paulm@ccicpg.UUCP
Message-ID: <82292@ccicpg.UUCP>
Source record: 50404

I have some 1 megabit RAMS that I would like to put in my ST
to upgrade but I'm not sure iff they'll work.
My question is:
Which ones do I use and will my
Hitachi HM51000-10 (100 ns) parts work ?

I hope that there is somebody out there that has done thier own
home brew megabit upgrades.
I have done a home brew 256k bit upgrade to 1 meg but would now like
to remove it and put the 1m bit chips in for 2.5 megs.

WISH: If someone has done it with 51000, can you tell how to wire
these puppies up ?

THANX in ADVANCE, Paul Moreau.

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ...ccicpg!dl2!paulm	Paul L. Moreau
or ...ccicpg!dl1!paulm	Diagnostics Software Eng.
or ...ccicpg!paulm	Irvine, California
`=='

STC or is that Fujitsu now ?

65. Re: floppies as swap space

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-02 19:17:16 UTC
From: stripes@eng.umd.edu
Message-ID: <1990Aug2.191716.13909@eng.umd.edu>
Source record: 50405

In article <1700@troll.tubopal.UUCP> ripley@tubopal.UUCP (Hans-Ch. Eckert) writes:
>[Another message I wanted to mail but it bounced... :-( ]
>
>[Q: How to use diskspace as additional memory?]
>How do you want to handle page faults (or similar)? The 68000 has a bug
>there and cannot continue exactly at the point the missing data got it!

I wouldn't call it a bug. I doubt the 68000 ever had "support VM" in it's
design spec, and MC never tryed to fool anyone into thinking it did support
VM. ('tho a great many little Unix boxes used the 68000 with swaping, not
paging, and they used the XOR insn to hit the lowest point on the stack that
a function would use, as part of some kludge that the ST can't do anyway
because it's "MMU" really doesn't do any V->P mapping).

At worst it's a design oversite in the 68000. The 68010 was really the
first in the 68K line that was designed to support VM.
--
stripes@eng.umd.edu "Security for Unix is like
Josh_Osborne@Real_World,The Mutitasking for MS-DOS"
"The dyslexic porgramer" - Kevin Lockwood
"Don't try to change C into some nice, safe, portable programming language
with all sharp edges removed, pick another language." - John Limpert

66. Re: Wanted: SND information!

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-02 19:51:26 UTC
From: hkim@cornea.mitre.org
Message-ID: <115782@linus.mitre.org>
Source record: 50406

In article <139@npdiss1.StPaul.NCR.COM> cape@StPaul.NCR.COM (Robert M. Cape) writes:
>- What other formats are used on the Atari ST?
>- Has anyone written a utility to take a MAC sound file and convert it to .SND?
> (Setting aside for now the problems of file transfer.)

The SPL sound format for the Atari is another popular way of storing digitized sound. It's similar to SND except SND appends a speed byte to play the sound at the proper speed.

There is a PD program called Babel that converts Mac, Amiga, and other ST formats into SND or SPL.

*=+--**	"Nuke 'em all." - Anonymous
+*=+-@-+&-*	"It's over." - C.S.I.
<=>	Cybermage Sempiternus Inquisitus
_-*=+-_	hkim@retina.mitre.org

67. 1 Megabit RAMS

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-02 21:58:47 UTC
From: paulm@ccicpg.UUCP
Message-ID: <82320@ccicpg.UUCP>
Source record: 50407

Sorry, one slight typo-
The parts are 511000-10 parts , not 51000-10.

Here's hoping ....

Paul Moreau ICL North America.

68. Gulam "gem" command details

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-03 04:06:44 UTC
From: rosenkra@convex1.convex.com
Message-ID: <104584@convex.convex.com>
Source record: 50408

---
i am writing a csh(1) because i just can't live without pipes any longer. when finished, i will post bin AND src to the net. i like gulam, but use microemacs 3.10 so gulam really buys be nothing.

anyway, i'd like to impliment the "gem" command. here are some questions i need to find out:

1) besides turning on the mouse, turning off the cursor before the command (reversing on exit), is there anything else i need to do?

2) do i have to install the shell as .prg or can it be .ttp? if it is .prg, is there any need to do vdi (i.e. can i use line A to show the mouse)? is there a better solution?

i'd like for the shell to impliment soft links and mounted file systems (!) as well, so i can use an /etc/fstab at least from the shell's point of view. i'd like to make the shell know about /etc/termcap, if possible, too. plenty of work ahead, don't expect anything before christmas, i suspect. i'll probably switch to dlibs and add support for "/" paths switched via the environment somehow. i'll probably merge my libc.a with dlibs2, if dale will let me, and post the new library as well. we'll see...

thanx for your help...

-bill
rosenkra%c1yankee@convex.com

Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

69. Re: Extending your cartridge port

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-03 06:04:06 UTC
From: hase@netmbx.UUCP
Message-ID: <977@netmbx.UUCP>
Source record: 50409

brian@wolves.uucp (Brian Daniels) writes:

>I am putting my motherboard into a new case this week, and was wondering if
>you can safely use ribbon cable to extend the ST's cartridge port. Also,

Yes, but if You get problems accessing cartridges over the cable, use
some drivers (74ALS244 for example). All lines on the cartridge port are
unidirectional, so there should be no problem.

>could you get away with making an extension cable that had more than one
>cartridge connector on it, with a switch to choose which one to power?

No.
Most cartridges will contain just EPROMs - that's what the cartridge
port is for.
Most EPROMs are rated to input voltages (adress and data lines) from 0 V
to Vcc+0.5 V.
If You switch off power for one cartridge, the EPROMs will see input
voltages of Vcc+5 Volts. Thats too much (some CMOS EPROMs will than take
the 5 Volts from the -CS line as power source and go off when
selected...)

It's probably safe to use pullups (say 100 kOhms) for the four select
lines on every cartridge, open drain drivers for the select lines and a
switch to select, which cartridge will get the select.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Hi! (Zaphod Beeblebrox)

70. STE and Hard Drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-03 16:54:16 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Aug3.165416.28366@newcastle.ac.uk>
Source record: 50410

All STE and Hard drive Owners I recomend you use a verify function on your Hard disk driver, an expplanation and question follow. (longish)

I have resently purchased a Third Coast Drive (65 Meg ST277-1 using an ICD Advantage plus Host adapter.)

I had endless hastles with the Drive and to Third Coasts credit they spent the best part of the day with me trying to fix the problem. After changing the original ST177N (3 1/2 inch mechanism) and the Host board we concluded that the problem must be a new DMA chip. Changing the chip (actually appeared to be a standard STFM chip) did not solve the problem. Anyway in the end they exchanged the entire mother board. (Both drive and computer where purchased from TCT.) This solved the problem on initial testing. The drive partitioned and performed with no problems for about 30mins and 60meg of data shuffleing arround it.

On arriving home and using the drive to install all my software after about 3 hours the write errors started to creep back. I have narrowed the problem down to the STE as I turned the drive off overnight but left the STe powered up overnight. On reseting the system and powering up the drive write errors abound.

My question is, how can I stop this degradation of performance, I assume shortening the DMA lead may help but to what extent? The lead is currently 36inches long.

Finally I would like to say thanks again to Third Coast.

Dave Halliday.
(D.C.Halliday@newcastle.ac.uk)

71. Frank Foster says RTX / MT C-Shell doesn't work very well

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-03 19:07:55 UTC
From: david@bdt.UUCP
Message-ID: <4210@bdt.UUCP>
Source record: 50411

According to Start Magazine, Frank Foster, acting in an official position as an Atari spokesperson, claimed that any multitasking system on the ST using a 68000 is a kludge, implying that Micro RTX and MT C-Shell are kludges. He also referred directly to Micro RTX and MT C-Shell by name, saying that they "[work] but not very well".

I am now seeking "expert witnesses" to dispute these claims. If you are familiar with Micro RTX and/or MT C-Shell and would like to help me with this, please contact me at (415) 530-9637.

Thank you.
--
David Beckemeyer (david@bdt.UUCP) | "Lester Moore - Four slugs from a .44
Beckemeyer Development Tools | no Les, no more."
P.O. Box 21575, Oakland, CA 94620 | - Headstone at Boot Hill
UUCP: {uunet,ucbvax}!unisoft!bdt!david | Tombstone, AZ

72. Re: Wanted: SND information!

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-03 23:27:25 UTC
From: baffoni@alcor.usc.edu
Message-ID: <11243@chaph.usc.edu>
Source record: 50412

Has anyone made a shell for playing digitised sounds, perhaps one that
uses the sound-players that Dave Bagget posted on Terminator. When I say shell
I mean something along the lines of Arcshell, only for sounds.
If noone has done it yet, are there any takers?

-Mike

73. More HD questions

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-04 01:06:50 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9008040103.AA03393@fsucs.cs.fsu.edu>
Source record: 50413

First, thanks to all that replied to my earlier questions. I am still receiving answers, and will post a summary.

Is there a difference in price, performance, ease of expandability, etc, between a host adaptor/controller card/bare drive system and a host adaptor/SCSI device setup. I have a friend that has two Tandon drives hooked to an Adaptec 4000 and ICD host. He feels that the cost of the controller card is more than made up in the money saved buying non-SCSI drives. Please email answers to me, I will include them in the summary. I would also like to hear about drive/card/host combinations that work (I have heard of some pretty wierd ones). Also, a good source for new/refurbed drives would be nice!

--
---------------------------------+-----------------------------------
Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
---------------------------------+-----------------------------------

74. Re: 1.44M 3.5 disks // floppies as swap space

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-04 01:26:53 UTC
From: nut@wet.UUCP
Message-ID: <1407@wet.UUCP>
Source record: 50414

In article <1990Jul31.165603.20869@msuinfo.cl.msu.edu> schultzd@kira.uucp (David Schultz) writes:
>Two unrelated questions:
>
> ... (something regarding 1.44Mb floppies)>
>
>2.) Is there any program that allows you to use a floppy drive as
>swap space to get more memory in an ST. I realize this would be
>painfully slow, but until I can afford more mem, it would have to do.
>It would be infinitely more helpful on a nig hard drive. (Set aside
>an x meg partition on the hard drive and treat it as internal memory.
>Virtual mem on the ST!!!)

If you are using just a plain-vanilla 68000 in your machine, this is completely impossible. If you have installed a 68010 in your ST (I tried it, and was in the process of hacking TOS to work with the '010, but lost interest), there MIGHT be a way to do it (the 68010 has some _really crude_ method built-in for handling memory swaps). If you somehow shove a 68030 into your ST's 68000 socket, you would then be able to use the '030's built-in PMMU (paged memory management unit) to do the dirty work for you (the "Virtual" INIT for the Mac does this, and I would assume something similar could be whipped up by some intrepid ST programmer.

Adam Tilghman
e
>--
>~~~~~~~ "We are building a fighting force of EXTRA-ORDINARY MAGNITUDE," ~~~~~~~
>schultzd@egr.msu.edu | Dave Schultz, Michigan State University
>schultzd@cpsin.cps.msu.edu | Dept. of Computer Science
>~~~~~~~~~~~~~~~ "You have our gratitude." -- Kentuck Fried Movie ~~~~~~~~~~~~~~~

--
== Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ==
============ Bang-Path UUCP: {uunet | ucbvax}!unisoft!wet!nut ============
=============== Disclaimer? My employer? What, me work? ================

75. Re: Color monitor jitters

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-04 01:59:58 UTC
From: logajan@ns.network.com
Message-ID: <1990Aug4.015958.11064@ns.network.com>
Source record: 50415

WILSOPR@gecrdvm1.crd.ge.com writes:
>I am, and have been having a problem with my color monitor. It appears
>that the screen is vibrating horizontally, randomly with about 1 pixel
>in width. This only happens in low resolution, medium is fine. It does
>seem to be related to the amount of time the monitor has been on, the longer
>on the more jitter.

I've been having this problem with my 520ST for years. It seems to be heat sensitive, and it is most likely in the ST itself rather than in the monitor.

I hardly ever use low-res so I don't notice it much, but the last time I saw it, I accidently noticed that it went away (for a while) by turning on and off the ST power. Can't say this will work again or not.
.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

76. Re: Rolling your own HD

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-04 11:51:41 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Aug4.115141.8154@newcastle.ac.uk>
Source record: 50416

In article <9008020410.AA09807@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>Well folks, I am going to take the plunge and buy a HD. One question comes
>to mind about power. Will the ICD host adaptor need a line from the power
>supply? Will it be the same type that goes into the drive mech? Any hints
>or suggestions will be welcome, I will post a summery. I plan to use a power
>supply for a PC case (200w), and it has 3 of the standard 4 (or maybe 5) pin
>trapezoidal power plugs coming out of it. Also, what software is best/required
>to boot my system from my HD, and to get around the 16mb partition size limit?

The ICD Advantage addapter comes with a power lead that plugs into a
power supply at one end and splits to provide power for one drive and
the host board. The standard PC power suply (200w) should be fine for
about 5 Drives. The ICD software also comes with the host adapter and
will overcome the 16MB limit. Note: if you have TOS 1.4 + the limit is
actualy 32MB.

Dave H.
(D.C.Halliday@newcastle.ac.uk)

77. Re: Rolling your own HD

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-04 21:50:21 UTC
From: sgerakin@hawk.ulowell.edu
Message-ID: <1208@swan.ulowell.edu>
Source record: 50417

In article <9008020410.AA09807@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>Well folks, I am going to take the plunge and buy a HD. One question comes
>to mind about power. Will the ICD host adaptor need a line from the power
>supply? Will it be the same type that goes into the drive mech? Any hints

The power supply ICD recommends needs "45 watts with 3 amps of +5 vdc and 2
amps of +12 vdc". Any IBM power supply should do, and yes you'll need to
have a +5 and a ground going to the host adaptor.

>or suggestions will be welcome, I will post a summery. I plan to use a power
>supply for a PC case (200w), and it has 3 of the standard 4 (or maybe 5) pin
>trapezoidal power plugs coming out of it. Also, what software is best/required
>to boot my system from my HD, and to get around the 16mb partition size limit?

Well when you purchase the Host Adaptor, you should receive ICD's hard drive
utilities disk. I've never run into any problems with their handler. The
formatting utilities are great--they handle just about any controller/hard
drive configuration.

Well, to sum it up for you, here's the recipe you'll need to build an ICD kit:

1 power supply (as mentioned above)
1 host adaptor, boot disk, and installation guide from ICD
1 SCSI disk controller, an Adaptec or an Omti controller will do fine
1 Hard Drive of just about any flavor, ICD can configure to most; and if you
can't figure out the configuration for it, call ICD and they'll help you out.
1 20 pin ribbon cable
1 34 pin ribbon cable
1 50 pin ribbon cable (all with the connectors)
1 DMA cable to run between the ST and the host adaptor
optionally you can pick up a case ICD also sells that's pretty slick.

I should also mention too that the host adaptor also has a battery backed-up
clock on it. With the software I mentioned earlier your system has a nice
clock. (I used to *hate* setting the date all the time by hand.)

Welp, good luck!

-Steve Gerakines

| Usenet: sgerakin@hawk.ulowell.edu | SteveNet: GENESIS:Steve2 |
| UUCP: ...!harvard!swan!sgerakin@hawk | "My kingdom for a smoke!!!" |
---

78. Re: Color monitor jitters

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-06 02:00:26 UTC
From: WILSOPR@gecrdvm1.crd.ge.com
Message-ID: <90217.220026WILSOPR@GECRDVM1.BITNET>
Source record: 50418

Well at least now I know that I am not the only one who has a low res problem.

Does anyone know why it would effect the low and not the medium resolution?

Is there much different in the output of the med and low res signals?

Thanks
Paul Wilson

79. Using Macro files with Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-06 18:57:04 UTC
From: rcte2p@jetson.uh.edu
Message-ID: <6728.26bd7731@jetson.uh.edu>
Source record: 50423

I have a question regarding using Uniterm and macro set up? First, how do you get uniterm to load in the macro file. Secondly, what is the name for the auto load macro (uniterm.mac)? The documentation is not clear about using the macro's, just on the macro commands...

Thanks

--

-- "The greater an individual's power
* Paul Sears University of Houston * over others, the greater the evil
* "ThunderCat" -------------------- * that might possibly originate
* College of Technology * with him"
* -------------------- *
* 129.7.1.2 RCTE2P@Elroy.UH.Edu * - PROPAGANDA, off A SECRET WISH
_____

80. Strange happenings...

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-06 20:07:47 UTC
From: brian@wolves.uucp
Message-ID: <1990Aug6.200747.5139@wolves.uucp>
Source record: 50419

I have one of the older 1040STf's (no TV output). I have recently been experiencing the following effects:

Sometimes, on bootup (or reset) the computer will act as if it cannot find the Desktop.inf file (i.e. comes up in low res, no open windows, etc). This used to happen occasionally, but seems to happen a lot more often now that I have a 20MB HD on an ICD interface. Anyone else know what's going on/have had the same problem?

Thanks in advance,
Brian Daniels

--

"posess yourself--or somebody else will
review yourself--you might find you're someone else"

81. Re: Using Macro files with Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-06 23:09:15 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug6.230915.11833@math.lsa.umich.edu>
Source record: 50421

In article <6728.26bd7731@jetson.uh.edu> rcte2p@jetson.uh.edu ( ) writes:
>I have a question regarding using Uniterm and macro set up? First, how do you
>get uniterm to load in the macro file. Secondly, what is the name for the auto
>load macro (uniterm.mac)? The documentation is not clear about using the
>macro's, just on the macro commands...

I had some trouble with this stuff too, but I've gotten it figured out now.

First, you can use any name you want for the auto load macro file; you set
the name in one of the option menus and then "save setup".
(Sorry, my ST is packed in boxes right now so I can't say exactly which menu
to look for.)

There is what I'd call a bug in the auto-dialer, (or at the very least a
misfeature!) in that it looks for macro files in the current working directory,
instead of the startup directory. Thus, if you change paths after invoking
Uniterm, your dialer macro files won't get invoked when you dial a host. I
got around this problem by setting up function keys to invoke programs. First
%copy($C,1) to save the current path into variable 1, then set the path, then
invoke an external program, then reset $C to $1. I have one function key that
saves the path, puts up a selector for the program to invoke, then invokes
the program and restores the path.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

82. Re: How many folders

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-06 23:46:10 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <14308@shlump.nac.dec.com>
Source record: 50420

In article <1990Jul28.044730.14838@wolves.uucp>, brian@wolves.uucp (Brian Daniels) writes...
>software lets you set how many folder buffers to be active. (to avoid the
>infamous 40-folder limit bug). What is a good,safe amount to use?
It depends on how fast you create folders on your hard drive. I usualy set mine to my current number of folders plus about 50. I then regularly/frequently check the number of folders I have.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

83. Shift key problem - hardware or software?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-07 12:29:46 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3204@syma.sussex.ac.uk>
Source record: 50422

Can anyone give me advice on whether a problem I've found is likely to be a hardware or a software problem?

I recently upgraded my old (March 86) 520ST to TOS 1.4. In the course of fitting the ROMs I ham-fistedly dislodged my RAM upgrade board and, apparently, did something to the glue chip. My local repairman fixed it up and it now works - almost - perfectly. I should add that this ST does not have an internal disk drive or power supply, and it has a rev.C board. (I told you it was old.)

Today I noticed that the right shift key was misbehaving: it was actually sending characters. Usually it sent two at a time, mainly characters from the lowest row on the keyboard - typical combinations for each keypress were: vn /N M, /O n. Sometimes it only sent one character. I couldn't find any pattern.

I wrote a small program to print out scancodes and ascii codes for the characters. (In the course of this I found out that, using Laser C at least, the following code fragments put different values into 'keycode':

```
A. long keycode;
keycode = Cconin();
printf("\n%lx",keycode);
```

```
B. long keycode;
keycode = Bconin(2);
printf("\n%lx",keycode);
```

Sheldon Leeman's book on TOS says that both of these should return both the scancode and the ascii value of the key in 'keycode'. I found that only Bconin(2) does this, whereas Cconin() gives you just the ascii value. Anyway, this is an aside.)

In the course of running this program a couple of times, the shift key suddenly started behaving itself again! I tried several things - running the program inside and outside the Laser C shell, rebooting with warm and cold boots, etc. Once, after I'd cold booted, the problem came back, only to go away again after a few minutes. The next time I cold booted the shift key stayed OK. Oh, and I wasn't running any auto progs or accessories at the time.

Anyone got any clues?

Graham

84. Re: Using Macro files with Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-07 18:52:27 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <2093.26bec79b@miavx1.acs.muohio.edu>
Source record: 50424

In article <1990Aug6.230915.11833@math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> In article <6728.26bd7731@jetson.uh.edu> rcte2p@jetson.uh.edu ( ) writes:
>>I have a question regarding using Uniterm and macro set up? First, how do you
>>get uniterm to load in the macro file. Secondly, what is the name for the auto
>>load macro (uniterm.mac)? The documentation is not clear about using the
>>macro's, just on the macro commands...
>
> I had some trouble with this stuff too, but I've gotten it figured out now.
>
> First, you can use any name you want for the auto load macro file; you set
> the name in one of the option menus and then "save setup".
> (Sorry, my ST is packed in boxes right now so I can't say exactly which menu
> to look for.)

Its under Settings on the menu bar, Terminal 2. It asks for a name for the auto-start macro.

On another note, I would love to have a copy of the Uniterm manual, but I can't get TeX to work. If anybody could send me a postscript file of it I would really appreciate it!!

~~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

85. Re: STE and Hard Drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-07 20:31:57 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <5569@castle.ed.ac.uk>
Source record: 50425

In article <1990Aug3.165416.28366@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (D.C. Halliday) writes:
>All STE and Hard drive Owners I recomend you use a verify function on
>your Hard disk driver, an expplanation and question follow. (longish)
>
>I have resently purchased a Third Coast Drive (65 Meg ST277-1 using an
>ICD Advantage plus Host adapter.)

You never really mentioned what problems you had with your drive? If it was constant write failures then this may be a fault which Atari has actually (tried) to fix. Well, at least there is a hardware modification suggested by Atari to get bothersome drives to work.

However, I believe Ataris instructions were somewhat confused but I'm trying to find out currently whether I can get my Power Drive fixed. (But in this case the problem is crashing upon reset).

When I got my STE it totally crashed my hard drive and writes always failed. Best Prices checked my machine with a Megafile 30 and it worked, but they sent me a new machine anyway. I've had absolutely no write problems (or read for that matter) with the new machine. Maybe you could ask your dealer(?) for a replacement.

Mark.

86. TOS 1.6 and hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-07 20:40:18 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <5570@castle.ed.ac.uk>
Source record: 50426

A while ago Alan Pratt wrote an interesting letter about what the ST (STE) does when it boots up. He said that upon booting the machine waited 90 seconds for a signal from a hard drive which may be attached to the machine. This time limit could, I think he said, be cut by pressing a key.

My hard drive is one of those annoying ones which wont respond at all until it has reached speed. However, I have never been able to get it to autoboot without using a 'sleep' utility.

The problem could, of course, be that the drive simply takes longer than 90 seconds to get to speed but, to be honest, I have never noticed my STE wait that long!

When I switch on my STE the floppy light is out. The machine waits maybe 10 seconds at the most and then the floppy starts to look for a disk. After that, if there is no disk, it slow boots as my STFM did by checking the disk drive occasionally. Is that the 90 seconds Alan means?

This has been annoying me for a while. Is the UK 1.6 rom the same as the US in this respect.

Any help appreciated...

Mark.

87. Re: 1.44M 3.5 disks // floppies as swap space

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-08 02:16:05 UTC
From: arsen@sparkyfs.istc.sri.com
Message-ID: <32535@sparkyfs.istc.sri.com>
Source record: 50427

In article <1407@wet.UUCP> nut@wet.UUCP (adam tilghman) writes:
>completely impossible. If you have installed a 68010 in your ST (I tried
>it, and was in the process of hacking TOS to work with the '010, but lost
>interest), there MIGHT be a way to do it (the 68010 has some _really crude_
>method built-in for handling memory swaps). If you somehow shove a 68030
>into your ST's 68000 socket, you would then be able to use the '030's
>built-in PMMU (paged memory management unit) to do the dirty work for you
>(the "Virtual" INIT for the Mac does this, and I would assume something
>similar could be whipped up by some intrepid ST programmer.
>
> Adam Tilghman

Why not try the 68070 from Signetics. I have only read the data sheet
but it seems to be a nifty chip, it has a built in mmu (a little
limited in that it will only handle either 8 2Mb pages or 128 segments
of up to 128kbytes each, I may be reading this wrong but I'll need the
hardware manual to find out for sure), 2 DMA chanels, a UART, and a
I^2C interface (a syncrounos serial port). It uses a 30Mhz xtal but
cuts it in half for internal use so it runs at 16Mhz. It is in a
84-Pin PLCC package and the pins are mostly the same, a few extras to
handle the internal stuff. It is supposed to be object code compatible
with the 68000 and costs about $50 small quantity.

This could be an interesting hack, using a jato board to get upto
running at 16Mhz with out killing the ST and to supply a 68881. You
would then mount the 68070 some support electronics and the jato board
on another daughter board and voila you have a ST with unlimited
virtual memory (a lot of patching to the operating system of course so
that the machine will allow memory access above 4Mb with out an error,
or trap the error and use it? And to allow swapping). You can then add
another serial port (2 if you want to use the I^2C lines), rewrite the
file system to use one of the DMA ports (will speed up the file system
when using multitasking systems) and lots of other things I have not
even touched on. This is all assuming that you could even interface
the 68070 to the ST, should be possible but its the hidden gotchas
that hurt the most.

A point of fact, the _really crude_ method mentioned above is nothing
more than allowing the 68010 to restart an instruction after servicing
a bus exception. A 68000 will start on the next instruction and you
will lose the previous instruction witch will probably result in your
system crashing in massive flames. I rather resent Motarola for say
that it "supports Virtual Memory/Machine" when infact you still
require a MMU to do that stuff.

Anyhow this was just my thoughts on how one might realy screw up a perfectly good ST.

Thomas J. Arseneault
arsen@itstd.sri.com

88. Re: Using Macro files with Uniterm

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-09 08:26:05 UTC
From: gray@hplb.hpl.hp.com
Message-ID: <GRAY.90Aug9092605@ghiggins.hpl.hp.com>
Source record: 50430

I have another question regarding using Uniterm. I have a number of "Unifont" files which I believe are for use with Uniterm (but, as ever, I may be mistaken). If I'm not mistaken in my belief, can anyone enlighten me as to how these font files are used with Uniterm?

Molto gracie.

--
Cheers,

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.
----

89. Keyboard Scanning

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-09 09:31:51 UTC
From: adp@csug.cs.reading.ac.uk
Message-ID: <2737@onion.reading.ac.uk>
Source record: 50429
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,
I wonder if anybody out there could help me with a small problem. I want to scan the ST keyboard directly, ie obtain from it the codes for keys up and down, and (possibly) bypass the usual keyboard scanning routines. I need to do this to find out when keys are pressed simultaneously.
I noticed a bios (xbios ?) call that returned an address of a pointer table to various input routines (such as mouse, MIDI, input etc).
Is it just possible to save the keyboard vector (the last one?), plug in my own for a while, and then reset the original vector on exit? What, if any, special properties does one of these vector routines require? Will it be possible to still use a debugger (MONST2) to trace the program even when the keyboard input routine has been moved, and if not what could be done?
Any help will be appreciated, source code or explanations, either emailed directly to me, or on the net.

Thanks,
Andrew

==========
Andrew Pollard	adp@uk.ac.reading.cs.csug
Dept of Computer Science	adp%uk.ac.reading.cs.csug@uk.ac.nsfnet-relay
Reading University	
England	
==========

90. Re: atari st 3 MB memory

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-09 12:19:44 UTC
From: verwer@ruuinf.cs.ruu.nl
Message-ID: <3671@ruuinf.cs.ruu.nl>
Source record: 50428

In article <3652@ruuinf.cs.ruu.nl> jeroen@phil.ruu.nl (Jeroen Scheerder)
writes:

> [explains that upgrading a 1040ST to 3 MB is possible]
>A scan of the electronics schematic in MacPaint format (you need it!) is
>posted too (binhexed and stuffed with Stuffit). This schematic is
>corrected for the error in the original printing.

Has anybody converted this schematic to an atari-readable format?
I would like to upgrade my 1040, but I cannot use binhex and stuff
(there is no conection between our department's Mac and the outside
world).
I emailed the author, but I got no response, so if anybody has the
schematic in some atari-usable (PI3, IMG, ...) format, could you please
mail it to me?
Thanks,
--
Nico Verwer | verwer@cs.ruu.nl
Dept. of Computer Science, University of Utrecht | +31 30 533921
p.o. box 80.089
3508 TB Utrecht
The Netherlands

91. Re: STE and Hard Drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-10 18:46:43 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Aug10.184643.11228@newcastle.ac.uk>
Source record: 50433

In article <5569@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>In article <1990Aug3.165416.28366@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (D.C. Halliday) writes:
>
>You never really mentioned what problems you had with your drive? If it
>was constant write failures then this may be a fault which Atari has
>actually (tried) to fix. Well, at least there is a hardware modification
>suggested by Atari to get bothersome drives to work.
>

My problem was constant write fails. The problem after Third coast kindly
changed my STE is occasional write errors (only when machine is very hot.)

To partialy solve the problem I have removed the metal shielding and raided the
machine 5mm of the desk. This improved ventilation meens I can use my STE for
about 6 - 7 hours befor the first write error arrives.

>However, I believe Ataris instructions were somewhat confused but I'm
>trying to find out currently whether I can get my Power Drive fixed.
>(But in this case the problem is crashing upon reset).
>
>When I got my STE it totally crashed my hard drive and writes always
>failed. Best Prices checked my machine with a Megafile 30 and it worked,
>but they sent me a new machine anyway. I've had absolutely no write
>problems (or read for that matter) with the new machine. Maybe you could
>ask your dealer(?) for a replacement.

This sounds just like my old problem.

Dave H.
(D.C.Halliday@newcastle.ac.uk)

92. Yet another (different) problem with STE and HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-10 18:59:41 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Aug10.185941.11336@newcastle.ac.uk>
Source record: 50434

Having almost solved the consistent write error fault by changing my STE. I now have another problem I hope someone out there can help with.

The problem is that when I boot the STE (leaving plenty of time for drive to run to speed) Gemdos does not recognise my flopies, sometimes (usually when not quite waiting long enough for the HD to build up speed) no icons for A or B will be seen on the desktop. The other times the icons appear but when clicked on I get the message 'Drive not known to GDOS.' The flopies respond as normal after I have reset the computer.

The setup is STE (2meg), ICD host addapter (advantage plus), segate ST277N-1 (or is it ST177N-1?) anyway its the 5 1/2 inch version.

I formatted the drive with a very resent verion of the ICD utils, but ran Bootfix just in case.

Finally I have considered one solution, write an auto folder program to check the existance of A and if it is not found then perform a reboot. But is there a better way and if not has anybody written such a prog yet?

Many Thanks,

Dave H.
(D.C.Halliday@newcastle.ac.uk)

93. Pallette switching

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-10 20:16:12 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <5640@castle.ed.ac.uk>
Source record: 50432

How can you get interrupts to occur often enough so that you can do
pallette switching of the kind needed to display a Spectrum 512 picture?
Can anyone quickly tell me what technique is used?

Thanks in advance,
Mark.

94. Test: Please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-11 00:19:47 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9008110016.AA05784@fsucs.cs.fsu.edu>
Source record: 50435

```
This is a test. Please ignore it.
MRB
```

95. GKS Availibility ???

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-11 03:25:41 UTC
From: dgjst@unix.cis.pitt.edu
Message-ID: <27746@unix.cis.pitt.edu>
Source record: 50431

Some time ago I recall reading that someone was going to provide the
GKS routines, or a substantial subset of GKS for the ST. Did this happen?
If so please let me know, I'm not particularly fond of reinvention,
and these routines would come in handy.

thanks in advance,
Daniel Jones
dgjst@unix.cis.pitt.edu

96. Sozobon C....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-12 05:32:06 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <792@beguine.UUCP>
Source record: 50436
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been trying to use sozobon. I have been able to use it, but
I have not been able to use it on 2 drive system with sozobon on
drive a and my source on b. I have it set up the way it is described
in the docs, but it crashes when it goes to find the library files.

Any help would be appreciated.. I am running it from gulam...

John Bunch.

John.Bunch@samba.acs.unc.edu

97. Spurious interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-13 08:10:12 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <883@ehviea.ine.philips.nl>
Source record: 50437

For the record: I am currently developing a MIDI recorder program; most of it works already - still have to add some windowing stuff.

One part of the recorder is a metronome, that can be adjusted on the fly (that is, you can alter the beats/minute while recording/playing, which effectively can alter replay speed). The metronome is based on Timer A; the interrupt routine increments a global variable, then clears bit 5 of $ffff0a (if memory serves right). When the metronome is altered, Xbtimer() is called with new parameters that reflect the new timer A registers.

Now for the problem: this setup works - most of the time. Occasionally when I alter the metronome a lot, a spurious interrupt occurs: exception 24 (I get 24 bombs). From my MC68000 manual I believe this is more or less a fake interrupt, a hardware designer might use it to indicate that an extern exception occured (such as a bus error of the MFP68nnn). Could it be that Xbtimer() is affecting the MFP68nnn while it is still in my interrupt routine (e.g. between the last two instructions: and.b #$df,$ffff0a and rte) ? The register dump always shows that the last executed instruction was a clear of the interrupt pending bit, something like bclr #d0,(a0) with d0.b being 5 and a0 $ffff0a, in either the Xbtimer() or Jdisint() calls (I also tried to use Jdisint() before the next Xbtimer() call; same problem).

The current workaround I have is to revector the spurious interrupt and save registers, then call Xbtimer() and when the interrupt occurs jump back to retry (this is effectively a longjmp). The bios save area pointer is also restored. This works fine now, but I would like to know whether there is a less kludgy solution to this problem. Most programmers using Xbtimer() will not have noted this problem, simply because they use it only once (mostly I have to call Xbtimer() several hundreds of times before the interrupt occurs).

Leo.

98. UW on Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-13 16:33:21 UTC
From: schultzd@kira.uucp
Message-ID: <1990Aug13.163321.2245@msuinfo.cl.msu.edu>
Source record: 50438

Hey everybody, thanks for all the mail replies. It works FINE.
Please stop replying, I am going nuts reading my mail.
--
Case Center for C.A.E., M.S.U., Consultant | schultzd@egr.msu.edu
ACM, Michigan State Univ. Chapter, Chairperson | schultzd@cpsin.cps.msu.edu
schenkerm@msg.uhamburg.edu ;^)
"My opinions are not always mine, let alone the ACM's or the Case Center's"

99. Calculating correct window size

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-14 03:07:33 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Aug14.030733.21587@sun.soe.clarkson.edu>
Source record: 50440

Neither the PROGRAMMER'S GUIDE TO GEM or the MWC manual explain wind_calc()
very clearly. This may be what I need.

I have an object structure I created with a RCS, and I want to put it into a
window that fits around it exactly. I named the lowest (largest) box, and
found out it's width and height, and gave them to wind_create() to come up
with the correct size.

When I put my object into it, I lost the bottom of the object.
(I am clipping outside the window)

I have figured that NAME bar in the window is taking up space I did not count
on. I wanted to make the window the size of my object plus the HEIGHT of the
NAME bar, so that I can fit my WHOLE object into the window.

How do I figure out how big the NAME bar is?
(I want to FIGURE OUT how tall the window is rather than hard coding a height)
Or what is the easiest way of figuring out how big to open my window as?

AAron nAAs
AAron@sun.soe.clarkson.edu

100. Re: MicroRTX patch and isatty() fix

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-14 06:13:59 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <6680.26c75e67@uwovax.uwo.ca>
Source record: 50341

In article <4352@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) writes:
> Recently it was brought to my attention that the isatty() code in
> the dLibs and GCC libraries doesn't work with programs run under
> Micro RTX because RTX handles the Fseek() GEMDOS call a little
> differently.
>
> Basically the isatty() code tries to do Fseek() and if it gets a
> zero back, it assumes the thing isn't seekable and therefore must
> be a tty. In RTX, Fseek() returns -37 (invalid handle) on non
> seekable files. This confuses the isatty() code. Below is a
> program (uuencoded) that will patch RTX V1.13 so that RTX Fseek()
> returns zero like normal GEMDOS Fseek().
>
> This doesn't fix the whole problem, because the isatty() still
> doesn't understand what to do with pipes. Basically all the isatty()
> routines that I've seen assume that if the handle is seekable, then
> it's a file, otherwise it's a tty. Well in RTX, a handle could be
> a pipe, in which case it's not seekable, but it's not a tty either
> (it should be treated like a file).

The GCC isatty() code has a default return value of 0, i.e. if an
error occurs, it's assumed that the handle is not a tty. Thus, if
pipes give an error (e.g. -37, as they used to in RTX) and real ttys always
return 0 from an Fseek, then it can distinguish between them. This
might be a more robust scheme than doing the same thing for ttys and
pipes (it's the solution I chose for my multitasking system).

I presume the dLibs code does something similar, since there was a message
from someone (A. Pratt, perhaps?) describing this as the "official"
way to do isatty().
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

101. Re: STE and Hard Drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-14 10:10:16 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3249@syma.sussex.ac.uk>
Source record: 50439

From article <1990Aug10.184643.11228@newcastle.ac.uk>, by D.C.Halliday@newcastle.ac.uk (D.C. Halliday):
>>
>>You never really mentioned what problems you had with your drive? If it
>>was constant write failures then this may be a fault which Atari has
>>actually (tried) to fix. Well, at least there is a hardware modification
>>suggested by Atari to get bothersome drives to work.
>>

It might be useful if someone would post Atari's suggested modification to the net, so that people who know about these things could evaluate and improve on it.

I have a question on the problem. I've seen several people in the UK mention it, but can't remember if the problem has surfaced anywhere else in the world. Maybe Claus Brod posted something about it, but I can't remember if it applied to Germany or if he was just trying to help UK users. Is the problem limited to the UK? I suspect not, and that the UK bias is mainly because of the way STEs have been distributed here in greater numbers. But if it is a UK problem (or even a European problem) then it might be due to differences between American and European/UK power supplies. (I'm probably just showing my ignorance here.)

The latest article I've seen on the problem in the printed press (From the UK ST Club newsletter) suggests that STEs should work OK with newer Atari Megafiles, but not with older ones, SH205s, SH204s and most third-party manufacturers' products. If I didn't know Atari were so under-resourced, I'd suspect a conspiracy. (Oops! This is straying from the 'tech' area. Sorry.)

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

102. embedding a data file in an executable

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-14 18:45:30 UTC
From: mroberts@oracle.uucp
Message-ID: <1990Aug14.184530.26793@oracle.com>
Source record: 50343

I'd like to embed a data file in an executable (.PRG) file. The idea is that, when the program starts running, it can find its name with the appropriate OS call (shel_read, I believe), open the executable as a binary file, seek past the load image portion, and then start reading data.

I've tried doing this the simple-minded way: figuring out how big the executable is, then hardcoding that size into the fseek(). This is just fine, until I actually append data to the end of the .PRG file. When I do, the program will not even load correctly, but bombs out with 3 or 4 bombs.

Does anyone have any ideas about how to do this? I have the impression that GEM is continuing to read the data that I append to the executable as though it were more relocation table data. After reading the Mark Williams C documentation and nout.h and gemout.h, and dumping the executable itself, I still don't have a very good idea about how the loader actually works.

Thanks,
Mike Roberts
mroberts@oracle.com

103. Overscan

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-15 07:23:07 UTC
From: guy@tharr.UUCP
Message-ID: <891@tharr.UUCP>
Source record: 50348

I've seen various versions of the software for the Overscan mod. for an Atari ST, but nowhere have I seen a description of what is required on the hardware side. Does anyone know what needs to be done to a Mega 4 to get this to work.

104. Atari HArdardware for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-15 08:15:32 UTC
From: Duncan.Lewis@samba.acs.unc.edu
Message-ID: <817@beguine.UUCP>
Source record: 50344
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale,triangle.forsale

```
Atari Items for sale

Atari SC1224 color monitor(1985 Good model, two tone) .... $200
Atari SM125 swivel base monochrome monitor ... ... $110
Laser C compiler package and Megamax Docs ... .. $ 80
Switchback Memory Partitioner (keep 2 programs in memory) $ 40
15-20 Mags/rags/some with disks $ 10
ICD Host Adaptor .... $ 75

all prices in US dollars, shipping not included.
Duncan

Ata
```

105. Re: Calculating correct window size

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-15 10:43:29 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <884@ehviea.ine.philips.nl>
Source record: 50342

In article <1990Aug14.030733.21587@sun.soe.clarkson.edu> AAron@image.soe.clarkson.edu (AAron nAAs) writes:
|Neither the PROGRAMMER'S GUIDE TO GEM or the MWC manual explain wind_calc()
|very clearly. This may be what I need.

It is.

|
|I have an object structure I created with a RCS, and I want to put it into a
|window that fits around it exactly. I named the lowest (largest) box, and
|found out it's width and height, and gave them to wind_create() to come up
|with the correct size.
|
|When I put my object into it, I lost the bottom of the object.
|(I am clipping outside the window)
|
|I have figured that NAME bar in the window is taking up space I did not count
|on. I wanted to make the window the size of my object plus the HEIGHT of the
|NAME bar, so that I can fit my WHOLE object into the window.
|
|How do I figure out how big the NAME bar is?
|(I want to FIGURE OUT how tall the window is rather than hard coding a height)
|Or what is the easiest way of figuring out how big to open my window as?

It seems like you are confusing the total window area with the
work area part of the window (in which your object has to be drawn).

This is how to do it: use your object's sizes as the window work area
sizes (as you will probably know x and y can be determined by
objc_offset() and the width and height by using the OBJECT's .width and
.height members). From this you can calculate the true window sizes
using wind_calc(). Then you can create and open the window with these
sizes.

Here is how to use wind_calc() (as far as I can recall without the
docs; maybe I mixed up the order of wctype and winflags):

```
#include <portab.h>
#include <gemlib.h> /* For Lattice, your includes might differ */

WORD winflags = NAME|FULLER|CLOSER; /* for example */
WORD work_x, work_y, work_w, work_h,
win_x, win_y, win_w, win_h;
WORD retval;

/* Calculate work_.. from your object's sizes, then */
```

```
retval = wind_calc(WC_BORDER,winflags,
work_x, work_y, work_w, work_h,
&win_x, &win_y, &win_w, &win_h);

/* and now proceed to create and open using winflags and win_.. */
```

Wind_calc can also be used to do the reverse: calculate the work area sizes from the total window sizes; in that case WC_WORK should be used instead of WC_BORDER. The winflags are needed for GEM to detemine the window's accessories size (name/info fields, scrollbars), and should be the same as used in the subsequent wind_open().

Hope this helps,
Leo.

106. Floppies & Bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-15 15:20:49 UTC
From: flynn@clotho.acm.rpi.edu
Message-ID: <8W%%1L|@rpi.edu>
Source record: 50345

My fiance'e owns a 520ST with two floppy drives. Yesterday, both drives suddenly ceased working: click on A:, get '0 items', click on B:, get the same. Trying to format a disk resulted in the drive seemingly completing the formatting pass, then failing - immediately - on the verify pass. The day before yesterday, both drives were working.

Swapping cables doesn't help; removing one drive from the daisy chain doesn't help. Opening the CPU case and reseating things worked for a bit, then failed. In fact, she now gets eight bombs when she hits the power.

Any advice would be much appreciated!

Thanks in advance,
Flynn

Kevin Lincoln Flynn flynn@acm.rpi.edu, userfwvl@mts.rpi.edu
113 9th Street H (518) 272-0048 W (518) 447-8561
Troy, NY 12180
...Argue for your limitations, and sure enough they're yours.

107. stacking 256k simms

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-15 15:41:56 UTC
From: tmp@doc.ic.ac.uk
Message-ID: <2190@gould.doc.ic.ac.uk>
Source record: 50351

Has anyone tried (or even considered) using blocks of four 256k simms to give
1Mb banks? Of course, this would require demultiplexing address line A9 into
two bits to select one of the 256k blocks within the 1 meg bank. Has this
be done? Is the ST's chippery able to handle the loading caused by the
simms being connected in parallel? (this would be a total of 8 per bank for a
4 Mb system, two groups of eight in parallel)
I'm sure this is a minefield of capacitance and timing problems, but would
like to know whether anyone has had any success.

Trev..

Trevor Peacock, | Tel : 071 589 5111 X 5052 | JANET : tmp@uk.ac.ic.doc
Department of Computing, | DARPA : tmp@doc.ic.ac.uk
Imperial College, \ or tmp%uk.ac.ic.doc@nsfnet-relay.ac.uk
180 Queens Gate,London SW7 2BZ | UUCP : tmp@icdoc.UUCP or ..!ukc!icdoc!tmp

108. Re: Atari Hardware for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-15 15:47:08 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Aug15.154708.8176@wam.umd.edu>
Source record: 50347

In article<817@beguine.UUCP> Duncan.Lewis@samba.acs.unc.edu(BBS Account) writes:
>Atari Items for sale
>[...]

Sorry to be picky, but:

[comp.sys.atari.st.tech charter]

"comp.sys.atari.st.tech will be devoted to technical discussion
Atari ST software and hardware. ...

Examples of topics NOT to be discussed in this newsgroup include:
^^^
'For sale: ___' ..."
^^^^^^^^^^^^^^^

(Not meant to single out Duncan; rather, to remind everyone what was
agreed upon in the charter.)

And now, back to your regularly scheduled news.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

109. Upgrading a Mega 2 to 4 megs.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-15 16:57:13 UTC
From: iam@stiatl.UUCP
Message-ID: <10408@stiatl.UUCP>
Source record: 50349

A friend of mine is trying to upgrade his Mega 2 to four megs, but is having problems. Here's the deal. He plugs in the capacitors and sockets (I think this was probably a solder job). All the memory tests say that there's 4 meg available, but if he fills up a 3000K ramdisk, the programs past the first 2000K won't run. He's pretty sure that the problem is not with his MMU chip.

Has anybody had any similar problems or an idea of how to resolve this one? If so, please e-mail a response. He would be eternally grateful.

110. Re: Overscan

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-15 19:36:05 UTC
From: arsen@sparkyfs.istc.sri.com
Message-ID: <32562@sparkyfs.istc.sri.com>
Source record: 50350

In article <891@tharr.UUCP> guy@tharr.UUCP (Guy Gascoigne) writes:
>I've seen various versions of the software for the Overscan mod. for an Atari
>ST, but nowhere have I seen a description of what is required on the hardware
>side. Does anyone know what needs to be done to a Mega 4 to get this to work.

Just what is Overscan anyway??? I have a 1040STFM with a 16Mhz Jato
board, 4mb memory, and both a color and mono monitor, what if anything
will Overscan give me?

Thank you for you support.
Thomas J. Arseneault
arsen@itstd.sri.com

111. Re: atari st 3 MB memory

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-16 00:36:46 UTC
From: steveh@tharr.UUCP
Message-ID: <895@tharr.UUCP>
Source record: 50346

In article <3675@ruuinf.cs.ruu.nl> verwer@ruuinf.cs.ruu.nl (Nico Verwer) writes:
>Thanks to Mark Davidson from U. of Edinburgh, I now have the schematic
>in Atari-readable format. Actually, Mark mailed me the unbinhexed and
>unstuffed MacPaint picture, and the same picture split in two halves in
>Degas Elite fomat (PC3). I converted this to the split picture in Degas
>format (PI3) and to postscript. I managed to glue the two halves
>together in the postscript picture, and I also cleaned it up a bit, so I
>recommend to use that one.

I've written a program which converts MacPaint format pictures to .IMG
format for use on the ST. I'll be mailing it to comp.binaries.atari.st just
as soon as normal service is resumed...

The present kludge of having to save two degas files using PICSW7 and then
trying to glue them back together seemed rather stoopid.

--
/// Steve Hamley /// TQM Communications, BCM Box 225, London, WC1N 3XX ///
/// ...ukc!axion!tharr!steveh /// steveh@tharr.uucp /// 0426 911573 ///

112. Re: stacking 256k simms

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-16 01:07:01 UTC
From: schultzd@frith.uucp
Message-ID: <1990Aug16.010701.26557@msuinfo.cl.msu.edu>
Source record: 50352

A friend of mine has a 520ST that upgraded by a true wizard to 1meg by
piggy backing 256K chips. You solder a second chip over the first.
It is amazingly difficult and you never know what will happen. It
often takes a couple tries, but it CAN BE DONE...

--
Case Center for C.A.E., M.S.U., Consultant | schultzd@egr.msu.edu
ACM, Michigan State Univ. Chapter, Chairperson | schultzd@cpsin.cps.msu.edu
Michael Schenker Group ;^) | schenkerm@msg.uhamburg.edu
~~~~~~~~~~~~~~~~~~~~~~ ARMAGEDDON SOFTWARE DEVELOPMENT ~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~

113. Re: stacking 256k simms

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-16 07:01:13 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <835@idcapd.idca.tds.philips.nl>
Source record: 50353

Newsgroups: comp.sys.atari.st.tech
Subject: Re: stacking 256k simms
Summary:
Expires:
References: <2190@gould.doc.ic.ac.uk>
Sender:
Reply-To:
Followup-To:
Distribution:
Organization: Philips Information Systems, Apeldoorn, The Netherlands
Keywords:

In article <2190@gould.doc.ic.ac.uk> tmp@doc.ic.ac.uk (Trevor Peacock) writes:
>Has anyone tried (or even considered) using blocks of four 256k simms to give
>1Mb banks? Of course, this would require demultiplexing address line A9 into
>two bits to select one of the 256k blocks within the 1 meg bank. Has this
>be done? Is the ST's chippery able to handle the loading caused by the
>simms being connected in parallel? (this would be a total of 8 per bank for a
>4 Mb system, two groups of eight in parallel)
>I'm sure this is a minefield of capacitance and timing problems, but would
>like to know whether anyone has had any success.
>
>Trev..
>
>---
>Trevor Peacock, | Tel : 071 589 5111 X 5052 | JANET : tmp@uk.ac.ic.doc
>Department of Computing, | DARPA : tmp@doc.ic.ac.uk
>Imperial College, \ or tmp%uk.ac.ic.doc@nsfnet-relay.ac.uk
>180 Queens Gate,London SW7 2BZ | UUCP : tmp@icdoc.UUCP or ..!ukc!icdoc!tmp
>
>

Somebody did. I got a copy somewhere of a german magazine (ST Computer ??)
which describes such a memory extension. Indeed there is some logic involved
to demux A9 and address the ram banks. Theoretically it ought to work, but
with all the added wiring and chip capacitance I think it stinks..

We have enough problems with installing "simple" 1 Mbit chips as it is.
(Well, not all of us, but according to this newsgroup frequent enough).

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: 055-432652 fax: 055-432103
---

114. Re: Overscan

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-16 20:33:08 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug16.203308.12430@math.lsa.umich.edu>
Source record: 50354

In article <32562@sparkyfs.istc.sri.com> arsen@sjc.itstd.sri.com.UUCP (Tom Arseneault) writes:
>In article <891@tharr.UUCP> guy@tharr.UUCP (Guy Gascoigne) writes:
>>I've seen various versions of the software for the Overscan mod. for an Atari
>>ST, but nowhere have I seen a description of what is required on the hardware
>>side. Does anyone know what needs to be done to a Mega 4 to get this to work.

>Just what is Overscan anyway??? I have a 1040STFM with a 16Mhz Jato
>board, 4mb memory, and both a color and mono monitor, what if anything
>will Overscan give me?

Overscan is a hardware mod that lets you use more pixels per screen.
With a multisync monitor, I have 736x480 mono resolution, 832x280 med rez,
and 416x280 low rez. With an SM124 monitor you can get 688x480. With an
SC1224 monitor you can get 720x280 med rez & 360x280 low rez.

The complete docs with illustrations are available at atari.archive.umich.edu
for anonymous ftp. The files are in ~ftp/atari/utilities. o_scan60.arc contains
a version that is said to work for color monitors in 60 hertz mode. (I was never
able to get it working, but there may have been strange interactions with my
Turbo-16 accelerator board.) The regular version plus all docs is in overscn3.arc.

I included another version of the binary with my port of fractint 12. This
version traps the Xbios SetScreen call, to set the correct screen dimensions
when switching between low & medium resolutions. The other versions don't trap
this call, resulting in garbled text displays after switching rez. My version
also sets 50 hertz video mode automatically for color displays. Note that if
you do get the o_scan60 version working for you, your max vertical resolution
will be 224. I can live with the 50 hz screen, so I get a little more flicker
but also 56 more pixel rows.

--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

115. Re: Upgrading a Mega 2 to 4 megs.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-17 00:16:37 UTC
From: nut@wet.UUCP
Message-ID: <1457@wet.UUCP>
Source record: 50355

In article <10408@stiatl.UUCP> iam@stiatl.UUCP (Ian Mercado) writes:
>A friend of mine is trying to upgrade his Mega 2 to four megs, but is having
>problems. Here's the deal. He plugs in the capacitors and sockets (I think
>this was probably a solder job). All the memory tests say that there's 4 meg
>available, but if he fills up a 3000K ramdisk, the programs past the first
>2000K won't run. He's pretty sure that the problem is not with his MMU chip.
>
>Has anybody had any similar problems or an idea of how to resolve this one?
>If so, please e-mail a response. He would be eternally grateful.

This might be of interest to other net.users, so I am posting this
to the group...

The RamDisk that your frined is using is probably an ancient one -
90% of the RamDisks from the pre-Mega days break if you try to use
them with more than 2.5Mb of memory. Try C. Johnson's HRAMDISK,
it's a reset-proof ramdisk of the most excellent variety =:)

--
== Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ==
============ Bang-Path UUCP: {uunet | ucbvax}!unisoft!wet!nut ============
=============== Disclaimer? My employer? What, me work? ================

116. Re: Overscan

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-17 14:01:13 UTC
From: randyh@hpsad.HP.COM
Message-ID: <18420002@hpsad.HP.COM>
Source record: 50357

Does this mod require TOS > 1.0? I thought I saw that somewhere.
And if it does does anyone got a set of old 1.2 they want to give me?

Just asking,
Randy

117. Using SC1224 monitor on IBMPC

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-17 15:49:33 UTC
From: jjgazsi@phoenix.Princeton.EDU
Message-ID: <1937@idunno.Princeton.EDU>
Source record: 50356

I have a 520 with an SC1224 monitor. I also have an IBM PC. I need
my Atari monitor to work with my IBM (as well as my 520) in at least
CGA resolution. (640 x 200) Does anyone know if this can be done, and if
so how?
(You can mail me: jjgazsi@phoenix.princeton.edu)

118. GCC-CPP blues

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-17 19:10:36 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Aug17.191036.5116@doe.utoronto.ca>
Source record: 50358
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I cannot get gcc-cpp.ttp to run correctly under Micro-RTX. Under Gulam (TOS), I can type

gcc-cpp hello.c hello.i

and the pre-processed output goes to hello.i. Under RTX, however, I get an error (cannot create output file). This is a problem, since gcc uses temporary files for its passes. Can anyone help? I have the sources to gcc 1.37 from Terminator, but I have no idea on earth how to extract gcc-cpp from that mess to compile it on my ST.

By the way, does gdb work with gcc 1.37? I remember seeing a message claiming that it did not, but it was a little confusing. Thanks.

David Megginson
david@doe.utoronto.ca
meggin@vm.epas.utoronto.ca

119. Re: Spurious interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-19 14:58:46 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <1166@uhnix2.uh.edu>
Source record: 50359

Leo -

Just as a guess, sounds like your interrupt is ocurring at the same time you are attempting to change it. Just some observations:

1) Be certain your interrupt is restoring any registers it destroys
2) Be certain _not_ to save registers onto the stack, but rather use a static storage area
3) If neither one of those help, try masking off interrupts by raising your ipl to 7 before issuing the xbtimer() call. From what I can see of the xbtimer() call, it does not touch the ipl when it is initing the mfp, so you can conceivably be interrupting when you are changing. Altho, the xbtimer() call does disable the interrupt before changing it...

- mike

--

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Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

120. Re: Spurious interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-19 15:04:33 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <1167@uhnix2.uh.edu>
Source record: 50360

Leo -

Also, 24 bombs is not real. Chances are you are getting 2 or 3 bombs (address error (3 bombs) or BUSSERR bus error (2 bombs)) but repeatedly. In other words, the system crashes, attempts recovery, crashes again, etc. until it locks up.

Well, 24 bombs is real, but I've never seen it occur...

- mike

--

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121. GDB works! (was Re: GCC-CPP blues)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-20 05:11:59 UTC
From: jmccarty@euclid.ucsd.edu
Message-ID: <2741@network.ucsd.edu>
Source record: 50361
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Aug17.191036.5116@doe.utoronto.ca> david@doe.utoronto.ca (David Megginson) writes:
[...]
>By the way, does gdb work with gcc 1.37? I remember seeing a message
>claiming that it did not, but it was a little confusing. Thanks.

Yes! GDB works fine with gcc 1.37.1 (I got mine from dsrgsun.ces.cwru.edu [129.22.16.2]). It is a little confusing at first, though. Basically, you have to go through these steps...

1) Write your c source (the easy part <heh>).
2) Use the -gg switch when compiling and make sure the pre-processor symbol __NO_INLINE__ is defined (either in source or on command line):
gcc -c -gg -D__NO_INLINE__ file.c
(Hmm, maybe I/someone could put the NO_INLINE bit as default for -gg in gcc)
3) After you link, you need to make a special symbol file with sym-ld. Use the -r switch, and specify the modules in the same order (I think). For that reason, I like to link explicitly, and not trust gcc to do it:
gnu-ld -o a.out \lib\gcrt0.o file1.o file2.o -lgnugdb
sym-ld -r -o a.sym \lib\gcrt0.o file1.o file2.o -lgnugdb
You can use the "gnugdb" libs if you have them, but the plain "gnu" works too (sometimes you can get lost in the libs, and library calls with invalid parms are hard to de-code). Of course, use gnu16 if you're a -mshort person. Okay, now for the fun part.
4) Invoke GDB without arguments.
5) Load the executable and symbol files:
exec a.out
sym a.sym
6) Start the program, setting args if appropriate
set-a argv1 argv2
run
7) GDB will automatically stop at the top of your program, so set yer break points and squish some bugs!

We should all give our deepest appreciation to the folks who made GDB work, by all accounts it was a massive ugly hairy beast from the depths. So THANK-YOU jrd (and John Dunning for a sweet debugger, too)!

>David Megginson
>david@doe.utoronto.ca
>meggin@vm.epas.utoronto.ca

Jon McCarty
(internet) jmccarty@ucsd.edu (bitnet) jmccarty@ucsd

P.S. GDBM works in 32 bit mode, anyone tried -mshort on it? how about
the new version (1.4?)?

122. Re: Spurious interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-20 05:53:48 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <885@ehviea.ine.philips.nl>
Source record: 50362

In article <1166@uhnix2.uh.edu> uace0@uhnix2.UUCP writes:
|Leo -
|
|Just as a guess, sounds like your interrupt is ocurring at the same time you
|are attempting to change it. Just some observations:
|
|1) Be certain your interrupt is restoring any registers it destroys

Yep, it is _very_ simple (also in order to have a fast counter):

```
myint
add.l #1,counter
rte
```

|2) Be certain _not_ to save registers onto the stack, but rather use a static
| storage area

Does not apply here.

|3) If neither one of those help, try masking off interrupts by raising your
| ipl to 7 before issuing the xbtimer() call. From what I can see of the
| xbtimer() call, it does not touch the ipl when it is initing the mfp, so
| you can conceivably be interrupting when you are changing. Altho, the
| xbtimer() call does disable the interrupt before changing it...

Ah, but the spurious interrupt does indicate problems with the MFP, not
with the 68000; if I understand correctly, it generally indicates that a
BUSERR occured on a periferal chip. So masking all interrupts shouldn't
help (but it won't hurt to give it a try).

In your second note:

|Also, 24 bombs is not real. Chances are you are getting 2 or 3 bombs (address
|error (3 bombs) or BUSSERR bus error (2 bombs)) but repeatedly. In other words,
|the system crashes, attempts recovery, crashes again, etc. until it locks up.
|
|Well, 24 bombs is real, but I've never seen it occur...

But it is most definitely exception 24 (spurious interrupt); this is
not only indicated by the ST bomb thrower - which occasionally is
unreliable - but also the exception save area indicates this. And
catching vector 24 and retrying does solve the problem ...

B.T.W. thanks for your suggestions, Mike. If someone is still
interested, I'll try to cut out a minimal code fragment to hack on.

|
|- mike

|
|--
|---
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|---
|Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

Leo.

123. Re: stacking 256k simms

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-20 15:30:47 UTC
From: windy@beauty.informatik.rwth-aachen.de
Message-ID: <3340@rwthinf.UUCP>
Source record: 50364

tmp@doc.ic.ac.uk (Trevor Peacock) writes:

>Has anyone tried (or even considered) using blocks of four 256k simms to give
>1Mb banks? Of course, this would require demultiplexing address line A9 into
>two bits to select one of the 256k blocks within the 1 meg bank. Has this
>be done? Is the ST's chippery able to handle the loading caused by the
>simms being connected in parallel? (this would be a total of 8 per bank for a
>4 Mb system, two groups of eight in parallel)
>I'm sure this is a minefield of capacitance and timing problems, but would
>like to know whether anyone has had any success.

>Trev..

>--
>Trevor Peacock, | Tel : 071 589 5111 X 5052 | JANET : tmp@uk.ac.ic.doc
>Department of Computing, | DARPA : tmp@doc.ic.ac.uk
>Imperial College, \ or tmp%uk.ac.ic.doc@nsfnet-relay.ac.uk
>180 Queens Gate,London SW7 2BZ | UUCP : tmp@icdoc.UUCP or ..!ukc!icdoc!tmp

This has been done in the German 'ST' magazine, using DIPS rather than simms. A freind of mine over here has implemented this solution - on an ST520+ we had to use a small electric saw to remoce the old on board chips, meaning we that we could then desolder the individual pins, rather than the whole chips. This significantly reduces the risc of dammaging the motherboard. we could then solder in modified sockets, and then insert the piggy backed dips. Some flying wires were needed to give adequate earth shielding, which proved to be the downfall of this experiment. The system ran OS9 with one user on a terminal for about a week without any problems. As soon as the holidays were over and the owner of the ST began to log in on the console, which was in a room locked during the break, problems with timing began - We thought there might be standing waves in the earth lines, which being wire, as apposed to perfect conductors are of course not at earth anyway! The fact that the system worked single user was because only a small address range was used, and refresh hardware could cope with the problem, whatever it was. As soon as multi user (multi tasking) resumed, the standing waves or whatever canceled the refresh signals or something allong these lines...

We replaced the Earth wiring with shorter connections, and more of them, and the problem went away... for about two weeks. The 520 has its Store ("memory" to lusers memory is cache/associative store. Store is anything else) directly beneath the keyboard. As time went on, the connections worked loose and all the wonderful work literally fell to pieces. Two sessions of soldering on the modified sockets allowed the soldered modifications to work loose, adding to the death of this

otherwise nice modification to an ST.

We then bought a locally made addon board, and transfered the chips to it. This has been working perfectly ever since (4 months) despite the computer having been moved several times.

I will post more details about the memory expansion board as soon as I can find the comercial address of the firm in that heap of unsorted papers called my desk.

If you want more details about hacking it yourself, send Email to me, and I will try to get a copy of the construction details of the 'ST' magazine circuit to you.

Happy soldering, and dont let Farraday catch you unawares!!

Andrew Miller
---
email: windy@strange.informatik.rwth-aachen.de
snail: Ruetscherstr 165 D-5100 Aachen
voice: 0049 (0)241 894-355

124. First Word +

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-20 15:49:18 UTC
From: srs@oasis.icl.stc.co.uk
Message-ID: <1500@ozz.oasis.icl.stc.co.uk>
Source record: 50363
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there Netters!

Just a quicky about First Word + ,
Is it possible to have it running fom a ram disk?
I've tried a few times, but it keeps looking for the RSC file on drive A.
Tried everything I can think of,can't seem to make it look at my ram disk.
Any help would be much appreciated.

Relpy by email please, the news is slow getting here.

Thanks Alot

Steve

--

Steve Strong email: srs@icl.stc.co.uk
---

125. Atari ST for sale; NO REASONABLE OFFER REFUSED!!

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-21 02:55:36 UTC
From: kramer@ohstpy.mps.ohio-state.edu
Message-ID: <8642.26d06a68@ohstpy.mps.ohio-state.edu>
Source record: 50365

```
----------
FOR SALE
----------

Atari 520ST Computer, with Atari color monitor and
double-sided disk drive. Includes plenty of software
(and some excellent games, too!) Excellent condition.

Asking $550, but NO REASONABLE OFFER WILL BE REFUSED!!!

Eric Kramer, (614)846-9486
kramer@ohstpy.mps.ohio-state.edu
```

126. Atari 1027 printer on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-21 03:18:53 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <877@beguine.UUCP>
Source record: 50366
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello all,

I just recently was given an atari 1027 printer, and would like to know if it is possible to hook the beast to my ST? I realize that it may require building some sort of adapter so the st can talk to the SIO port on the printer. Has anyone ever attempted such a thing? Is it possible to do? And If you not sure, do you know where I may be able to get the manual for the printer? It was given to me without a manual and without a power supply...

John Bunch

John.Bunch@samba.acs.unc.edu

127. How to write config info into mail .PRG or .ACC file?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-21 11:55:09 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3300@syma.sussex.ac.uk>
Source record: 50370

Could someone give me some tips on how to save (& of course load) configuration information to the program that uses it, while running that same program? I've seen lots of programs that do this - e.g. Charles Johnson's Little Green Selector & Arcshell, the Universal Item Selector, etc., and I'd like to do this myself.

I've written a program (in Laser C) which sends various settings to my printer. It runs either as a .PRG or as an .ACC (I used Samuel Streeper's init file), and it uses a dialog box as its user interface. At present, the program sets the defaults I like (e.g. elite, draft, skip 4 lines at perfs, A4 page size) at startup time. I'm aware that my preferences aren't everybody's, and I'd like to let other people set their own defaults.

My options are either to read from / write to a separate .CFG or .INF file, which I could do but would rather not (I've incorporated my resource file info into the main program file and I'd like to keep everything in a single place if possible), or save the info directly to the program itself. How is this done?

Thanks in advance.

Graham

128. Wrong sequence line in mtprog1.uue

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-21 15:14:56 UTC
From: steve@thelake.mn.org
Message-ID: <A1373377813@thelake.mn.org>
Source record: 50367

The multitasking programming tutorial recently posted to
comp.sources.atari.st arrived here with an error on line 142:

```
MBF:ZQ-E11H+^MG"'8PGZ2955\,XV0VT)9"E' BI\]4;!QH+@AE(?N9<N',[%t
MF"I6>;59,0@S3->O<_^N1@?(:-IL;F$$ CB85Q"_/,-U,Z>:@(#$X9P3?L/]s
MB1S2RS7WG-#V]3$FAC-H&-T,'H:[711)$+&SN''LN:=7']V11I?KI84R@FM-r
```

Note that an extra character slipped in there somehow. Could someone
please mail me a correct copy of this segment?

--
Steve Yelvington up at the lake in Minnesota
steve@thelake.mn.org plains!umn-cs!steve

129. Re: Spurious interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-21 16:17:11 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <1168@uhnix2.uh.edu>
Source record: 50369

Leo -

I'll be glad to mull over anything you send which you think will help isolate your problem. I always like a good mystery! :-)

- mike

--

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130. CPMZ80.TOS INIDSK error

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-21 16:43:51 UTC
From: paulm@ccicpg.UUCP
Message-ID: <84179@ccicpg.UUCP>
Source record: 50373
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I guess the header (Subject & Keywords) say most of it.

I recently got the cpm emulator for the ST and installed it on my system.
Following directions, I'm supposed to format a single sided diskette
and type make_cpm. This make a CPM diskette OK but the next step is to
boot up CPMZ80.TOS, insert the disk I just made and after following
the prompts and getting a A: prompt, I'm supposed to type INIDSK a:
The proble is that when I insert a freshly TOS formatted disk (or any
for that matter) I get a 'DISK NOT EMPTY' error and inidsk aborts.
That's one error. Another is that according to docs, the TOSCPM
utility is supposed to copy from drive a to drive a prompting for
diskette changes. When I try, I get an error stating something like
'SOURCE and DESTINATION disks are the SAME' then aborts.

Well, I give up! I am running TOS 1.4. Could this be the problem?

Any help or hints would be appreciated!

THANX in ADVANCE, Paul Moreau.

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ...ccicpg!dl2!paulm	Paul L. Moreau
or ...ccicpg!dl1!paulm	Diagnostics Software Eng.
or ...ccicpg!paulm	Irvine, California
`=='

131. Re: GCC-CPP blues

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-21 18:50:21 UTC
From: bammi@curie.ces.cwru.edu
Message-ID: <BAMMI.90Aug21145021@curie.ces.cwru.edu>
Source record: 50368
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Aug17.191036.5116@doe.utoronto.ca> david@doe.utoronto.ca (David Megginson) writes:

> (TOS), I can type
>
> gcc-cpp hello.c hello.i
>
> and the pre-processed output goes to hello.i. Under RTX, however,
> I get an error (cannot create output file). This is a problem, since

You need to either get a new set of binaries (avail on picasso.ces.cwru.edu or dsrgsun.ces.cwru.edu) or compile all the executables again, using a newer version of the library startup file crt0.c (library Patchlevel 56 or better). The problem is with RTX that does not follow all the atari rules when launching an application (specifically clearing A0 on an application launch vs. A0 == basepage for an Acc launch). This newer crt0.c does'nt depend on this fact any more (to detect acc startup) and works just fine with RTX (and others like PACK etc).

> sources to gcc 1.37 from Terminator, but I have no idea on earth how
> to extract gcc-cpp from that mess to compile it on my ST.

Huh? Just look at the supplied makefile.

>By the way, does gdb work with gcc 1.37? I remember seeing a message
>claiming that it did not, but it was a little confusing. Thanks.

yes, its true. gdb doesnt work with gcc 1.37. in fact -gg support has completely disappeared from the new version of gas (1.36) (this newer version is available from dsrgsun/picasso.ces.cwru.edu for both minix and tos).

cheers,
--
--
bang: {any internet host}!dsrgsun.CES.CWRU.Edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

132. SIO Port...

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-22 01:00:19 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <892@beguine.UUCP>
Source record: 50372
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

Howdy all,

Me again.. I would like to know if anyone out there has the pinouts
for the atari 1027 printer? I would like to connect it to my st.

I understand I am gonna have to build some sort of connectory to
hook the SIO to a standard parallel port.

John

P.S. Please reply via email and I will summarize to the net.

John.Bunch@samba.acs.unc.edu

133. Re: How to write config info into mail .PRG or .ACC file?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-22 01:10:34 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <25854@cs.yale.edu>
Source record: 50371

In article <3300@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
>
>My options are either to read from / write to a separate .CFG or .INF
>file, which I could do but would rather not (I've incorporated my
>resource file info into the main program file and I'd like to keep
>everything in a single place if possible), or save the info directly to
>the program itself. How is this done?

It's easy enough to rewrite bytes in the middle of the .prg file using
the Gemdos functions Fseek and Fwrite. Your only problems are to find
the file (not so easy) and to figure out which bytes to change.

I don't know of a reliable way to find the name and location of the
.prg file which is currently running. It will often be in the default
directory on the default device (depending on how the program was
invoked), but it doesn't have to be. The Pexec that invokes your
program probably leaves this information behind in some undocumented
memory locations somewhere, but you can't count on that not changing
in the future.

The second part is easier. Declare all of your configuration
variables at the top of your program as static, and initialize them to
appropriate default values. This should cause the compiler to place
them at the start of the data segment of your program. Information in
the header of a .prg file tells the lengths of the text and data
segments. Read that information and calculate the position in the
.prg file of the start of the data segment. Seek to that position and
rewrite your variables. To be on the safe side, put a magic number as
the first thing in the data segment and check that it is there before
you start writing. This may save you from clobbering the wrong file.
Thus, your program might start as follows:

```
static char magic[8] = "myprogxx";
static int width = 85;
...
```

Hope this helps.
--

==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

134. test

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-22 11:27:54 UTC
From: lips@ethz.UUCP
Message-ID: <5651@ethz.UUCP>
Source record: 50374

```
test
```

135. STFM 2 Meg upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-22 12:56:46 UTC
From: ccsams@gdt.bath.ac.uk
Message-ID: <1990Aug22.125646.13863@gdt.bath.ac.uk>
Source record: 50377

This is a plea for help. I have a 520STFM to which I want add more memory. I know how to add another 0.5 Mb, using the otherwise-empty ram bank, but I want to add 2 Mb (the maximum a bank can take) instead. This is where my problem begins, as I don't have all the technical information necessary to tackle a 2 Mb upgrade.

The 0.5 Mb upgrade uses 16 41256 DRAM chips, which are 262144 * 1 bit. If I was to use 16 511000 DRAMs instead, I would have 16 * 1048576 * 1 bit = 2 Mb. But the 41256 and 511000 do not share the same pin assignments, or number of pins. So I can't simply plug in 511000s where the 41256s would have gone.

The pin-outs of the 41256 and 511000 look like this:

```
--------U-------- --------U--------
A8 -=| 1 16 |=- GND Din -=| 1 18 |=- Vss
Din -=| 2 15 |=- /CAS /WE -=| 2 17 |=- Dout
/WE -=| 3 14 |=- Dout /RAS -=| 3 16 |=- /CAS
/RAS -=| 4 13 |=- A6 NC -=| 4 15 |=- A9
A0 -=| 5 12 |=- A3 A0 -=| 5 14 |=- A8
A2 -=| 6 11 |=- A4 A1 -=| 6 13 |=- A7
A1 -=| 7 10 |=- A5 A2 -=| 7 12 |=- A6
Vcc -=| 8 9 |=- A7 A3 -=| 8 11 |=- A5
----------------- Vcc -=| 9 10 |=- A4
-----------------

41256 511000
```

As you can see, both chips have the same set of functions, except that the 511000 has an extra address line A9. It is possible (though messy) to wire up a 511000 to make it look like a 41256 to the ST's circuitry, but what should I do about A9? Can I wire it to somewhere on the ST's PCB? If so, where? The MMU perhaps? Which pin? Would the ST be then able to use the new RAM without any other modifications? Are there any wire links and/or resistors in the ST's circuitry which tell it how a RAM bank is configured? If so, what change(s) would I need to make to them?

Any information relating to the above would be greatly appreciated. Maybe there is a different and altogether better way of adding 2 Mb. Incidently, is the pin-out of a 511000 the same as that of a 41000?

Thanks in advance.

Alan Skirenko.

136. Re: How to write config info into mail .PRG or .ACC file?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-22 15:53:34 UTC
From: roeder@robin.cs.uni-sb.de
Message-ID: <ROEDER.90Aug22175334@robin.cs.uni-sb.de>
Source record: 50375

In article <25854@cs.yale.edu> fischer-michael@cs.yale.edu (Michael Fischer) writes:

In article <3300@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
>
>My options are either to read from / write to a separate .CFG or .INF
>file, which I could do but would rather not (I've incorporated my
>resource file info into the main program file and I'd like to keep
>everything in a single place if possible), or save the info directly to
>the program itself. How is this done?

I don't know of a reliable way to find the name and location of the
.prg file which is currently running. It will often be in the default
directory on the default device (depending on how the program was
invoked), but it doesn't have to be. The Pexec that invokes your
program probably leaves this information behind in some undocumented
memory locations somewhere, but you can't count on that not changing
in the future.

If the program is launched by the desktop, you can find out it's name
and path by calling shel_read. This function expects two parameters:
the first array of characters is filled with the path of the current
program, the second array of chars will contain the arguments supplied
by the TTP-box or the "Install application"-feature.
If your program is launched by some shell, you could look at argv[0]
supplied by one of the extended argument passing methods (eg. xArg or
ARGV environment vars). You could also search for your programs name
(obtained from argv[0] or your default name) in the directories
specified in the PATH environment variable.
As a last resort, you could prompt the user for the location of the
program.

Hope this helps.

- Edgar

137. Need Real Time Clock or Schematics

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-22 15:56:34 UTC
From: vovut@prism.cs.orst.edu
Message-ID: <19958@orstcs.CS.ORST.EDU>
Source record: 50376

I am working on a project that requires a battery backed-up real time clock. If anyone has one for sale or schematics I would be very interested. (I am too lazy to attempt to design my own.)

Thank you for any help

vovut@prism.cs.orst.edu

138. Re: How to write config info into mail .PRG or .ACC file?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-22 17:56:29 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3326@syma.sussex.ac.uk>
Source record: 50380

Thanks to everyone who replied to my query. If I get any mail that raises points not mentioned in followups, I'll post them. Just one clarification: I've no idea how the word 'mail' got into the subject line of the original message. It's a typo. I must have been dreaming. Sorry about that, if it caused any confusion.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

139. Working on an acc. (was: window size stuff)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-23 00:13:30 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <1990Aug23.001330.9981@sun.soe.clarkson.edu>
Source record: 50378

In trying to get my object inside a window, I have gotten helpful response:

From article <884@ehviea.ine.philips.nl>, by leo@ehviea.ine.philips.nl (Leo de Wit):

[Stuf. del.]
> Here is how to use wind_calc() ...
[Stuf. del.]

Great, I'll check out your solution also!
I have gotten responses from gt1448b@prism.gatech.edu, cmedley@wam.umd.edu
and sstreep@NeXT.COM also.

And I have had success using a form_center() then feeding it's results into
wind_calc(), and everything ends up centered, and fits correctly inside the
window's workspace.

I can even move it around, update it correctly (most of the time, but I will
question this later), but now I have a different problem.

****New problem:
I have created my own sliders and buttons inside my object, and would like
to know how I figure out when the user is clicking/dragging them.

I tried a form_do() (because I had used it before, and had success), but
being a desk accessory you can probably guess what happened. It demanded
that I do something with my object, and wouldn't let me move or close the
window it was in, or other stuff desk accessorys are supposed to let you be
free to do....

My desk accessory resembles to some extent the control panel.

It is the STe sound panel, and it will get posted (source and all) as soon
as it is working)

AAron nAAs
AAron@sun.soe.clarkson.edu

140. Something is WARMING in my Mega

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-23 07:33:30 UTC
From: jackin@vehka.uta.fi
Message-ID: <1514@kielo.uta.fi>
Source record: 50379

I seem to have problem with my Mega. After a few hours work
my Mega (2) starts to act weird. Few of the symptoms :

- ususal crashes with 2,4..30 (or so) bombs
- screen goes white, but the program is still working
only I can't see it. If the program updates screen/window etc.
it will be OK for a while.
- there are other, but as I usually go very near of nervous
breakdown when these things happen my mind mercifully forgets
them :-)

The time before weirdness starts is relative to the space between the
Mega and my desk (more airspace, more time).

Any suggestions ? I can replace quite a few components myself and if
I can't my friends can.

Thanks,
Markku (jackin@vehka.uta.fi)

141. Malloc() and desk accessories

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-23 20:01:56 UTC
From: steve@thelake.mn.org
Message-ID: <A2017203479@thelake.mn.org>
Source record: 50381

I've seen comments to the effect that calling Malloc() from a desk accessory is a Bad Thing, and I wonder if that is always true.

I want to write a desk accessory that will filter ASCII text into a format suitable for Pagestream. The Pagestream ASCII import function is brain-damaged -- it will not properly handle normal text with hard returns at the end of each line and paragraphs separated by a blank line (which is what you're reading right now).

I want the DA to
wake up from evnt_multi
get a filename using fsel_exinput
compute the file size
open the file
Malloc() enough memory for the whole file
read all of it into the buffer
strip line enders (except blank lines)
write the modified file back to the disk
close the file
Mfree() the buffer
return to evnt_multi

There would not be a chance for an application to terminate while the allocated memory was being held. If the memory allocation follows the same rules as file handle ownership, there would not be a problem. True or false?

--
Steve Yelvington up at the lake in Minnesota
steve@thelake.mn.org plains!umn-cs!steve

142. Re: Something is WARMING in my Mega

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-23 20:10:10 UTC
From: andyc@hplsla.HP.COM
Message-ID: <13510002@hplsla.HP.COM>
Source record: 50383

jackin@vehka.uta.fi writes:

| I seem to have problem with my Mega. After a few hours work
| my Mega (2) starts to act weird. Few of the symptoms :
|
| - ususal crashes with 2,4..30 (or so) bombs
| - screen goes white, but the program is still working
| only I can't see it. If the program updates screen/window etc.
| it will be OK for a while.
| - there are other, but as I usually go very near of nervous
| breakdown when these things happen my mind mercifully forgets
| them :-)
|
| The time before weirdness starts is relative to the space between the
| Mega and my desk (more airspace, more time).
|
| Any suggestions ? I can replace quite a few components myself and if
| I can't my friends can.

My Mega 2 had the very similar problems from the start, especially on warm days. I "solved" the problem at first by allowing lots of air space around the computer. When the 6-chip TOS 1.4 ROM set was installed the problem could no longer be ignored. The dealer solved it by replacing some low-power Schottky drivers with some standard Schottky drivers. Sorry, it's been about a year and I can't remember exactly what parts were replaced. It did fix the problem "for good", though.

%%%

143. Rebooting with the Monitor Master

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-23 22:14:03 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9008232210.AA23106@fsucs.cs.fsu.edu>
Source record: 50382

I have recently purchased a Monitor Master switchbox, and have already developed the rather lazy habit of rebooting with it (when I want to change monitors also). Is this bad for the hardware? Should I be powering down my computer before I press the MM switch?

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire
---------------------------------+-------------------------------------

144. Advice sought for building a HD for ST(e)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-23 23:22:32 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <26D46538.12976@maccs.dcss.mcmaster.ca>
Source record: 50385

Looks like it's time for me to get a hard drive. I've heard about
people who have built their own, and I could use some advice.

I'm looking for a combination of removeable and normal internal
drive. A fast access time is nice, but not the most important thing. I'd
like to be able to hook up a laser printer as well. Ideally there would
be room in the case to put a floppy 3.5 inch drive.
What combination of host adapter+software, controller, mechanism,
and power supply would be optimal for this kind of hard drive setup?
Another question: anyone heard of the MASTER 3S external floppy
drive distributed by Konyo international?

Thanks for any advice. If anyone wants a summary of info I get
I'll be happy to forward what I learn.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns
SCHMITTJ@SCIvax.McMaster.CA

145. Translator?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-24 00:14:47 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <908@beguine.UUCP>
Source record: 50384

Is it possible to use the xformer cable, and not the xformer?

I would rather not have to run the 8bit emulator to print stuff.....

John

John.Bunch@samba.acs.unc.edu

146. Talking to the modem???

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-24 02:40:11 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <911@beguine.UUCP>
Source record: 50386
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

How does one set the modem from C? And also how do you send command/text to the modem? I really dont have any books on programming the st, so examples would be greatly appreciated... Thanx...

Also, I have been attempting to program from sozobom, how do I create .acc from it? Also, how about .ttp? And where can I get the latest version of it?

John

John.Bunch@samba.acs.unc.edu

147. Desk Accessory memory allocation (over-consumption)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-24 04:02:43 UTC
From: moses@hao.ucar.edu
Message-ID: <8316@ncar.ucar.edu>
Source record: 50387

I have created a relatively large desk accessory program for the ST
using GFA BASIC, and the problem I am having is that TOS is allocating
twice as much memory as is needed for the accessory.
Adding up the executable file header information and also the
Malloc calls, used for buffers, to get a total memory requirement and
also having used as few global variables as possible, there is a memory
requirement of ~170 Kbytes. But TOS is handing over 325 Kbytes of memory
to the desk accessory.

IS THERE A WAY TO REDUCE MY D.A.s MEMORY CONSUMPTION? TOS AUTOMATICALLY
SHRINKS MEMORY FOR EACH D.A. BUT APPEARS TO DO A POOR JOB OF IT.

Thanks for the help.

148. Multitasking system now available for beta test

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-24 15:47:13 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <6812.26d513c1@uwovax.uwo.ca>
Source record: 50388

A beta test version of MiNT (MiNT is Not TOS) is now available at
atari.archive.umich.edu, in the file mint05.zoo. MiNT is a multitasking
extension for TOS. It comes with complete C source code and is freeware
(but *not* public domain -- see the docs). Some of the features it has
are:
pipes, pseudo-ttys, named FIFOs, BSD-like signal handling, fork() and
vfork() system calls, job control, special pseudo-drives (for accessing
FIFOs, BIOS devices, and processes -- you can delete or rename a process
by doing the appropriate thing to the entry on the pseudo-drive), and
other Unix-like features.

Since this is beta-test software, I would caution you to get it only if
you're a reasonably experienced programmer. I will be posting MiNT
to the sources and binaries groups sometime in September, if all goes well;
in the meantime I would be very interested in hearing of any bugs
and in suggestions for improvements.
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

149. Dead St.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-24 22:06:30 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <920@beguine.UUCP>
Source record: 50389
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello....

I seem tro have a problem with my st. I was using it last night
and all of a sudden I could no longer access the floppy drives...
So I shut it off and tried rebooting. I still could not access the
drives. The weird part is when it boots up, it recognizes the drives being
there I just cant do anything with them? It always boots in low res
and I tried creating a folder on the disk and was not able to. Also
when I opend a window with a directory it showed me nothing.... I am
fairley sure it is not a problem of the drive, because I have two and trie
hooking them both up alone and got nowhere. Anybody got any clues?

I think it may be the DMA chip?

John

John.Bunch@samba.acs.unc.edu

150. Sozobon C Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-26 05:03:33 UTC
From: dhe@uafhcx.uucp
Message-ID: <5151@uafhp.uark.edu>
Source record: 50390

I am working on my first C program using the AESFAST bindings with Sozobon C to develop an Application using multiple windows and have run into a slight glitch...whenever a new window is opened onto the screen and the user tries to resize the window or vertical/horzontial sliders for the first time, the rubberband boxes do not erase themselves as they're dragged all over the screen leaving annoying white line garbage all over the place. Since I have limited documentation on AES other than AESFAST source demos and the ProGem series, I would appreciate any help, tips, or advice that anyone can throw my way.
I'm using Sozobon 1.2 and AESFAST 1.3 which should be the most recent versions of the two programs / libraries. Of course I hope this is the right newsgroup to ask this questions too...

-David

==========
dhe@uafhcx.uark.edu David Ewing, University of Arkansas
dhe@uafb15.uark.edu Computer Science Engineering
"Parents of young organic lifeforms are warned that towels can be harmful if swallowed in large quanities." -The HitchHiker's Guide to the Galaxy
==========

151. Re: Dead St.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-26 07:10:35 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <38358@shemp.CS.UCLA.EDU>
Source record: 50291

In article <920@beguine.UUCP> John.Bunch@samba.acs.unc.edu (BBS Account) writes:
>Hello....
>
>I seem tro have a problem with my st. I was using it last night
>and all of a sudden I could no longer access the floppy drives...
>So I shut it off and tried rebooting. I still could not access the
>drives. The weird part is when it boots up, it recognizes the drives being
>there I just cant do anything with them? It always boots in low res
>and I tried creating a folder on the disk and was not able to. Also
>when I opend a window with a directory it showed me nothing.... I am
>fairley sure it is not a problem of the drive, because I have two and trie
>hooking them both up alone and got nowhere. Anybody got any clues?
>
>I think it may be the DMA chip?
>
>John
>
>John.Bunch@samba.acs.unc.edu

heh, heh, heh. I haven't seen this one in awhile. If you're getting windows
that say 0 bytes used in 0 items, you probably need the "drop test" fix.

Early STs had trouble with chips coming unseated. To fix the problem you
describe, you can generally either open up the ST and reseat the chips (DMA
chip only?) or you can pick it up about an inch or two off the table and
drop it. That fixes my sister's ST every time.

--Steve

P.S. You might also try a different cable... I've had trouble with one before.

From: stephen@oahu.cs.ucla.edu (Steve Whitney)
Newsgroups: comp.sys.atari.st.tech
Subject: duh
References:
Sender:
Followup-To:
Distribution: na
Organization: UCLA Computer Science Department
Keywords:

Newsgroups: comp.sys.atari.st.tech
Subject: Re: Atari 1027 printer on an ST?
Summary:
Expires:
References: <38218@shemp.CS.UCLA.EDU> <56862@microsoft.UUCP>

Sender:
Followup-To:
Distribution: na
Organization: UCLA Computer Science Department
Keywords:

In article <56862@microsoft.UUCP> darekm@microsoft.UUCP (Darek MIHOCKA) writes:
>In article <38218@shemp.CS.UCLA.EDU> stephen@oahu.cs.ucla.edu (Steve Whitney) writes:

>>My Atari BASIC Biorhythm program from the June 1986 ANTIC would be nice
~~~~~ <- meant ST BASIC
>>with plotted output. :-) (Any of you remember that?)
>>
>>Perhaps a driver for the Xlator cable would work?
~~~~~~ <- obvious mental lapse
>
>
>You mean the Xformer Cable? Yes, it supports the 1020 plotter. I have
>one myself and have used it to print out stuff on the ST. All you have
>to do is run the Xformer 130XE emulator and run your Biorhythm program
>directly on the ST with theplotter hooked up, and you should get the
>printout you want.
>
>- Darek
>
Sorry, Derek! That's exactly what I meant, but I also meant ST BASIC... not
Atari BASIC. I'd like to write native ST stuff for the 1020. What the heck?
I have to waste my time on something...

>---
> Darek Mihocka (206)-885-5893 All views expressed are my own.
> Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007
>---

--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

152. Re: using the Xformer cable. (Was: Translator?)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-27 00:09:06 UTC
From: darekm@microsoft.UUCP
Message-ID: <56922@microsoft.UUCP>
Source record: 50293

In article <908@beguine.UUCP> John.Bunch@samba.acs.unc.edu writes:
>Is it possible to use the xformer cable, and not the xformer?
>I would rather not have to run the 8bit emulator to print stuff.....
>

Yes it is _possible_ to have ST software use the Xformer cable directly. However, there is very little software out there that knows how to use the Xformer cable. It isn't quite possible to access it, like, say, an ST printer or modem. What software there is out there to use the cable is stuff like my Quick Transfer Utility, which transfers over 8-bit disks to the ST for the purpose of later using them with Xformer, and then there is another program out there which someone else wrote which allows you to use your 8-bit disks drives with GEMDOS, although this is a really slow alternative to simply buying a second ST drive! And besides, if you're going to write some new application that will make use of the Xformer cable, then just write it in Atari BASIC or 6502 assembler.

Other than that, to use the Xformer cable to access 8-bit peripherals from other ST software, you would have to write your own driver. It's actually not that hard, since I wrote the bulk of Xformer's cable driver in one night. I have had other people request that I write a printer driver along the lines of what you're looking for, but I simply don't feel such a driver needs to be written. What's so hard about simply printing out files from within Xformer? Running Xformer is easier than running, say, an MS-DOS emulator or a Mac emulator, and people have gone through a lot more trouble to get something printed out on those emulators.

So as far as I'm concerned, my suggestion is that whatever you need to print out, print it to a file (e.g. if you're using a word processor, have it print to a file) and then run Xformer and use Atari DOS to copy the file to the P: device, then exit Xformer. The whole operation (not including printing time) takes less than a minute. Try booting up and exiting an MS-DOS emulator in a minute. I'm sure if it was really worth my while ($$$) I could be motivated to write the beast, but that's probably not going to happen.

- Darek

153. Re: Atari 1027 printer on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-27 00:15:00 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Aug27021500@troll.cs.tu-berlin.de>
Source record: 50292
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <877@beguine.UUCP> John.Bunch@samba.acs.unc.edu (BBS Account) writes:

I just recently was given an atari 1027 printer, and would like to
know if it is possible to hook the beast to my ST? I realize that
I have seen a package for this at a local electronics store.
I remember its price being around DM 40,- .
It consists of an interface-board and a disk (containing driver
software, I guess ;-)

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

154. Re: using the Xformer cable. (Was: Translator?)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-27 07:53:47 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Aug27085347@zappa.FtCollins.NCR.com>
Source record: 50294

```
> Yes it is _possible_ to have ST software use the Xfromer cable
> directly.

I just had this vision of my Atari 410 program recorder backing up my
hard drive! :^) x 1.0E+6

--
/*************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* Fort Collins, Colorado * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/*************************************************************************/
```

155. Re: using the Xformer cable. (Was: Translator?)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-27 17:35:39 UTC
From: scott@tab29.larc.nasa.gov
Message-ID: <SCOTT.90Aug27133539@tab29.larc.nasa.gov>
Source record: 50295

```
>> Yes it is _possible_ to have ST software use the Xfromer cable
>> directly.
>I just had this vision of my Atari 410 program recorder backing up my
>hard drive! :^) x 1.0E+6

The 410 is a WRITE ONLY device....
--
Signature follows. [Skip now]

-------------------------------------------------------------------------------
Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/
-------------------------------------------------------------------------------
```

156. ICD adapter problems

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-27 21:13:07 UTC
From: cs63bld@unccvax.uncc.edu
Message-ID: <2641@unccvax.uncc.edu>
Source record: 50296

I have an advantage-plus scsi adapter with built in clock for my
atari 1040st. The hard drive side of it works fine but the clock
is a crock!

Here is the description of the problem:
If there are any desk accessories on the machine, and you warmstart, the
system time will lose about 10~20 sec. This happens every time warmstart
occurs. Thus the clock is soon terribly wrong. If there are NO desk acc
(not even one) the time will be fine. The system time is updated by
a program callled ICDTIME.PRG that you are supposed to put in your auto
folder. However, if you do not put ICDTIME in your auto folder, but instead
wait until the system has booted and run it from the desktop, everything
works fine even with desk acc.

I was planning on writing my own time update program to get around this,
but upon calling ICD about the problem, I was told that they had never
heard of this, didn't really believe I was describing it properly, and
no, they would not tell me how to access the clock directly.

Any help would be greatly appreciated, even if it is only to tell me
that you have the same problem but don't know how to fix it...I'd at
least know that someone else has to put up with it :-)

PS-if you can explain to me how to access the clock directly, that would
be great too...

As a final note, after the attitude I have had to put up with from ICD
tech support, I wouldn't reccommend you buy a hard drive adapter from them.

Thanks in advance,
BRian
(cs63bld@unccvax.uucp)

157. Re: ICD adapter problems

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-27 22:27:36 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Aug27.222736.27869@ecst.csuchico.edu>
Source record: 50297

```
- PS-if you can explain to me how to access the clock directly, that
- would be great too...

I think the SCSI ID for the clock is #6, but I don't think that helps
you much.

There is also a program usually supplied with their software called
TIMESET.PRG (or something like that). It gets the tiem and date from
the clock when it's run, but then leaves memory. You can't set the
time with it. I use it from the AUTO folder instead of ICDTIME.

BTW, there's also a nice clock setter for the ICD host called
ICDCLOCK. It's written for mono monitors but is readable in color.
No, it's not written by ICD Inc.

Hope this helps.
```

158. Re: ICD adapter problems

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-28 02:47:14 UTC
From: eber@hpuxa.ircc.ohio-state.edu
Message-ID: <4191@nisca.ircc.ohio-state.edu>
Source record: 50299

You are right.The first ICD card did the same thing but had a pot
on it that I could adjust to compensate. If you check back with ICD
at a later date they will probably have a fix for it posted. I had
a problem with their early software park.prg which set the date to
1992 every time it was run and they fixed it after about a month.
Their support is OK as far as I've seen. An alternative is to use
the other ICDTIME.PRG that disappears after setting the system clock.
This means you cannot set the time with the control panel, but do you
really need to reset the clock on the ICD card after the time has
been loaded into the system? Well you might if the time is off.
Mine isn't off that much to get excited about. If you look at the
card you received you will see a crystal that is the clocks timing
circuit. There will also be a trim capacitor and resistor. If you
notice the time is off after a period of time (about a month) you can
try changing the battery first, then trimming up these (res. or cap)
to change the crystal freq. into the clock chip on the ICD card.
Their (ICD's) updates are free if you register on their BBS and their
records indicate that you have purchased their hardware. You pay
for the call but it's the best software update system I've seen for
the ST next to Laser C's from Megamax. You can just download the
software that has changed if you want or the entire new archived
system. I don't think you get access the first time you call, they
need time to verify you with their records (warranty card?). Hope
some of this helps you out.
Ed
eber+@osu.edu

159. Re: Upgrading a Mega 2 to 4 megs.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-28 07:15:57 UTC
From: nazareth@Informatik.TU-Muenchen.DE
Message-ID: <4161@tuminfo1.lan.informatik.tu-muenchen.dbp.de>
Source record: 50298

In article <1457@wet.UUCP> nut@wet.UUCP (adam tilghman) writes:

>The RamDisk that your frined is using is probably an ancient one -
>90% of the RamDisks from the pre-Mega days break if you try to use
>them with more than 2.5Mb of memory. Try C. Johnson's HRAMDISKC,
>it's a reset-proof ramdisk of the most excellent variety =:)

Can anyone tell me where I can get C. Johnson's HRAMDISK?
Is it public domain or shareware or something else like this?

Thanks
Dieter

160. Re: using the Xformer cable. (Was: Translator?)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-28 07:47:00 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Aug28084700@zappa.FtCollins.NCR.com>
Source record: 50301

> The 410 is a WRITE ONLY device...

You are wrong. It can be read and written to. It'd be worthless
otherwise!

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* Fort Collins, Colorado * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/***/

161. Re: ICD adapter problems

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-28 18:11:32 UTC
From: jimmy@unix.cis.pitt.edu
Message-ID: <32674@unix.cis.pitt.edu>
Source record: 50300

In article <2641@unccvax.uncc.edu> cs63bld@unccvax.uncc.edu (b. daniels) writes:
>
>I have an advantage-plus scsi adapter with built in clock for my
>atari 1040st. The hard drive side of it works fine but the clock
>is a crock!

There are problems with the ICD clock when used on older ST's.
Something with bus noise problems. ICD has a hardware solution. There
is a simple to install daughterboard for the ICD Advantage Plus.
Installation is explained by a simple flyer that comes with the fix.
What you do is remove a chip from a socket on the ICD board, I believe
it is U4, and then you plug this small daughter board into the open chip
socket. Simple as that! If you need one of these boards, you can call
ICD for one.

My clock was screwy as anything until I installed the fix. Now
my clock works fine. I set it over TWO (2) months ago, and it is still
accurate!

I use the ICDTIME.PRG (the one that sets the clock and remains
resident) ONLY to SET the clock. I boot it from the desktop if I want
to set the time. Then I cold boot to get rid of it. I don't trust it.
I use the GETTIME.PRG (or whatever it is called... the 600 or so byte
file that just reads the time) from my AUTO folder to set my time at
boot up.

I own the ICD Advantage Plus as well as 2 of my friends, and all
three of our clocks now WORK BEAUTIFULLY! Love that clock!

Hope this helps,
Jim Tauberg

162. Re: Malloc() and desk accessories

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-28 19:28:55 UTC
From: kbad@atari.UUCP
Message-ID: <2261@atari.UUCP>
Source record: 50302

As long as you don't go back into an event wait, you can Malloc all day long (Mfreeing what you Malloc when you're done with it, of course).

The only time DA's have Malloc headaches if they try to Malloc memory outside their startup sequence is if they give the parent application a chance to terminate out from under them. The problem arises when an application calls appl_exit(). The AES does not give DA's enough time to clean up after themselves before the parent application's resources are released. It is possible for a DA to not get an AC_CLOSE message until you're already back at the desktop.

Note that this also causes problems with DA's that open virtual workstations, since the VDI Mallocs memory for workstation information.

A sequence of events like the following could cause problems:

Run an application.
Open a DA that opens a workstation or Mallocs some memory.
Quit the application without closing the DA.

At this point, the application calls appl_exit(), which returns before giving all DA's a chance to clean up. The application then terminates, and GEMDOS frees all the memory that was allocated while the program was running. Eventually, the AES will get around to telling the DA, "Oh, by the way, shut yourself down now." If the DA then tries to access any of the memory it had Malloced, it would be messing with memory that had already been freed. If this memory had since been reallocated, the DA would be changing someone else's memory. If it happened that the memory had been reallocated to someone else _at the same starting address_, it would be disastrous for the DA to Mfree that block.

The solution is simple. DA's must only Malloc memory in an atomic (from the AES's point of view) operation, as Steve outlined. If a DA has more dynamic memory needs, it can allocate a heap for itself at startup, BEFORE IT MAKES ANY AES CALLS. The DA can then use it's own memory management within this heap.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

163. Anyone with a 'real world' TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-29 01:33:35 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <1172@uhnix2.uh.edu>
Source record: 50303

Does anyone (as in overseas) have a real TT? We have some questions which
we would like to get answered if you do. Plus, compare some notes...

Thanks in advance
- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

164. Re: Malloc() and desk accessories

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-29 10:18:16 UTC
From: jhenders@van-bc.wimsey.bc.ca
Message-ID: <1632@van-bc.wimsey.bc.ca>
Source record: 50304

Thanks for the explanation Ken. Would using an auto program to serve DA memory requests work? Could the auto program somehow wake up once Gem was initialized so it could use the gem pipeline to get requests for memory from DA's and attach them to it's basepage. If this worked,it would seem we could have one auto program handle requests from many DA's. I know this is off-topic from Steve's question,but I'm curious. Actually,I'd guess this is how the non reset proof version of Shadow works.

John Henders
Vancouver,BC

165. Re: Realtime Clocks

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-29 10:39:24 UTC
From: ta_cook@eisvxe.moundst.mn.org
Message-ID: <2767@eisvxe.moundst.mn.org>
Source record: 50310

I am posting the folling reply for george_seto@lair.citadel.moundst.mn.org
Please direct any mail replies to him.

tacook

Message 50488 / 90Aug24 12:36 am
From: George Seto
To: sysop
Subject: Could you post this in the comp.sys.atari.st.t? Thanks.

vovut@prism.CS.ORST.EDU writes :

> I am working on a project that requires a battery backed-up real time
> clock. If anyone has one for sale or schematics I would be very
> interested. (I am too lazy to attempt to design my own.)

Thank you for any help

vovut@prism.cs.orst.edu

==========

Suggest you look at the SmartWatch, DS 1216E device. There is software in the ST realm written by a fellow named Bill Penner from out your way in Oregon or Washington.

This is a Real-time clock which fits under any ROM socket. The Areal software (version 3.3) will look for the SmartWatch in any of the possible ROM sockets. Hope that helps.

Disclaimer:
I am not posting this message in affiliation with any orgination unless otherwise stated in the above message. What I said may or may not be true, I'm not sure myself. If you can figure it out let me know.

Tom Cook | tacook@moundst.mn.org | When all else
2343 Fairview Lane | bungia.mn.org!moundst!tacook | fails read the
Mound, MN 55364-1754 | tacook@mast.citadel.moundst.mn.org| instructions.
(612) 472-5189 | MAST BBS (612) 472-6582 |
(612) 778-4937 (work)| ta_cook@eisvxe.moundst.mn.org |

166. Re: using the Xformer cable. (Was: Translator?)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-29 14:55:30 UTC
From: scott@tab29.larc.nasa.gov
Message-ID: <SCOTT.90Aug29105530@tab29.larc.nasa.gov>
Source record: 50305

```
>> The 410 is a WRITE ONLY device...
>You are wrong. It can be read and written to. It'd be worthless
>otherwise!

I was also told in private email that the 1010 should be a R/W device...

Nope, even the 1010s ADVANCED circuits only allows a WRITE ONLY device...
The 1010 IS good for expanding your SIO cabled device chain.

I took an extra SIO cable... like from a disk drive... and I cut it in half
and I soldered the wires onto the two female jacks on the 1010...
one connector per femal jack--> in the end, I had a 1010 with 2 female
ports and 2 male ports (And no, I am NOT going to tell you why I found
this so incredibly useful.)

Note 1: The 410/1010 are WRITE ONLY devices as APL is a WRITE ONLY language.
Note 2: GET IT? A JOKE? What? Wrong news group? :-)
I could write with my 410/1010 fine... but when I tried to READ one of those
tapes.... I got into the habit of storing my files on paper and retyping
them wheever I wanted one. I still have 4 410s... and 1 1010.

--
Signature follows. [Skip now]

------------------------------------------------------------------------------
Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/
------------------------------------------------------------------------------
```

167. Re: Malloc() and desk accessories

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-29 15:33:22 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <6828.26dba802@uwovax.uwo.ca>
Source record: 50306

In article <1632@van-bc.wimsey.bc.ca>, jhenders@van-bc.wimsey.bc.ca (John Henders) writes:
> Thanks for the explanation Ken. Would using an auto program to serve
> DA memory requests work? Could the auto program somehow wake up once Gem was
> initialized so it could use the gem pipeline to get requests for memory from
> DA's and attach them to it's basepage. If this worked,it would seem we could
> have one auto program handle requests from many DA's. I know this is off-
> topic from Steve's question,but I'm curious. Actually,I'd guess this is how
> the non reset proof version of Shadow works.
>
(I'm not Ken, but...)
I would say not. There's no way to "wake up" a TSR under TOS; from TOS's
point of view the program is dead and buried. If you want to go for
non-portable code, the desk accessory certainly could dig through the TOS
memory allocation list and "attach" any memory it allocates to some other
program that won't terminate (the desktop being an obvious candidate).
This strikes me as being quite ugly, and moreover I'm not sure that it would
be guaranteed to work.

Your suggestion of having a "server" handle memory requests from DA's would
work quite well under a multi-tasking system such as RTX or MiNT, and should
be easy to code under either of those two systems.
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

168. Re: using the Xformer cable. (Was: Translator?)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-29 19:08:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4c7e74bb.20b6d@apollo.HP.COM>
Source record: 50308

In article <KENTD.90Aug28084700@zappa.FtCollins.NCR.com> kentd@FtCollins.NCR.com (Kent.Dalton) writes:
>> The 410 is a WRITE ONLY device...
>
>You are wrong. It can be read and written to.

Sayeth Foghorn Leghorn: "Thass a joke, son!" Actually, I think the 410 qualified as the first "write once, read-many" device, as in, "read many times to (maybe, eventually) retrieve what you wrote once."

> It'd be worthless otherwise!

It WAS all but worthless.
--
>>"Aaiiyeeee! Death from above!"<< | (Steve) rehrauer@apollo.hp.com
"Spontaneous human combustion - what luck!"| Apollo Computer (Hewlett-Packard)

169. DRAM Speed and Manufacturer

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-29 19:20:44 UTC
From: ric@mcrware.UUCP
Message-ID: <2572@mcrware.UUCP>
Source record: 50307

Netlanders,

I am going to upgrade my Aerco board from .5M to 2M. All I need is
the 1Mbx1 DRAM chips. My question is: Do I need to get relatively fast
chips or is it not going to make any difference for a 68000 system? If
anyone has any experience in this area, I would appreciate the help.

Thanks,
Ric

P.S. I'm looking to get 120ns Intel DRAMS @ $6 if they don't need to be
any faster.

-=-=-=

170. Re: Malloc() and desk accessories

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-29 19:53:44 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <25938@cs.yale.edu>
Source record: 50309

In article <6828.26dba802@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>In article <1632@van-bc.wimsey.bc.ca>, jhenders@van-bc.wimsey.bc.ca (John Henders) writes:
>> Thanks for the explanation Ken. Would using an auto program to serve
>> DA memory requests work? Could the auto program somehow wake up once Gem was
>> initialized so it could use the gem pipeline to get requests for memory from
>> DA's and attach them to it's basepage. If this worked,it would seem we could
>> have one auto program handle requests from many DA's. I know this is off-
>> topic from Steve's question,but I'm curious. Actually,I'd guess this is how
>> the non reset proof version of Shadow works.
>>
>(I'm not Ken, but...)
>I would say not. There's no way to "wake up" a TSR under TOS; from TOS's
>point of view the program is dead and buried. If you want to go for
>non-portable code, the desk accessory certainly could dig through the TOS
>memory allocation list and "attach" any memory it allocates to some other
>program that won't terminate (the desktop being an obvious candidate).
>This strikes me as being quite ugly, and moreover I'm not sure that it would
>be guaranteed to work.

There is a trick that will work (at least in TOS 1.4) but is also not
portable. Namely, change the current process pointer to point to the
DA before doing the Malloc, and restore it to its original value
immediately afterwards. This causes Gemdos to think that the DA is
the owner of the newly-allocated block, not the currently-running
application, which is what you want. The current process pointer is
kept in a documented low-memory location. What isn't officially
sanctioned is changing the pointer; it is supposed to be read-only.
Thus, the behavior of TOS when you change it is not guaranteed to be
the same in future versions of TOS. Another warning besides the
non-portability issue: memory fragmentation can become a real problem
if DA's go around Mallocing memory at random times. What Ken
described is much safer.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

171. TOS 1.4 question

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-30 03:12:07 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug30.031207.396@math.lsa.umich.edu>
Source record: 50312

I've discovered part of the reason for SwitchBack not working on my system now... SwitchBack is activated by the Centronics busy interrupt, which worked fine on TOS 1.2, but it seems that TOS 1.4 likes to keep masking this interrupt off. Every time a program is Pexec'd the interrupt is masked off again. I've done a little snooping but haven't found the culprit just yet. Anyone out there recognize the feature?

One other problem I've had is due to Turbo16. The SwitchBack interrupt handler uses two delay loops to validate its invocation. (Load register with counter value, dbra to itself. Wait for port bit to raise, wait longer for it to reset again.) The loop doesn't wait long enough for the bit to reset, so the handler always returns without doing anything. I doubled the counter value, and things are closer to working now. But, more often than not, after typing a command key I get bombs and a total lockup.

--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

172. Re: Malloc() and desk accessories

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-30 05:47:15 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <1173@uhnix2.uh.edu>
Source record: 50317

In article <1632@van-bc.wimsey.bc.ca> jhenders@van-bc.wimsey.bc.ca (John Henders) writes:
>
> Thanks for the explanation Ken. Would using an auto program to serve
>DA memory requests work? Could the auto program somehow wake up once Gem was
>initialized so it could use the gem pipeline to get requests for memory from
>DA's and attach them to it's basepage. If this worked,it would seem we could
>have one auto program handle requests from many DA's. I know this is off-
>topic from Steve's question,but I'm curious.

hmm... Interesting idea, but I doubt you'd get any better results. You'd
have to hook into the evnt_multi or evnt_mesag handler or even hook into
the appl_write handler and fake a waiting event or entirely intercept the
appl_write call... Too much trouble, but interesting concept.

>Actually,I'd guess this is how
>the non reset proof version of Shadow works.

Not actually... For what you suggest above, tho, a similar handler to Shadow
could be implemented for DAs. It would require your intercepting the Malloc()
call from Gemdos.

What Shadow does is change the p_run pointer to it's basepage before mallocing
a buffer, then switches it back to the value before. p_run is the current
process basepage pointer. It's location is documented for TOS 1.2 and greater.

>
> John Henders
> Vancouver,BC

- mike vederman (co-author of Shadow)

--

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Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

173. Memory upgrade question

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-30 11:01:18 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Aug30.110118.19327@cs.dal.ca>
Source record: 50311

This is posted for a user of a BBS I run:

I understand through the grapevine that sometime next year there MIGHT be some dRam dumping from Japan. So it is time for me to think about doing a memory upgrade for my old unexpanded 512K machine.

I *_*THINK*_* I have figured it out using 256Kx4 devices, which would necessitate only 4 devices. However, I might want to look at using 1Megx1 or 1Megx4 devices instead. Has anyone done any preliminary work on this?

Also.... I seem to recall some information about jumpers to tell the MMU what RAM devices are being used. Does anyone have any information about that? If not, how does the system tell what amounts of RAM are available?

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

174. Re: Spurious interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-30 13:37:27 UTC
From: franky@netmbx.UUCP
Message-ID: <1081@netmbx.UUCP>
Source record: 50313

hello !

anybody here, who knows how to get the tos-routines (gemdos, (x)bios)
reentrant, to use in interrupts ? same question failed in german
nets. we don't know which adresses (or their contents) must be
saved and reinstalled before leaving an interrupt...

mfg
.......franky

175. Phantom strikes again?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-30 14:34:29 UTC
From: tmp@doc.ic.ac.uk
Message-ID: <2222@gould.doc.ic.ac.uk>
Source record: 50314

Hi,
I don't want to start the thread on the 'phantom typist' going at full pelt again, but I seem to have a problem of this kind on my ST (although I'm not sure if it is the same as the problem described by most posters).

What happens is that after a bit of high mouse activity (usually on the desktop) the currently open window continually updates - this is as if the ESC key is being continually pressed.
The best way of stopping this, I have found, is to go to create a new folder. When I do this, the cursor on the text line is flickering like mad - all I do is to backspace until it stops (clearing the buffered characters?) and cancel, which is ok until it happens again.

When this hits during an editing session, usually the character '1' or sometimes '2' continually appears - again backspacing stops this if I catch it in time.

In an attempt to isolate the cause, I have tried changing the IKBD processor, bought a new mouse and dismanteled the keyboard to look for grot around the ESC, 1 & 2 key contacts. The solder on the mouse socket is ok as well.
The problem occurs without any DAs or auto folder programs.
Strangely, it only started after I installed one of those keyboard clock battery backup boards, but has stayed since I removed it. (the keyboard processor was changed after this)

My ST is an STFM with 1985 ROMs. Any suggestions? (other than 'buy an STe' :) please email me if possible.

Cheers, Trev..

Trevor Peacock, | Tel : 071 589 5111 X 5052 | JANET : tmp@uk.ac.ic.doc
Department of Computing, | DARPA : tmp@doc.ic.ac.uk
Imperial College, \ or tmp%uk.ac.ic.doc@nsfnet-relay.ac.uk
180 Queens Gate,London SW7 2BZ | UUCP : tmp@icdoc.UUCP or ..!ukc!icdoc!tmp

176. Portofolio info request.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-30 15:06:19 UTC
From: buchanan@cs.ubc.ca
Message-ID: <9353@ubc-cs.UUCP>
Source record: 50322

I am interested in purchasing a portofolio computer from atari. I would be interested in hearing from people who have/have not purchased these beasts with reasons why they like/hate the box.

```
==========================================================================
| |==============================|
| John Buchanan (juancho) | buchanan@cs.ubc.ca |
| |==============================|
| Imager | (604) 228-2218 |
| Department of Computer Science |==============================|
| University of British Columbia | Standard disclaimer |
| Vancouver, BC, Canada | included in this |
| | box, right here. |
==========================================================================
```

177. Re: Write only devices.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-30 15:11:55 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Aug30.151155.14507@newcastle.ac.uk>
Source record: 50315

In article <4c7e74bb.20b6d@apollo.HP.COM> rehrauer@apollo.HP.COM (Steve Rehrauer) writes:
>In article <KENTD.90Aug28084700@zappa.FtCollins.NCR.com> kentd@FtCollins.NCR.com
(Kent.Dalton) writes:
>>> The 410 is a WRITE ONLY device...
>>
>>You are wrong. It can be read and written to.
>
>Sayeth Foghorn Leghorn: "Thass a joke, son!" Actually, I think the 410
>qualified as the first "write once, read-many" device, as in, "read many
>times to (maybe, eventually) retrieve what you wrote once."
>
>> It'd be worthless otherwise!
>
>It WAS all but worthless.

Our electonics department here invented the worlds first WOM (Write
only memory.) Got all the way to manufacture then at testing someone
noticed they had forgot to connect the readlines on the silicon
design. Now thats a write only device that was truly pointless.

Perhaps we are loosing the ...tec side of this disscussion.

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

178. Re: Malloc() and desk accessories

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-30 17:29:31 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <6841.26dd14bb@uwovax.uwo.ca>
Source record: 50316

In article <25938@cs.yale.edu>, fischer-michael@cs.yale.edu (Michael Fischer) writes:
[In response to a question about how a DA can Malloc memory]
>
> There is a trick that will work (at least in TOS 1.4) but is also not
> portable. Namely, change the current process pointer to point to the
> DA before doing the Malloc, and restore it to its original value
> immediately afterwards. This causes Gemdos to think that the DA is
> the owner of the newly-allocated block, not the currently-running
> application, which is what you want. The current process pointer is
> kept in a documented low-memory location. What isn't officially
> sanctioned is changing the pointer; it is supposed to be read-only.
> Thus, the behavior of TOS when you change it is not guaranteed to be
> the same in future versions of TOS. Another warning besides the
> non-portability issue: memory fragmentation can become a real problem
> if DA's go around Mallocing memory at random times. What Ken
> described is much safer.
>
I hadn't thought of that trick; it's not a bad idea. As you say, though,
it may not work in future versions of TOS. It certainly doesn't work
under MiNT (which sets the current process pointer, but otherwise ignores
it). I don't know about RTX, but I'd suspect that it would have similar
problems.
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

179. idle rambling

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-30 22:57:13 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Aug30.225713.24233@math.lsa.umich.edu>
Source record: 50318

Why is it that every time someone comes along to patch one of the TOS functions, they have to intercept the trap handler? I've been thinking about writing an AUTO folder program that basically copies all the BIOS, XBIOS, etc. jump tables to RAM, so you don't have to duplicate all the effort of intercepting the call, testing the function number, etc. (i.e., the program has a functional duplicate of the current BIOS/XBIOS trap handler, but it uses a jump table in RAM. When you want to replace a function with your own, you just need to change the jump table, not install a brand new trap handler.)

Why didn't anyone ever do this before?

The program could be very stupid, and just have the jump tables for each version (1.0, 1.2, 1.4) of TOS hard coded, or it could be very incredibly smart, and walk thru the existing trap handler until it encounters the magic jump instruction, and duplicate things that way. Either way it would make later changes much more convenient, no?
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

180. Keyboard/mouse problems on the STE (was Re: Phantom strikes again?)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-31 00:15:34 UTC
From: dougie@cernvax.UUCP
Message-ID: <2542@cernvax.UUCP>
Source record: 50324

In article <2222@gould.doc.ic.ac.uk> tmp@doc.ic.ac.uk (Trevor Peacock) writes:
>Hi,
> I don't want to start the thread on the 'phantom typist' going at full
>pelt again, but I seem to have a problem of this kind on my ST (although I'm
>not sure if it is the same as the problem described by most posters).
>
>What happens is that after a bit of high mouse activity (usually on the desktop)
>the currently open window continually updates - this is as if the ESC key is
>being continually pressed.
>
>The problem occurs without any DAs or auto folder programs.
>Strangely, it only started after I installed one of those keyboard clock
>battery backup boards, but has stayed since I removed it. (the keyboard
>processor was changed after this)
>
>My ST is an STFM with 1985 ROMs. Any suggestions? (other than 'buy an STe' :)
>please email me if possible.

The last thing you want to do to get rid of this problem is buy an STe!

My STe does this 'phantom typing' thing a lot. It sometimes appears as if
the escape key is being help down and other times it's the left mouse button.
I've noticed that this often happens after moving the vertical slider bar of
a window on the desktop. I've never tried to figure out exactly what causes
this and I can never make it happen (with frantic mouse movement etc.) on
demand.

I don't know if it's caused entirely by the STe or by software that I use
(eg. mouse accelerator etc.) but it DOES HAPPEN on the STe.

Anyone want to hazard a guess as to what is causing this?

(BTW, if this type of thing doesn't bother you too much, then otherwise
the STe is a pretty good machine to buy, especially if you can get a 2
Meg machine for 450 GBP!)
--
+---+
| Dougie McLaggan. ->->-> 'dougie@cernvax.cern.ch', or 'dougie@cs.hw.ac.uk' |
+---+

181. Re: idle rambling

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-31 01:33:03 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <6848.26dd860f@uwovax.uwo.ca>
Source record: 50319

In article <1990Aug30.225713.24233@math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> Why is it that every time someone comes along to patch one of the TOS
> functions, they have to intercept the trap handler? I've been thinking
> about writing an AUTO folder program that basically copies all the BIOS,
> XBIOS, etc. jump tables to RAM, so you don't have to duplicate all the
> effort of intercepting the call, testing the function number, etc.
> (i.e., the program has a functional duplicate of the current BIOS/XBIOS
> trap handler, but it uses a jump table in RAM. When you want to replace
> a function with your own, you just need to change the jump table, not
> install a brand new trap handler.)
>
Good idea. In fact, MiNT provides something like this -- if you call the BIOS, XBIOS, or GEMDOS with function code -1, you get back the address of the appropriate function table. Changing this table lets you patch into system calls.

> Why didn't anyone ever do this before?
>
See above; although MiNT is perhaps overkill if you only want to be able to hook into system calls easily, and don't care about multitasking, IPC, etc. If you do decide to write your AUTO folder program, you might want to consider using the same scheme (i.e. gemdos(-1) gets the address of the GEMDOS function table).

The other problem is that no one can be sure that the AUTO folder patch is available on every machine; hence, the constant re-invention of the wheel.
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

182. Re: Keyboard/mouse problems on the STE (was Re: Phantom strikes again?)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-31 02:27:11 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Aug31.022711.21085@ecst.csuchico.edu>
Source record: 50320

- My STe does this 'phantom typing' thing a lot. It sometimes
- appears as if the escape key is being help down and other times it's
- the left mouse button. I've noticed that this often happens after
- moving the vertical slider bar of a window on the desktop. I've
- never tried to figure out exactly what causes this and I can never
- make it happen (with frantic mouse movement etc.) on demand.

I've seen this, or a similar problem, happen many times on my machine. Sometimes, my keyboard locks up. Sometimes it locks up with the keyclick ringing continously. Therefore, I just warm-boot. This is a temporary STe I have, that doesn't work with hard drives. The one I had before this, worked with hard drives, but the keyboard stopped working after a week. I don't remember ever having this problem though with the first one. I should be getting my new STe any day now (should have been a couple of days ago! UPS!!!) and if it persists, I'll mention it.

- I don't know if it's caused entirely by the STe or by software that
- I use (eg. mouse accelerator etc.) but it DOES HAPPEN on the STe.

I had thought it was STalker doing it, but I don't know. Desk accessories that multitask sometimes start the 'Esc key sequence' when you move the mouse while the da's are operating, like with Mystic and STalker. I'm sure someone here knows what causes this, however.

- Anyone want to hazard a guess as to what is causing this?
-
- (BTW, if this type of thing doesn't bother you too much, then
- otherwise the STe is a pretty good machine to buy, especially if you
- can get a 2 Meg machine for 450 GBP!)

I wholeheartedly agree!

183. Re: idle rambling

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-31 03:57:04 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <25952@cs.yale.edu>
Source record: 50321

In article <6848.26dd860f@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>The other problem is that no one can be sure that the AUTO folder patch
>is available on every machine; hence, the constant re-invention of the
>wheel.
But that's what the cookie jar is for. A program that wants to patch
the jump table can test to see if the patch is there already. If not,
it can install it itself or else install its own trap handler the old
way.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

184. Bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-31 12:28:13 UTC
From: S.J.Raybould@fulcrum.bt.co.uk
Message-ID: <}5~%14&@masalla.fulcrum.bt.co.uk>
Source record: 50329

When I boot my ST520FM to a game disk, it starts to boot, then I get 4 bombs and the machine resets. Can someone please send me the meanings of the different numbers of bombs on the st ??

Can someone also tell me how to find out how much memory the machine has from BASIC. I know this is possible because I have seen it before somewhere.

Thanx

Sie

185. Re: Bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-31 17:20:12 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <2080@gmuvax2.gmu.edu>
Source record: 50323

Could someone send me the list of errors and the number of bombs
associated with them? Thanks.

-Steve Coile
SCOILE@GMUVAX.GMU.EDU
.BITNET

186. Re: idle rambling

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-31 19:55:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4c88ac53.20b6d@apollo.HP.COM>
Source record: 50328

In article <25952@cs.yale.edu> fischer-michael@cs.yale.edu (Michael Fischer) writes:
>In article <6848.26dd860f@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>>The other problem is that no one can be sure that the AUTO folder patch
>>is available on every machine; hence, the constant re-invention of the
>>wheel.
>But that's what the cookie jar is for. A program that wants to patch
>the jump table can test to see if the patch is there already. If not,
>it can install it itself or else install its own trap handler the old
>way.

And I suppose one must be a registered developer to learn how to use the
cookie jar? Pfagh.

--
>>"Aaiiyeeee! Death from above!"<< | (Steve) rehrauer@apollo.hp.com
"Spontaneous human combustion - what luck!"| Apollo Computer (Hewlett-Packard)

187. Re: idle rambling

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-31 20:24:35 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <6854.26de8f43@uwovax.uwo.ca>
Source record: 50325

In article <25952@cs.yale.edu>, fischer-michael@cs.yale.edu (Michael Fischer) writes:
> In article <6848.26dd860f@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>>The other problem is that no one can be sure that the AUTO folder patch
>>is available on every machine; hence, the constant re-invention of the
>>wheel.
> But that's what the cookie jar is for. A program that wants to patch
> the jump table can test to see if the patch is there already. If not,
> it can install it itself or else install its own trap handler the old
> way.
>
But if you need to be able to install it yourself, you're not really saving
anything :-(. I suppose you could check the cookie jar and if the 'TRAP'
or 'MiNT' cookie is not there, print a message telling your user to get
the appropriate software. Seems a bit ugly; unless the trap handler provides
some really nice services (or you need some MiNT specific facilities).

If you've got to have the code in your program for installing the trap
handler yourself, you've had to re-invent the wheel again.
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

188. Re: Spurious interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-31 20:27:15 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <6855.26de8fe3@uwovax.uwo.ca>
Source record: 50326

In article <1081@netmbx.UUCP>, franky@netmbx.UUCP (Frank Bergemann) writes:
> anybody here, who knows how to get the tos-routines (gemdos, (x)bios)
> reentrant, to use in interrupts ? same question failed in german
> nets. we don't know which adresses (or their contents) must be
> saved and reinstalled before leaving an interrupt...
>
The BIOS and XBIOS routines are already somewhat re-entrant, and can be made more so by providing a bigger BIOS stack. GEMDOS is inherently non-reentrant. The safest strategy is probably just to set a flag in the interrupt routine, and then have the user code check the flag every so often and take the appropriate action.
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

189. How do I connect an Amiga monitor to an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-08-31 21:34:44 UTC
From: timcc@csv.viccol.edu.au
Message-ID: <6377.26de91a5@csv.viccol.edu.au>
Source record: 50327

I remember someone posted instructions for connecting an Amiga monitor to an ST last year. I can't find the posting in my archives, so is there anyone out there who has a copy, or knows what the setup is?
--
Tim Cook Systems Administrator, Victoria College Computer Services

parrot - n. An animal that has the ability to imitate man, but not the intelligence to refrain from doing so.

190. Adding another HD

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-01 17:48:36 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep01.174836.8094@ecst.csuchico.edu>
Source record: 50330

I may have an opportunity to get a used 20meg hard drive cheaply.
I'd like to add it to my current system consisting of an ICD case with
host adapter and an ST157N-1. I'm pretty sure that the drive I'm
getting will be MFM or RLL. I don't have an OMTI or Adaptec
controller (which cost around $100, right?), so would it be possible
to connect it to the SCSI controller already on the 157N? Can't the
embedded controllers control two drives? I know I'd have to change
some DIP swtiches or something so the host adapter can recognize the
second drive. Is there anything I'd need? Thanks for the help.

191. Adding drive Part II

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-01 20:14:05 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep01.201405.8709@ecst.csuchico.edu>
Source record: 50331

Remember I asked about adding a drive to my current hard drive system. The drives I have to choose from are as follows:

Seagate ST255, 20megs, MFM, 1 year old, no bad sectors
Miniscribe HH225, 20megs, MFM, 3 years old, 1 bad sector

I would probably go with the Seagate. Is this drive worth investing $100 for? I already have an ST157N-1, and I'm afraid I'd have to shell out another $100 for an Adaptec or OMTI controller to get the drive to work with my ICD host. Is there anyway I can connect the ST225 to the embedded controller on the ST157N? I am assuming that it would be a direct connect if it was possible, and I wouldn't have to do any soldering or tweaking of any kind.

All information, stories about working with these drives, or adding another mech to an existing system would be greatly appreciated. Thanks for the help!

192. Re: Malloc() and desk accessories

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-01 20:59:27 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <13263@hydra.gatech.EDU>
Source record: 50332

In a previous post on this subject, it was mentioned that making a call to v_opnvwk() did a Malloc, thus problems can result from DA's which call it. In ACSKEL.C, a v_opnvwk() is called when the DA is opened, and a v_clsvwk() is called when a DA is closed. Therfore, this example of a desk accessory is not coded "correctly". What is the correct way to call v_opnvwk()? Should it be done before the event loop and v_clsvwk() never called?

193. Floating Pt. Math with a 68881 not always faster

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-01 23:00:09 UTC
From: moses@hao.ucar.edu
Message-ID: <8379@ncar.ucar.edu>
Source record: 50333

I have recently installed a math copressor into my Mega system
and have now linked my code with libraries supporting a 68881 chip
in a ST.
While more complex math functions, such as transcendentals and
square root really show a speed increase, adding or multiplying two
floating point numbers do not show any speed increase over just
doing it with the 68000 chip. Matter of fact some of my functions
that do repetitive mulitply and additions with floats (without more
complex functions) are significantly slower when using the math
copressor.

Q- Can someone explain why?

My best guess is that the time the processor takes to transfer
the floating point numbers and also the time waiting for the math
copressor to be ready to receive makes the simpler math operations
slower than just doing them inside the 68000 chip. I am using the
Prospero math libraries that look once for the math chip so that one
must link for either a 68K chip with or without the math chip,
exclusively.

Julie Moses

194. Answer to dHD question

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-02 20:09:43 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep02.200943.14691@ecst.csuchico.edu>
Source record: 50335

For those of you interested in the answer to the question "Is it possible to connect a drive (MFM or RLL) to an embedded controller on a SCSI drive without adding some extra hardware?" the answer is no. You must get at least an MFM-to-SCSI controller which, one person told me, costs around $150. Or, from my experience, you need an Adaptec or OMTI controller to connect to the host adapter. Therefore, the cost, sans drive mech, would be around $100 for the Adaptec or OMTI controller.

If anyone knows anything different than this, please post it to the net because there are other people on here that are interested.

195. Re: How do I connect an Amiga monitor to an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-02 20:58:03 UTC
From: techno@zelator.UUCP
Message-ID: <707@zelator.UUCP>
Source record: 50334

timcc@csv.viccol.edu.au (Tim Cook) writes:

>I remember someone posted instructions for connecting an Amiga monitor to
>an ST last year. I can't find the posting in my archives, so is there
>anyone out there who has a copy, or knows what the setup is?

Ah, but there is a simple solution: you need a ATARI-to-SCART adaptor cable.
If you can't buy one at your local computer dealer, just buy normal SCART
cable (as used for VHS tape-to-tape copy) and an ATARI monitor connector.
I don't have the pin connections at hand at the moment, but I'm sure you
can look them up in the relevant technical literature.

Hope this helps,

Techno

--
| techno@zelator.UUCP ||| Please do not e-mail from outside Germany ! |
| techno@lime.UUCP / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it some- |
| time. (Al Stewart) |

196. Re: Malloc() and desk accessories

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-02 23:27:35 UTC
From: kbad@atari.UUCP
Message-ID: <2266@atari.UUCP>
Source record: 50336

gt1448b@prism.gatech.EDU (David P. Forrai) asks:

| What is the correct way to call v_opnvwk()? Should it be done before
| the event loop and v_clsvwk() never called?

The best way for desk accessories to handle opening virtual workstations is for them to use them in the same way they would use any other dynamically allocated resources. Open the workstation, do VDI calls, close the workstation. It isn't a good idea to suck up a virtual workstation slot which may never be used.

You're right, if that's what ACSKEL does, the behaviour in ACSKEL is incorrect.

The effects of dynamic DA Malloc() and v_opnvwk() calls only recently became apparent, when the GEMDOS internal memory management was improved for TT TOS. A side effect of the change he made was that the likelihood of a freed block getting reallocated soon after being freed became much greater. In previous TOS versions, it takes longer for freed blocks to be reallocated. Because of this, you are less likely to see problems arise when DA's don't get a chance to clean up after themselves. It is still and always will be A Bad Idea to mess with memory you don't own, and that's effectively what DA's do if they dynamically Malloc memory (either directly or indirectly).

To end on a happy note--the problem of DA's not getting a chance to free up their resources before having them yanked out from under them is FIXED in the AES version 3.0. The AES now actually waits until all desk accessories are back in an event wait before allowing an appl_exit caller to terminate. The new Control Panel (XCONTROL) takes advantage of this fact, and dynamically allocates memory to load Control Panel Extensions if it sees that it's on a TT. This should also be a great boon to desk accessory text editors and the like.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

197. Re: TOS 1.4 question

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-02 23:34:12 UTC
From: kbad@atari.UUCP
Message-ID: <2267@atari.UUCP>
Source record: 50337

hyc@math.lsa.umich.edu (Howard Chu) writes:

|One other problem I've had is due to Turbo16. The SwitchBack interrupt
|handler uses two delay loops to validate its invocation. ...

Ahh, if only I had a dime for every piece of software that FAILED on
the TT for this very reason. Sigh. Busy-wait delays are Evil. Use
those clocks and timers, folks! Especially games which take over the
machine anyways. It's disheartening to have some of my faves rendered
unplayable on a speedier processor because of instruction delay loops.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

198. Re: Phantom strikes again?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-02 23:38:30 UTC
From: kbad@atari.UUCP
Message-ID: <2268@atari.UUCP>
Source record: 50338

tmp@doc.ic.ac.uk (Trevor Peacock) writes:

|My ST is an STFM with 1985 ROMs. Any suggestions? (other than 'buy an STe' :)

Upgrade your TOS ROMs for starters! Considerably cheaper than buying
an STe, and who knows--it may even solve your problem.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

199. Re: idle rambling

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-02 23:48:13 UTC
From: kbad@atari.UUCP
Message-ID: <2269@atari.UUCP>
Source record: 50339

hyc@math.lsa.umich.edu (Howard Chu) writes:

|I've been thinking
|about writing an AUTO folder program that basically copies all the BIOS,
|XBIOS, etc. jump tables to RAM [...]

ARRRRRRGGGGGGGGGGHHHHHHHHHHH!!!!!!!!!!!!!

thank you, i feel much better now.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

200. Re: Keyboard/mouse problems on the STE (was Re: Phantom strikes again?)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-02 23:51:55 UTC
From: kbad@atari.UUCP
Message-ID: <2270@atari.UUCP>
Source record: 50340

ekrimen@csuchico.edu (Ed Krimen) writes:

|I had thought it was STalker doing it, but I don't know. Desk
|accessories that multitask sometimes start the 'Esc key sequence'
|when you move the mouse while the da's are operating, like with
|Mystic and STalker.

What you are probably seeing in those cases are the IKBD interrupt handler missing some interrupts because of time spent servicing RS232 interrupts. Or maybe not.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

201. Re: Floating Pt. Math with a 68881 not always faster

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-02 23:56:44 UTC
From: kbad@atari.UUCP
Message-ID: <2271@atari.UUCP>
Source record: 50241

moses@hao.ucar.edu (Julie Moses) writes:

| While more complex math functions, such as transcendentals and
|square root really show a speed increase, adding or multiplying two
|floating point numbers do not show any speed increase over just
|doing it with the 68000 chip. Matter of fact some of my functions
|that do repetitive mulitply and additions with floats (without more
|complex functions) are significantly slower when using the math
|copressor.

Sounds to me like the libraries were not properly implemented to take
best advantage of the peripheral 68881. In series of tests that I did
when working on a homemade set of bindings for Megamax Laser C some time
ago, I sometimes noticed that the speedups weren't all that
sensational... The timings I did were /never/ slower when using the
68881, though. And the Megamax floating point routines are /fast/.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

202. Re: Floating Pt. Math with a 68881 not always faster

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-03 11:58:04 UTC
From: muts@fysaj.fys.ruu.nl
Message-ID: <1435@ruunsa.fys.ruu.nl>
Source record: 50242

moses@hao.ucar.edu (Julie Moses) writes:

>Q- Can someone explain why?

> My best guess is that the time the processor takes to transfer
>the floating point numbers and also the time waiting for the math
>copressor to be ready to receive makes the simpler math operations
>slower than just doing them inside the 68000 chip. I am using the
>Prospero math libraries that look once for the math chip so that one
>must link for either a 68K chip with or without the math chip,
>exclusively.

>Julie Moses

Maybe the routines of Prospero are not very fast, or they are only
single precision.

The 68881 uses 80 bits, generally double precision takes 4 times longer
then single precision.
In Turbo C, which has the fastest floating point library available to my
knowledge, 80 bits take 3 times as long as the 68881 does. So
if there were single pricision routines they would be a bit faster
then the 68881.
--
Peter Mutsaers email: muts@fysaj.fys.ruu.nl
Rijksuniversiteit Utrecht nmutsaer@ruunsa.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-533880
3584 CG Utrecht, Netherlands

203. Re: Floating Pt. Math with a 68881 not always faster

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-03 16:29:00 UTC
From: t68@nikhefh.nikhef.nl
Message-ID: <989@nikhefh.nikhef.nl>
Source record: 50243

Some years ago a wrote my own set of floating point routines.
Then a little later I got the chance to test a 68881.
My findings were that single precision addition was not any faster
on the 68881, but all others were. And those were very good
floating point routines. On the whole however the speed increase
with the floating point chip wasn't realy spectacular.
Over the original Absoft library I measured on one of my calculational
programs a factor 4 with the 68881 (and a factor 2 with the home made
library).
Most of the time is lost in the transmission and the negotiations
with the chip. This won't be the case so much on the TT as it has a
directer channel.
A compiler that can use the floating point registers will also make
an enormous difference, because then nearly all transmission delays
are reduced by a factor 4 to 5.

If you find that multiplication is faster without the chip you have
either an incredibly fast FP library, or an inefficient link to the
68881.

Jos Vermaseren

204. Re: Adding another HD

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-03 16:44:00 UTC
From: woju@mist.UUCP
Message-ID: <6651994@mist.UUCP>
Source record: 50244

In <1990Sep01.174836.8094@ecst.csuchico.edu>, ekrimen@csuchico.edu (Ed Krimen) writes:
|I may have an opportunity to get a used 20meg hard drive cheaply.
|I'd like to add it to my current system consisting of an ICD case with
|host adapter and an ST157N-1. I'm pretty sure that the drive I'm
|getting will be MFM or RLL. I don't have an OMTI or Adaptec
|controller (which cost around $100, right?), so would it be possible
|to connect it to the SCSI controller already on the 157N? Can't the
|embedded controllers control two drives? I know I'd have to change
|some DIP swtiches or something so the host adapter can recognize the
|second drive. Is there anything I'd need? Thanks for the help.

If that 'cheap' Drive is an SCSI Drive, just connect it to the SCSI Bus
at your ICD Hostadapter, but if that Drive is a MFM/RLL Drive, you should
get an OMTI or Adaptec 40X0 or the Controlerpart from a SH205/204 or the
Megafile 30/60, but you can't connect a MFM(ST506 Bus) to the SCSI Bus,
you will probably damage your Drive and Hostadapter if you do it, so be
careful.....

by
Wolfgang

--
#===#
Wolfgang Jung Email:woju@mist.UUCP
BANG:..!tmpmbx!unlisys!image!mist!woju
#===#

205. Re: Re: Floating Pt. Math with a 68881 not always faster

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-03 17:02:43 UTC
From: moses@hao.ucar.edu
Message-ID: <8387@ncar.ucar.edu>
Source record: 50245

```
| From (Ken Badertscher)
|
|Sounds to me like the libraries were not properly implemented to take
|best advantage of the peripheral 68881. In series of tests that I did
|when working on a homemade set of bindings for Megamax Laser C some time
|ago, I sometimes noticed that the speedups weren't all that
|sensational... The timings I did were /never/ slower when using the
|68881, though. And the Megamax floating point routines are /fast/.
|--
| ||| Ken Badertscher (ames!atari!kbad)
| ||| Atari R&D System Software Engine
| / | \ #include <disclaimer>

| From (Peter Mutsaers)
|
|Maybe the routines of Prospero are not very fast, or they are only
|single precision.
|
|The 68881 uses 80 bits, generally double precision takes 4 times longer
|then single precision.
|In Turbo C, which has the fastest floating point library available to my
|knowledge, 80 bits take 3 times as long as the 68881 does. So
|if there were single pricision routines they would be a bit faster
|then the 68881.

The above messages and some others point to a solution to
the question: why are simpler F.P. math functions slower with the
68881 than with the 68000?

Ken and Pete,

Yes the Prospero libraries are not highly optimized as compared
to Turbo C or Megamax C but they are a solid group of functions supported
by a good working environment. However, the Prospero 68881 LIBS, I
would wager, are faster than Megamax C's libraries for two reasons:
1) Prospero's looks once for the 68881 at program bootup for the math
chip while Laser C looks for it everytime it wants to do F.P. math,
2) Prospero comes with two 68881 libraries, the second has no error
checking and that eliminates some overhead (though you better know
what the ranges of the solutions will be).
The solution is that I was comparing single precision (32 bit)
F.P. math being done by the 68000 to 80 bit math by the math copressor.
Complex F.P. functions, such as Tangent(x), are always faster when
done by the 68881 math copressor, but simple functions such as add,
subtract and multiply are <slower> because of the time taken :
```

1) waiting for the 68881 chip to be ready to receive, 2) moving 32 bits to the math chip, 3) the math chip converting the the 32 bit floats to 80 bit floats, 4) returning the solution back to the 68000. I am doing my single precision F.P. math in Fortran subroutines and linking them into my Pro-C. Double precision F.P. math, such as done by C, I would agree, is probably always slower than the math by the 68881.
Having looked at the Alcyon 68881 assembly source code, there does not seem to be much one can do to further optimize the F.P. routines. Prospero's are probably based on Alcyons. The TT's copressor will probably run circles around any single precision done by a 68xxx CPUs (I hope).

Julie Moses

206. UNIX windows for System V

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-03 17:13:40 UTC
From: darius@edm.isac.CA
Message-ID: <1990Sep3.171340.19210@edm.isac.CA>
Source record: 50246
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.os.minix

Hello all,

I recall reading some time ago, on one of these newsgroups, that someone had gotten the host (UNIX) part of UNIX windows to run under system V, instead of Berkeley UNIX. I recall that the person who posted also said he would be willing to send the diffs for his version.

Well, I'm interested. Whoever it was (sorry, I've forgotten your name and I didn't save the article) could you either get in touch with me via email, or post to comp.sys.atari.st.tech if you feel there is enough interest in this?

Thanks very much in advance,
Darius

PS: if you do try to email me, use the address "darius%isagate.uucp@uunet.uu.net", as most sites don't seem to know about our new address yet.
--
Darius S. Naqvi uucp: darius%isagate.uucp@uunet.uu.net
ISA Corp. darius@edm.isac.ca
Edmonton, Alberta, Canada {uunet,alberta}!ncc!isagate!darius
(403) 420-8081 or (403) 441-4121 Home: (403) 439-1444

207. using evnt_timer() with GCC 1.37.1

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-03 18:27:11 UTC
From: rcb@netcom.UUCP
Message-ID: <13154@netcom.UUCP>
Source record: 50247

I have just ported my first program which uses Turbo C's graphics to GEM and the Atari ST. Everything works except for when I call evnt_timer().

I have checked out 3 different sources on the parameter usage and they all have a different story. Abacus' GEM Programmer's Reference says that evnt_timer() takes two 32-bit parameters, which make up a 64-bit millisecond delay (the first parameter is the low-order 32 bits ...). Tim Oren's Profession GEM series column 12 specifies that the millisecond delay is a 32-bit value passed as 2 16-bit parameters. The aesbind.h file that comes with GCC 1.37.1 says there is one 32-bit parameter. I have tried all of these and the result is always that my timer waits a lot longer than I would like (i.e. the machine seems to lock up). If I reverse the order of parameters (where there are 2 parameters, of course), there is no delay. Can anyone help?

Roy Bixler
netcom!rcb@apple.com

208. Re: How do I connect an Amiga monitor to an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-03 18:51:26 UTC
From: ripley@netmbx.UUCP
Message-ID: <1105@netmbx.UUCP>
Source record: 50248

In article <707@zelator.UUCP> techno@zelator.UUCP (Frank Dahncke) writes:
]timcc@csv.viccol.edu.au (Tim Cook) writes:
[How to connect an Amiga-monitor to my ST?]

]Ah, but there is a simple solution: you need a ATARI-to-SCART adaptor cable.
Only that the newer versions of the Amiga-monitor don't have a
SCART-port anymore :-(
I got a special cable for my 1084 and have no trouble so far.
As I had to get a cable anyway, it wasn't much a difference...

Greetings,
RIPLEY

--
Hans-Ch.Eckert, Regensburger Str. 2, D-1000 Berlin 30 [Tel: +49 030/246292]
eMail: ripley@netmbx.uucp (ripley%netmbx.uucp@db0tui6.bitnet [saves $$$])
Quote: "I'd rather type "cc fubar.c" than point-click-point-click-point-
click-point-click-knock-over-my-coffee-cup." [Steve Yelvington, 2-11-89]

209. Re: using evnt_timer() with GCC 1.37.1

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-03 21:08:23 UTC
From: bammi@curie.ces.cwru.edu
Message-ID: <BAMMI.90Sep3170823@curie.ces.cwru.edu>
Source record: 50249

```
In article <13154@netcom.UUCP> rcb@netcom.UUCP (Roy Bixler) writes:
and the Atari ST. Everything works except for when I call evnt_timer().

sounds like i screwed up the low and high words of the long in the
aes bindings. here is a diff:
-
*** /tmp/,RCSt1a01858 Mon Sep 3 17:06:12 1990
--- aesevnt.c Mon Sep 3 17:02:33 1990
***************
*** 117,124 ****
{
unsigned short *i = (unsigned short *)&Interval;

! _int_in[0] = i[0];
! _int_in[1] = i[1];
return __aes__(AES_CONTROL_ENCODE(24, 2, 1, 0));
}

--- 117,124 ----
{
unsigned short *i = (unsigned short *)&Interval;

! _int_in[0] = i[1];
! _int_in[1] = i[0];
return __aes__(AES_CONTROL_ENCODE(24, 2, 1, 0));
}

***************
*** 170,177 ****
_int_in[12] = In2W;
_int_in[13] = In2H;

! _int_in[14] = i[0];
! _int_in[15] = i[1];

#ifdef __MSHORT__
_addrin[0] = MesagBuf;
--- 170,177 ----
_int_in[12] = In2W;
_int_in[13] = In2H;

! _int_in[14] = i[1];
! _int_in[15] = i[0];

#ifdef __MSHORT__
_addrin[0] = MesagBuf;
--
```

bang: {any internet host}!dsrgsun.CES.CWRU.Edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

210. Re: Floating Pt. Math with a 68881 not always faster

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-04 07:11:50 UTC
From: marten@tpki.toppoint.de
Message-ID: <1535@tpki.toppoint.de>
Source record: 50250

In article <8379@ncar.ucar.edu> moses@hao.ucar.edu (Julie Moses) writes:

> While more complex math functions, such as transcendentals and
>square root really show a speed increase, adding or multiplying two
>floating point numbers do not show any speed increase over just

Amazing! Of course, for '+' oder '-' there will be no much speed
increase (because of the data-transfer via supervisor-mode) , but for
'*' oder '/' you should expect at least a factor of about 2.

Perhaps the library is not so good??

Marten

Marten Feldtmann, Eckernfoerder Str.83, 2300 Kiel 1, West-Germany
DNET/EUNET/USENET/SUBNET: marten@toppoint.de
Please keep your replies short - I have to pay for them

211. PC DITTO II

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-04 11:36:35 UTC
From: ssmith@ac.dal.ca
Message-ID: <1936@ac.dal.ca>
Source record: 50251

Does anybody have any experience with PC DITTO II for the st???
A friend has bought this but cant make it work. Sorry but I only talked
to him for a minute and didnt get much of a description of the problem.
I Know a little about IBM harware but nothing of ATARI. Are there the same
concerns regarding interrupts, dma,etc.
Any pointers you can give would be appreciated.....

Thanks
G. James

212. Re: Floating Pt. Math with a 68881 not always faster

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-04 14:09:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4c9b94c0.20b6d@apollo.HP.COM>
Source record: 50252

In article <989@nikhefh.nikhef.nl> t68@nikhefh.nikhef.nl (Jos Vermaseren) writes:
>If you find that multiplication is faster without the chip you have
>either an incredibly fast FP library, or an inefficient link to the
>68881.

It's also worth noting that the 68882 can overlap execution of f.p.
instructions, assuming there aren't any operand dependencies. The
68040 (which doesn't implement the full '881/'882 instruction set,
but does do the "core" -- FMUL, FDIV, etc) also overlaps, and (since
it directly implements the instructions itself) doesn't incur any
of the coprocessor overhead of a '881/'882.

In other words, there's good reasons to not do floating-point in
software, even if you can shave a few clocks in a few instances
on your current hardware by doing so.
--
>>"Aaiiyeeee! Death from above!"<< | (Steve) rehrauer@apollo.hp.com
"Spontaneous human combustion - what luck!"| Apollo Computer (Hewlett-Packard)

213. Re: DRAM Speed and Manufacturer

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-04 16:56:07 UTC
From: mwjester@wsuiar.uucp
Message-ID: <308.26e39658@wsuiar.uucp>
Source record: 50253

```
In article <2572@mcrware.UUCP>, ric@mcrware.UUCP (Ric Yeates) writes:
> Netlanders,
>
> I am going to upgrade my Aerco board from .5M to 2M. All I need is
> the 1Mbx1 DRAM chips. My question is: Do I need to get relatively fast
> chips or is it not going to make any difference for a 68000 system? If
> anyone has any experience in this area, I would appreciate the help.
>
> Thanks,
> Ric
>
> P.S. I'm looking to get 120ns Intel DRAMS @ $6 if they don't need to be
> any faster.

In general, anything 150ns or faster is OK for memory expansion in an ST.
The Intel 120ns DRAMS you're getting should work fine.

Max J.
```

214. TOS 1.4 vs. old (1988) ICD HD utilities

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-04 18:31:41 UTC
From: pesch@pa.reuter.COM
Message-ID: <384@saxony.pa.reuter.COM>
Source record: 50254

Over the Labor Day week-end, I finally upgraded my trusty old 1040ST to TOS 1.4 (using the six-chip set). It's very nice---but only if I boot off a floppy and forget my hard disk!

My HD is built from an ICD host adapter kit, and has been happily booting off icdboot.sys (nee .prg) with the old TOS. ICD, over the phone, claim the problem must be the program that talks to the clock; I am skeptical, because the first thing I did when I noticed this was to make myself a floppy with *nothing* in the "auto" folder *except* icdboot.prg, and teach myself to hold down the shift and alt (or was it ctl and alt? I'm away from my machine and ICD instructions at the moment) at just the right moment when the floppy access light comes on.

I can tell it's booting off the floppy because the *only* console message is from icdboot (on the HD, I run a number of other things, like pinhead and foldr400 and copyfix---I mean, I *used* to run---but their startup messages do appear when crashing off the HD).

Whether I crash off the HD or off my stripped-down floppy, I get two bombs ---it looks like just when it's trying to give me a desktop (in either case, I always see all the expected boot-process console messages first).

I have not installed the Rainbow TOS patches, since they're sitting in an ARC file on my inaccessible hard disk...

Two questions, then:
(1) Is my problem unique? (I hate being unique this way).
(2) Assuming it isn't---what is the known fix? (subquestion: will I have to reinitialize the hard disk?)

Many thanks!

/Roland

215. Re: TOS 1.4 vs. old (1988) ICD HD utilities

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-05 01:39:49 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep05.013949.26477@ecst.csuchico.edu>
Source record: 50255

```
- Whether I crash off the HD or off my stripped-down floppy,
^^^^^^^^^^^^^^^^^^
Sounds depressing!

- I get two bombs ---it looks like just when it's trying to give me a
- desktop (in either case, I always see all the expected boot-process
- console messages first).

If you *are* using the old utilities, by all means GET THE NEW
UTILITIES!!! Now that that's off my chest, you may want to check
that ICDBOOT.SYS isn't corrupted. One way to check this is to GET
THE NEW UTILITIES!!! :^) Call their BBS and download them, call ICD
and have them send you a disk with them on it (~$10), or maybe I
could send them to you. (I know, I'm going to get flames, "ICD
copyright rules state, 'You may not distribute ICD utilities to
fellow ICD host adapter owners. We want as much money as we can
get!'")
```

216. Hardware-related csd failure

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-05 03:18:24 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Sep05.031824.4767@chinet.chi.il.us>
Source record: 50259

This has the feel of one of those problems that's going to take more brains to solve than are conveniently assembled in one place. Here goes:

Doing some development on my MEGA 4 (TOS 1.2, msh, minimal AUTO and accessory complement). I went to invoke the Mark Williams csd debugger (gem csd <program>). And the screen went blank. That never happened before. Some playing around showed that csd was, in fact, running, and controlling my program. But the source code listing, the help messages and the functioon key labels were either not on the screen or drawn white-on-white. The screen display of my program (what is it, F7?, F6? whatever..) was normal. Once I caught on, I was able to terminate my program and csd in the usual way.
Every test I've tried comes out normal. Other programs run just fine (although I don't have that many 'challenging' ones handy). A memory tester shows the right amount of memory and says it's good. Comparing csd and msh to the distribution disk gives a match. I restored all the system stuff from a backup just for jollies, and it changed nothing.
The reason I consider this a hardware problem is that when I switched the hard disk (ST296 on a BMS-200; configured as 4 15 Meg partitions and a 20 (which last is not used for this program nor for system files); Supra software) to a 1040 ST, csd worked properly.
I'm resigned to needing repairs. But I'd rather get them locally than have to swap my MEGA with Atari (time and money advantages, both). The problem with that is that this problem seems a bit too subtle for the service guy to get a grip on. Anyone out there have a bright idea what I should tell him?

Steve J.

217. How to connect a Priam V185A ??

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-05 06:36:23 UTC
From: bode@cip-s01.informatik.rwth-aachen.de
Message-ID: <3413@rwthinf.UUCP>
Source record: 50258
Cross-posted to: sub.sys.st,comp.sys.atari.st,comp.sys.atari.st.tech

Hi Netlandians !

I am able to get a Priam V185a Harddisk !
Does anyone know how to connect it to my Atari St ?
Which bus does it have ? ST-506 or SCSI or ??
If anyone can help me he will be welcome.

Greetings

Marvin

218. Upgrading Megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-05 12:52:37 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Sep5135237@zappa.FtCollins.NCR.com>
Source record: 50256

I think someone recently posted a question along these lines but I
haven't noticed any replies, so I'll post my question:

I have a Megafile 30 HD and was wondering if it's possible to just swap
in a new drive for the existing mech.? I've got a feeling it should be
pretty simple... the software side of things would probably provide the
most trouble.

Looking inside the case reveals an ST238R drive mech. (RLL , 30M, 65ms)
It's connected to the adapter via two ribbon cables. I was thinking
of replacing it with an ST277R (RLL, 65M, 28ms)....

If anyone has done this or has any suggestions, ideas, hints, please let
me know.

Also, as a side note, I couldn't discern a seperate controller...
I thought the flow was supposed to go:

DMA -> SCSI Adapter -> SCSI to RLL controller

Is this the case the Megafile 30?

Any info would be much appreciated...

```
--
/************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* Fort Collins, Colorado * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/************************************************************************/
```

219. Re: TOS 1.4 vs. old (1988) ICD HD utilities

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-05 12:57:22 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <2150@lzsc.ATT.COM>
Source record: 50257

In article <384@saxony.pa.reuter.COM>, pesch@pa.reuter.COM (Roland Pesch) writes:
> Over the Labor Day week-end, I finally upgraded my trusty old 1040ST to
> TOS 1.4 (using the six-chip set). It's very nice---but only if I boot off
> a floppy and forget my hard disk!
>
> My HD is built from an ICD host adapter kit, and has been happily booting off
> icdboot.sys (nee .prg) with the old TOS. ICD, over the phone, claim the

Disclaimer: I have BMS, and like BMS.

The boot process that ICD and Supra use is fairly tricky. They search the
root directory themselves and need to fake out the TOS ROM boot sequence.

These can be done without being TOS # dependent but it easier to do it wrong.
There has been much chatter here and in ...minix... with the result that
ICD is always puttingh out a 'fix'. I think that they may be cheating.

Try to run a utility from disk that will turn off the autoboot.

p.s.

Way back, Dave Small had a neat program in START that would bypass the booting
of an adled hard disk. It does cheat -- jumps into ROMS. The address needs
to be changed for TOS1.4 but it the only sure fire way to get control when
1) the boot image is sick or 2) .acc progs are bombing. It saved my life
(i.s. hard disk) several times.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

220. Re: Upgrading Megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-06 11:16:59 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3092@medusa.informatik.uni-erlangen.de>
Source record: 50261

kentd@FtCollins.NCR.com (Kent.Dalton) writes:

>I have a Megafile 30 HD and was wondering if it's possible to just swap
>in a new drive for the existing mech.? I've got a feeling it should be
>pretty simple... the software side of things would probably provide the
>most trouble.
Just plug the new drive in instead of the old and alter your WINCAP file
appropiately. Works fine.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

221. GDOS fonts without GDOS...

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-06 15:55:23 UTC
From: micro@imada.dk
Message-ID: <1990Sep6.155523.13368@imada.dk>
Source record: 50260

Hi;
Our system has been down for what seems like years without News. But before this long and dark period in my life, someone asked if somebody could tell (or show) how to use GDOS fonts with the VDI _without_ GDOS... Well, I can, and I have a short C program which should show this, but it was never send due to the about catastrophy. I can send it now, but is the subject out of date??

Now a simple question:
How can I use the fonts I have installed in the fontring, in objects???

Klaus (micro@imada.dk)

222. rs232 pin assignments portfolio <-> st

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-06 22:04:33 UTC
From: buchanan@cs.ubc.ca
Message-ID: <9462@ubc-cs.UUCP>
Source record: 50263
Cross-posted to: comp.sys.atari.st.tech,comp.sys.handhelds

Could some one please send me a configuration for the rs232 cable from
a portfolio to a st. The manual supplied with the serial interface for the
portfolio does not have a set up for the atari st. This is a little weird
considering what other machines atari makes. :-)

Also, if any atari st owners have successfully established communications with
their portfolio I would like to hear from them, in case I have some
questions.

The portfolio is a nice little toy, (Ooops, I probably just offended some
person who thinks it is not proper to talk about non-st stuff here) there
are a couple of things which are disappointing, 1 no decent calculator, 2
no programing language. O well.


```
==============================================================================
| |==============================|
| John Buchanan (juancho) | buchanan@cs.ubc.ca |
| |==============================|
| Imager | (604) 228-2218 |
| Department of Computer Science |==============================|
| University of British Columbia | Standard disclaimer |
| Vancouver, BC, Canada | included in this |
| | box, right here. |
==============================================================================
```

223. Source to MELT.ACC?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-07 03:14:42 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Sep07.031442.2624@chinet.chi.il.us>
Source record: 50262

As expected, the information that my machine's screen goes blank when I run Mark Williams's csd doesn't help the shop guy at my local dealer. I've found a much smaller and simpler program that displays the same symptom: MELT.ACC (you know, the screen sags in the middle and melts off the monitor). If I can get the source code to it, the odds are very good that it'll be possible to see just where my machine screws up. Any availability? Please?

Steve J.

224. GnuEmacs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-07 15:38:50 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <6206@castle.ed.ac.uk>
Source record: 50264

I've been trying to decide if this is a 'tech' subject or not but
haven't come to any conclusion yet:-

I downloaded GnuEmacs v18.55, but all I get out of it when I run it is

'fatal error (14)'.

Why???

Thanks in advance,
Mark.

225. Re: Source to MELT.ACC?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-08 15:35:35 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9009081531.AA22047@fsucs.cs.fsu.edu>
Source record: 50265

In article <1990Sep07.031442.2624@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen Jacobs) writes:
> If I can get the source code to it, the odds are very good that it'll be
>possible to see just where my machine screws up. Any availability? Please?
>
> Steve J.

Heck, it would also be great if someone fixed the bugs in this accessory that make it so incompatible with other stuff. I would love to be able to leave it installed, and melt my troubles away whenever I get torqued at my source. If the source code for this one is found, could someone please post it to comp.sources.atari.st, or email a copy to me????

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire
---------------------------------+-------------------------------------

226. Re: GDOS fonts without GDOS...

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-08 19:55:35 UTC
From: archbold
Message-ID: <cV47o1w163w@bluemoon.UUCP>
Source record: 50266

micro@imada.dk (Claus Pedersen) writes:
> this long and dark period in my life, someone asked if somebody could tell
> (or show) how to use GDOS fonts with the VDI _without_ GDOS... Well, I can, a
> I have a short C program which should show this, but it was never send due to
> the about catastrophy. I can send it now, but is the subject out of date??

Sure it's not out of date! Post it!

Archbold

227. Re: PC DITTO II

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-09 11:33:33 UTC
From: chris@tharr.UUCP
Message-ID: <961@tharr.UUCP>
Source record: 50267

In article <1936@ac.dal.ca> ssmith@ac.dal.ca writes:
>
>Does anybody have any experience with PC DITTO II for the st???

too much :-)

>A friend has bought this but cant make it work. Sorry but I only talked
>to him for a minute and didnt get much of a description of the problem.
> [...]
>Any pointers you can give would be appreciated.....

His problem is surely that the clip is not on properly.
It needs to be *VERY* *VERY* tight - a sharp tug should not pull it off.
The pins need to be VERY VERY DEAD LEVEL with each other. Use a ruler.
Squint along the pins. A single pin out of alignment will cause the thing
to fail.

I was in your friend's situation for some time. I would not believe that this
was the problem. But it is. I have never seen Ditto-2 fail for another reason.

chris.

>
>Thanks
>G. James

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are those of my employer..

<-- tharr public access to Usenet in the UK 0234 261804 -->

228. Troubles!

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-10 00:53:30 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <1990Sep10.005330.28401@agate.berkeley.edu>
Source record: 50268
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Lately, my 520ST has been havng problems. The screen begins to show garbage. It seems like the memory is being corrupted because the mouse will be going and the garbage is still on the screen. What happens is the pixels in the even columns (of a mono screen) get garbled. The end result is a screen of clean columns and dirty columns. The dirty columns also show bands of white and black. I suspect this is a memory problem because the garbage shows up on byte boundaries. Could it be that one bank of SIMMs is not being refreshed properly?

This is my system:
520ST circa 1986
JRI RAM+ with 2 meg simm (total 2.5 meg)
2 external floppies
1 hard drive w/ ICD controller
1 modem, 1 printer
Spectre GCR

Auto:
Fatspeed
Pinhead
Maccel2
ICDTime (in this order)

Daccs:
Quick ST 1.26
Control Panel/Install Printer

What should I do!!!!

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami
Amateur crank! My Atari Macks!

229. Re: 1.44M 3.5 disks // floppies as swap space

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-10 10:53:24 UTC
From: kawakami@monsoon.Berkeley.EDU
Message-ID: <1990Sep10.105324.26957@agate.berkeley.edu>
Source record: 50269

In article <1407@wet.UUCP> nut@wet.UUCP (adam tilghman) writes:
>In article <1990Jul31.165603.20869@msuinfo.cl.msu.edu> schultzd@kira.uucp (David Schultz) writes:
>>
>>2.) Is there any program that allows you to use a floppy drive as
>>swap space to get more memory in an ST. I realize this would be
>>painfully slow, but until I can afford more mem, it would have to do.
>>It would be infinitely more helpful on a nig hard drive. (Set aside
>>an x meg partition on the hard drive and treat it as internal memory.
>>Virtual mem on the ST!!!)
>
> If you are using just a plain-vanilla 68000 in your machine, this is
>completely impossible. If you have installed a 68010 in your ST (I tried

Well, not practical, not nice, not useful, but definitely possible. You (the intrepid programmer) write a new malloc which returns pointers to pointers: aka handles. The pointer returned is a pointer into a table; the table is made up of pointers to memory fragments. Toss in some swapping algorithms and you have a private VM system which can defrag memory and do other neat stuff. If you are the of the TOS-sux-so-I'll-install-my-own-OS types, this would not be unfathomable.
Z
John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami
Amateur crank! My Atari Macks!

230. Re: Re: Floating Pt. Math with a 68881 not always faster

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-10 11:21:51 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <887@ehviea.ine.philips.nl>
Source record: 50270

In article <8387@ncar.ucar.edu> moses@hao.ucar.edu (Julie Moses) writes:
| Having looked at the Alcyon 68881 assembly source code, there
|does not seem to be much one can do to further optimize the F.P.
|routines. Prospero's are probably based on Alcyons. The TT's copressor
|will probably run circles around any single precision done by a 68xxx
|CPUs (I hope).

If you're looking for fast math, you could perhaps make use of representation of real numbers by integer quotients; this is a common technique when precision and/or range allow it (which is the case for a lot of real-life applications). Each real (or float if you want) is represented by a pair of integers (choose either longs or shorts), whose quotient is the real (approximately). Especially in cases where shorts can be used for the representation (low precision), and on a processor that prefers integers to floats this can boost up calculations dramatically.

Another way to possibly increase performance is to put often calculated function values in an array, e.g. for sin(x) calculate sin(i*pi/180) for i = 0..90. Intermediate values can be found - for example - by linear interpolation.

For an example of quotient calculation, you can take a look at the sources of the 3D demo program I wrote a while ago.

Cheers,

Leo.

231. Re: 1.44M 3.5 disks // floppies as swap space

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-10 19:04:52 UTC
From: entropy@rice-chex.ai.mit.edu
Message-ID: <10562@life.ai.mit.edu>
Source record: 50271

In article <1990Sep10.105324.26957@agate.berkeley.edu> kawakami@monsoon.Berkeley.EDU (John Kawakami) writes:

In article <1407@wet.UUCP> nut@wet.UUCP (adam tilghman) writes:
>In article <1990Jul31.165603.20869@msuinfo.cl.msu.edu> schultzd@kira.uucp (David Schultz) writes:
>>
>>2.) Is there any program that allows you to use a floppy drive as
>>swap space to get more memory in an ST. I realize this would be
>>painfully slow, but until I can afford more mem, it would have to do.
>>It would be infinitely more helpful on a nig hard drive. (Set aside
>>an x meg partition on the hard drive and treat it as internal memory.
>>Virtual mem on the ST!!!)
>
> If you are using just a plain-vanilla 68000 in your machine, this is
>completely impossible. If you have installed a 68010 in your ST (I tried

Well, not practical, not nice, not useful, but definitely possible. You (the intrepid programmer) write a new malloc which returns pointers to pointers: aka handles. The pointer returned is a pointer into a table; the table is made up of pointers to memory fragments. Toss in some swapping algorithms and you have a private VM system which can defrag memory and do other neat stuff. If you are the of the TOS-sux-so-I'll-install-my-own-OS types, this would not be unfathomable.

No! You would still have to handle the case where someone actually tries to _access_ data that has been paged out (you mean you have to be able to read it back??). This entails first of all being able to recognize an interrupt caused by accessing memory that was paged out (this part might be possible) but after paging that data back in, you have to be able to continue from the interrupt as if nothing had ever happened. The fact that this is not a supported operation on the 68000 makes it unlikely that such a program could be written.

nick
Internet: ncastellano@eagle.wesleyan.edu || entropy@ai.mit.edu
Bitnet: ncastellano@wesleyan.bitnet
Citadel: Sinkhole!dEADHEAd [@mast.citadel.moundst.mn.org]
Sniktnet: snikt!entropy

232. Re: 1.44M 3.5 disks // floppies as swap space

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-10 19:57:16 UTC
From: gl8f@astsun7.astro.Virginia.EDU
Message-ID: <1990Sep10.195716.402@murdoch.acc.Virginia.EDU>
Source record: 50272

In article <10562@life.ai.mit.edu> entropy@rice-chex.ai.mit.edu (enthalpy) writes:

>No! You would still have to handle the case where someone actually
>tries to _access_ data that has been paged out (you mean you have to
>be able to read it back??). This entails first of all being able to
>recognize an interrupt caused by accessing memory that was paged out
>(this part might be possible) but after paging that data back in, you
>have to be able to continue from the interrupt as if nothing had ever
>happened.

You are describing transparent virtual memory. There are other kinds,
and perhaps the original poster is willing to live with virtual memory
where he is required to explicitly ask for the memory, and release it
when he's done. The Mac does this, and Windows 286 does this.

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

233. evnt_multi() mouse button event behavior?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-10 20:51:46 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Sep10.205146.8025@chinet.chi.il.us>
Source record: 50273

This keeps getting in my way, and I keep working around it. When exactly does a properly set-up evnt_multi() get mouse button events? The latest situation is that I'm waiting for (among other things) single button clicks over the part of the screen my application owns. When I open the control panel over my window, I can move the color selector buttons around to my heart's content without getting spurious messages. But when I try to drag the control panel window around on the screen, I get a mouse button event exactly as the mouse pointer leaves the original outline of the c.p.w. This doesn't match the documentation (as I read it). So what's really happening here? Is it TOS version dependent? And to what extent does someone care to explain the rest of the REAL behavior of this type of event?
Steve J.

234. Reading IBM PC 5 1/4 Disks (360k) on an ST

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-10 23:12:34 UTC
From: crichmon@digi.lonestar.org
Message-ID: <958@digi.lonestar.org>
Source record: 50274

I get source code on IBM PC 5 1/4 inch floppies (360 k) and
I need the capability to read these disks with my Atari ST.

I know that the Atari ST uses the same disk format as the IBM
PC. I saw a 5 1/4 inch disk drive in a magazine once that
was designed for use with PC Ditto. Does anyone know if that
will work with regular Atari ST disk reads and writes?

Can anyone send me some plans for converting an IBM PC disk
drive to work with the Atari ST? I can get a drive with power
supply for about $100, but I am sure some extra circuitry or
wiring will be necessary to make it work with the ST. Also,
I would need a plug that will fit the Atari ST floppy drive
port.

Thanks for any help that you can send me! I will post a summary
to the net if I receive some good information.

Charles Richmond crichmon@digi.lonestar.org

235. Mouse port pinouts

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-11 01:39:02 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9009102321.AA12342@fsucs.cs.fsu.edu>
Source record: 50283

Could someone either post or email me the pinouts on the mouse port. Am I correct in assuming that the mouse port supplies +5v to the mouse? That is the pin I am concerned with (although I need to know the others too!!). Thanks!!

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire
---------------------------------+-----------------------------------

236. floppies as swap space

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-11 03:14:57 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <6916.26ec1e71@uwovax.uwo.ca>
Source record: 50284

In article <1407@wet.UUCP> nut@wet.UUCP (adam tilghman) writes:
>In article <1990Jul31.165603.20869@msuinfo.cl.msu.edu> schultzd@kira.uucp (David Schultz) writes:
>>
>>2.) Is there any program that allows you to use a floppy drive as
>>swap space to get more memory in an ST. I realize this would be
>>painfully slow, but until I can afford more mem, it would have to do.
>>It would be infinitely more helpful on a nig hard drive. (Set aside
>>an x meg partition on the hard drive and treat it as internal memory.
>>Virtual mem on the ST!!!)
>
> If you are using just a plain-vanilla 68000 in your machine, this is
>completely impossible.

Anything's possible :-). It's true that the 68000 doesn't support demand paged virtual memory. (If you really must have it, you can always write an interpreter for a virtual machine; but this will be *slow*). However, swapping whole processes in and out of memory is possible, if the processes don't intercept any interrupt vectors and don't mess with memory they don't own. I plan on adding this feature to MiNT at some time (unless some intrepid programmer beats me to it -- the hooks are already there in the code). Done properly, swapping need not even be very slow; typically you'll only have one process running, with others sitting in Pexec() waiting for children to finish -- prime candidates for swapping.

--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

237. CPMZ80 and TOS 1.4 - A Fix

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-11 04:13:08 UTC
From: os9paul@gkcl.ists.ca
Message-ID: <12318@ists.ists.ca>
Source record: 50275
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The CP/M emulator from Atari DOES work with TOS 1.4, but it does require a minor patch.

On the TOS disk, rename the file INIDSK.COM to INIDSK10.COM (it works with TOS 1.0 and TOS 1.2). Copy CPMDATA.DAT to CPMDATA.BAK just in case. Using your favorite disk editor, you must change one byte in CPMDATA.DAT. Locate cluster 19 (aka sector 38). This begins with the hex sequence 31 DA 03. At offset B8 the original byte is 08; change this to 00 and save the change. Or you may search the file for the sequence of bytes 7E FE 08 20 0C, and change the 08 to 00.

That's all there is to it. The file CPMDATA.COM actually contains the information for the TOS directory on the CP/M disk, the CP/M directory, the files INIDSK.COM and TOSCPM.COM. The byte that must be changed is actually in INIDSK.COM. If this byte is not changed, any attempt to initialize a freshly formatted disk will cause the dreaded "Disk is not empty" error.

Code fragment for techie types:

```
...
LD HL,#008B ;byte just after first filename.ext in directory
LD A,(HL) ;this byte is 00 with freshly formatted TOS 1.4 disk
CP #08 ;must have been 08 with older TOS versions, make 00!!
JR NZ,1C7 ;display "Disk is not empty"
...
```

ASSORTED NOTES:
The version of the CP/M emulator that I am using signs on as follows:

```
CP/M-Z80 Emulator Copyright (85) SoftDesign Munich
Release 9.4 Version 7 for ATARI TOS
```

I followed the directions in the READ.ME file to create a single-sided PSEUDO CP/M disk. I then formatted a double-sided (720K) disk under TOS, started the emulator by double-clicking on CPMZ80.TOS, and inserted the SS CP/M disk when requested. Then I used the command 'inidsk b:' to initialize the 720K disk. I used TOSCPM.COM to copy all the CP/M files from the TOS disk to the 720K CP/M disk.

Two drives are required to set the emulator up, but after that it will work just fine with one drive. (Note that scopy may be used to do single drive copys from one CP/M disk to another CP/M disk.) If you only have one floppy and a hard drive it is still possible to create your CP/M disk. Make a CPM folder on the C: partition of the hard drive and copy all the CP/M files into it. Open the CPM folder so that it is

active. Now open A: and run CPMZ80.TOS from it. Insert your CP/M disk into A: when prompted. Use the command:

toscpm c:filename.ext filename.ext

to copy each file to the CP/M disk. Do not use a backslash after the c: and all will work well.

BTW, when you run MAKE_ME.TOS and it prompts "Press any key...", it actually means "Press any key provided it is marked 'Return'". :-)

--
Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ists!gkcl.ists.ca!os9paul

238. HD Help Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-11 04:39:23 UTC
From: os9paul@gkcl.ists.ca
Message-ID: <12320@ists.ists.ca>
Source record: 50276
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Is it possible to connect more than one SCSI device to the SH204 host adapter?

I have tried the following, but have not been able to get the computer to recognize more than one drive at a time:

Setup one:

SH204-----Seagate 251N-----Adaptec4000A=====Seagate 251 (LUN 0)

Setup two:

SH204-----Seagate 251N-----Seagate 225N

Perhaps I am mistaken about some aspect of how SCSI works, but I thought that I should be able to use setup one and have the 251N as DEV 0, LUN 0 and the Adaptec/251 as DEV 1, LUN 0.

Has anyone been able to connect more than one SCSI device or intermix imbedded drives with Adaptec controllers? Is this possible with the SH204 host adapter or must I buy a different flavor? Any ideas about wht I may be doing wrong?

TECH INFO: The SH204 host adapter has the ADE PAL installed. Hard drive software is Supra 2.72; TOS is 1.4.

--

Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ists!gkcl.ists.ca!os9paul

239. ST as memory card for portfolio

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-11 04:59:39 UTC
From: buchanan@cs.ubc.ca
Message-ID: <9505@ubc-cs.UUCP>
Source record: 50285
Cross-posted to: comp.sys.atari.st.tech,comp.sys.handhelds

Has any one thought about the feasibility of making a memory card for the portfolio which uses the cartridge port on the ST. If such a card could be made we could have real storage devices for the portfolio. I am not a hardware guru so I would not have the first idea of how to proceed with such a project.

" A recent poll showed that 60% of coke drinkers would switch to pepsi
if it could be proven that pepsi had less cholesterol."
==
	==============================
John Buchanan (juancho)	buchanan@cs.ubc.ca
	==============================
Imager	(604) 228-2218
Department of Computer Science	==============================
University of British Columbia	Standard disclaimer
Vancouver, BC, Canada	included in this
	box, right here.
==

240. 640x400 on an SC1224

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-11 05:30:48 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep11.053048.29756@ecst.csuchico.edu>
Source record: 50277

A person on Fidonet mentioned in a reply to a post that the SC1224 is capable of handling 640x400 resolution. He also said that he thought it could handle 16.7 million colors, but that he wasn't sure.

Forgetting about the 16.7 mil colors for now :^) , is it really possible to get 640x400 on an SC1224? Would it be difficult to read because of flicker or anything like that? If not, it sure would be nice to get that kind of res with even 4 colors. The TT supposedly has a 640x400 mode, but that requires a multisync, doesn't it? I'm not a programmer, but I've heard that GEM is capable of detecting several resolutions and the programs that follow the rules should adjust accordingly, like on the Moniterm. If the 640x400 is readable on a SC1224 without any ill side effects, couldn't a patch be made like BigScreen or MonSTEr? If so, could someone please write one. :^) I'd buy it in an instant.

241. Booting an ill HD (Was: TOS 1.4 vs. old (1988) ICD HD utilities)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-11 06:48:44 UTC
From: chris@tharr.UUCP
Message-ID: <964@tharr.UUCP>
Source record: 50282

```
In article <2150@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
]
]Way back, Dave Small had a neat program in START that would bypass the booting
]of an adled hard disk. It does cheat -- jumps into ROMS. The address needs
]to be changed for TOS1.4 but it the only sure fire way to get control when
]1) the boot image is sick or 2) .acc progs are bombing. It saved my life
](i.s. hard disk) several times.

Why not just switch off [or unplug] the hard disk, boot the computer from a
floppy, switch on the hard disk [or plug it in] and boot it manually? This
is what I do all the time when I have nasty .accs etc

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are those of my employer..

<-- tharr public access to Usenet in the UK 0234 261804 -->
```

242. Re: 1.44M 3.5 disks // floppies as swap space

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-11 08:17:14 UTC
From: hvaalde@cs.vu.nl
Message-ID: <7513@star.cs.vu.nl>
Source record: 50287

entropy@rice-chex.ai.mit.edu (enthalpy) writes:

>be able to read it back??). This entails first of all being able to
>recognize an interrupt caused by accessing memory that was paged out
>(this part might be possible) but after paging that data back in, you
>have to be able to continue from the interrupt as if nothing had ever
>happened. The fact that this is not a supported operation on the
>68000 makes it unlikely that such a program could be written.

it is even worse, suppose the data that is paged in is executable code
it is unlikely that you can put the code segment at exectly the same place
as it was before, so in the worse possible case you have to relocate the
complete program. And what about those parts of TOS,AES,VDI, etc that expect
certain data at specific adresses.

So even if you have the hardware to support paging, you still have to hack the
complete TOS to support it too.

Harold van Aalderen, (hvaalde@cs.vu.nl)

243. Re: HD Help Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-11 08:17:59 UTC
From: fortinp@bcars223.bnr.ca
Message-ID: <1990Sep11.081759.589@bnrgate.bnr.ca>
Source record: 50278

In article <12320@ists.ists.ca>, os9paul@gkcl.ists.ca (Paul Good) writes:
> Is it possible to connect more than one SCSI device to the SH204 host adapter?

No. But, you should be able to use TWO SH204 host adapters (make me an offer for my old one). The DIP switches on the HA should be your clue; the Atari HA is useless for multiple devices. Note also that the Atari HDX software is useless for anything but Dev0/LUN0.

I have 3 HDs connected to two Adaptec 4000A controllers to an ICD HA, and run ICD software. With no problems...

>
> I have tried the following, but have not been able to get the computer to
> recognize more than one drive at a time:
>
> Setup one:
>
> SH204-----Seagate 251N-----Adaptec4000A=====Seagate 251 (LUN 0)
>
> Setup two:
>
> SH204-----Seagate 251N-----Seagate 225N
>
> Perhaps I am mistaken about some aspect of how SCSI works, but I thought
> that I should be able to use setup one and have the 251N as DEV 0, LUN 0
> and the Adaptec/251 as DEV 1, LUN 0.

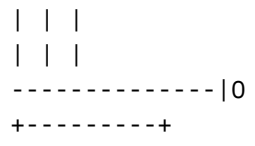
You'd be OK here if it wasn't for the restrictive host adapter...
>
> Has anyone been able to connect more than one SCSI device or intermix
> imbedded drives with Adaptec controllers? Is this possible with the
> SH204 host adapter or must I buy a different flavor? Any ideas about
> wht I may be doing wrong?

Yes! No, buy another HA. Yes, you are making an invalid assumption about "Power without the Price".
>
> TECH INFO: The SH204 host adapter has the ADE PAL installed. Hard drive
> software is Supra 2.72; TOS is 1.4.

TECH TIP: If you want to dedicate one drive for testing and one for production work, try this trick:

Cont-0 DPDT-switch Cont-1

```
+---------+
--------------|O O O|-------------
```



Connect the wires to the address selection jumper pins on the controller (the ones which cause the controller to respond to Dev1 when a jumper is installed). Then, when the switch shorts out the pins on Cont-1, all is normal. Flipping the switch causes both controllers to swap identities (0>1 and 1>0). Works great and allows trying different boot programs without risking the need to go back to diskette if a new boot program doesn't work; just flip the switch and reboot from the other controller...

>
> --
>
> Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ists!gkcl.ists.ca!os9paul

Enjoy!

Pierre Fortin
fortinp@bnr.ca

244. Re: Troubles!

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-11 13:53:13 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <2032@engage.enet.dec.com>
Source record: 50279
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Sep10.005330.28401@agate.berkeley.edu>, kawakami@ocf.berkeley.edu (John Kawakami) writes...
>Lately, my 520ST has been havng problems. The screen begins to show garbage.
Have you tried seating all of the socketed chips and any cables/connectors
from the JRI board? If not, try that first.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

245. Re: Troubles!

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-11 16:49:58 UTC
From: rnews@qut.edu.au
Message-ID: <14939.26ed15b6@qut.edu.au>
Source record: 50280
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Sep10.005330.28401@agate.berkeley.edu>, kawakami@ocf.berkeley.edu (John Kawakami) writes:
> Lately, my 520ST has been havng problems. The screen begins to show garbage.
> It seems like the memory is being corrupted because the mouse will be going
> and the garbage is still on the screen. What happens is the pixels in the
> even columns (of a mono screen) get garbled. The end result is a screen
> of clean columns and dirty columns. The dirty columns also show
> bands of white and black. I suspect this is a memory problem because the
> garbage shows up on byte boundaries. Could it be that one bank of SIMMs
> is not being refreshed properly?
>

This is a pretty common problem with upgrades and has to do with ringing on the CAS lines to the extended ram board, a couple of 33pf capacitors on the end of the two CAS lines on the expansion board will probably work wonders.

BOB

> John Kawakami kawakami@ocf.berkeley.edu
> ucbvax!ocf.berkeley.edu!kawakami
> Amateur crank! My Atari Macks!

246. system() and gulam

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-11 18:18:04 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <992@nikhefh.nikhef.nl>
Source record: 50281

To my dismay I just found out that Gulam uses the stack of the calling program when handling a system() call over _shell_p. This gives a lovely "run stack overflow" message when using the system() call from an accesory which was loaded first. Does anyone have a readymade system() which Mallocs a stack before giving control to the underlying shell which he/she would like to share with me? (I'm using Turbo C).

Thanx a 1.e6,
Geert Jan van Oldenborgh

247. Memory Expansion with SIMMs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-11 23:17:09 UTC
From: greg@cheers.Bungi.COM
Message-ID: <^HB%9'*.15829@cheers.Bungi.COM>
Source record: 50286

I sort of followed the discussion onusing SIMMs a while ago but don't think anyone ever posted anything definitive. I have a couple of 1Mb and 256kb SIMMs that I would like to stuff into my 1040ST since 1Mb is a little constrictive :-) Anybody have any advice?

Cheers!greg

248. STe info

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-12 00:33:25 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep12.003325.4451@ecst.csuchico.edu>
Source record: 50288

I just talked with Dave Cagle at Atari Tech Support. I asked him a few questions about my STe. The general concensus seems to be that if it doesn't hurt the hardware, don't worry about it.

I asked him about TOS 1.62 and he said he has no ETA on when or if it will arrive. Someone sent me some e-mail about a month ago telling me that he got a replacement STe from Canada and it had 1.62 in it. From what I've heard, you can tell if it's 1.62 because the ROMs have "Release 2" on them. Maybe I should have asked him about "Release 2 of 1.6" instead of 1.62. Kinda like the old story that there's only one mouse made by Atari, the STM1, although they are, or used to be, of different quality and made in different countries. In fact, all the STe's I've seen have the same kind of mouse, a good one I might add, and there's no "Made in...." on it.

I asked him about the delay for hard drives. I heard on here (should I lay it on Allan Pratt? :^) that there's a 90-second delay when you turn on the STe to allow the hard drive to come up to speed. I asked Dave about it and he said that only the Stacy's do this. My first STe paused, but now that I realize it, the one I have now doesn't. Weird.

Finally, the floppy light doesn't go off after the hard drive has booted. I thought that TOS 1.2, 1.4, and 1.6 was supposed to turn it off. I think he said that some do and some don't. As long as it doesn't hurt any hardware, don't worry about it, he added.

249. Re: Memory Expansion with SIMMs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-12 04:28:46 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep12.042846.6409@ecst.csuchico.edu>
Source record: 50289

greg@cheers.Bungi.COM (Greg Onufer) writes:

- I sort of followed the discussion onusing SIMMs a while ago but
- don't think anyone ever posted anything definitive. I have a couple
- of 1Mb and 256kb SIMMs that I would like to stuff into my 1040ST
- since 1Mb is a little constrictive :-) Anybody have any
- advice?

You can get JRI's SIMM module upgrade. I think it's around $140
retail. With an extra $40 or so, you can have the 4096-color
palette. If you want a number for a place to get the board, leave me
e-mail.

BTW, where'd you buy your SIMMs?

250. GDOS fonts without GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-12 08:11:07 UTC
From: micro@imada.dk
Message-ID: <1990Sep12.081107.4797@imada.dk>
Source record: 50290

Hi;
Included at the end of this file is a simple program which load a GDOS font
and installes it for use by the VDI, so that all normal VDI functions work
normally...
The function Load_font loads the font (both M68000 and Intel format), into
a buffer passed by you.
This demo program don't econimize on memory, but has a fixed buffer for one
font...

Klaus (micro@imada.dk)

```
-------------------------8<----------------------8<-----------------------

/*****************************************\
|** FNTTEST.C is (c) Klaus Pedersen. 7/90 **|
|** Written in Borland Turbo C v2.0 **|
\*****************************************/

#include <linea.h>
#include <tos.h>
#include <vdi.h>
#define FONTNAME "atss24hi.fnt"

typedef unsigned char byte;

long ItoM(long x)
{union xbx
{ long l;
struct { byte b0; byte b1; byte b2; byte b3; } b;
} a, b;
a.l = x;
b.b.b0 = a.b.b3;
b.b.b1 = a.b.b2;
b.b.b2 = a.b.b1;
b.b.b3 = a.b.b0;
return b.l;
}

void sItoM(int *x)
{struct bytes { byte b0;byte b1; };
byte b;
struct bytes *a = (struct bytes *)x;
b = a->b0;
a->b0 = a->b1;
a->b1 = b;
}
```

```
int Load_font(char *n, FONT_HDR *b)
{int j, f, Char_count;
long l;
#define ofz_fnt( ident ) ((int)&(((FONT_HDR *)0)->ident))
static int FixTab[] =
{ ofz_fnt(id), ofz_fnt(size), ofz_fnt(ade_lo),
ofz_fnt(ade_hi), ofz_fnt(top_dist), ofz_fnt(asc_dist),
ofz_fnt(hlf_dist), ofz_fnt(des_dist), ofz_fnt(bot_dist),
ofz_fnt(wchr_wdt), ofz_fnt(wcel_wdt), ofz_fnt(lft_ofst),
ofz_fnt(rgt_ofst), ofz_fnt(thckning), ofz_fnt(undrline),
ofz_fnt(frm_wdt), ofz_fnt(frm_hgt), -1
};
if ((f=Fopen(n, 0)) > 0)
{ l = Fseek(0, f, 2);
Fseek(0, f, 0);
Fread(f, l, b);
Fclose(f);
if (b->flags.f68000)
{ b->hz_ofst = (char *)( (char *)b + (long)b->hz_ofst );
b->ch_ofst = (int *)( (char *)b + (long)b->ch_ofst );
b->fnt_dta = (void *)( (char *)b + (long)b->fnt_dta );
}
else
{ j = 0;
do
{ sItoM( (int *)(FixTab[j++] + (byte *)b) ); }
while ( FixTab[j] != -1 );
b->hz_ofst = (char *)( (char *)b + ItoM((long)b->hz_ofst) );
b->ch_ofst = (int *)( (char *)b + ItoM((long)b->ch_ofst) );
b->fnt_dta = (void *)( (char *)b + ItoM((long)b->fnt_dta) );
Char_count = b->ade_hi - b->ade_lo;
for(j = 0; j <= Char_count; j++)
sItoM( &( b->ch_ofst[j] ) );
}
return 1;
}
return 0;
}

/* Reserve space to the font... */
int fh[0x8000l]; /* 64 Kb for a font... */
FONT_HDR *font_b = (FONT_HDR *)fh;

main()
{FONT_HDR *old_font;
int hchar, wchar, hbox, wbox;
int handle, ph;
static int work_in[] = {1,1,1,1,1,1,1,1,1,1,2,0}, work_out[57];

ph = graf_handle(&wchar, &hchar, &wbox, &hbox);
work_in[0] = handle = ph;
v_opnvwk(work_in, &handle, work_out);
```

```
linea_init();

if ( Load_font(FONTNAME, font_b) )
{ /* Insert the font into the font-ring... */
old_font = Vdiesc->font_ring[0];
Vdiesc->font_ring[0] = font_b;
font_b->next = old_font;
Vdiesc->font_count++;

/* do vdi stuff with font */
vst_font(handle, font_b->id);
vst_point(handle, font_b->size, &wchar, &hchar, &wbox, &hbox);
v_gtext(handle, 10,200, "Testing... Testing...");

/* Remove the font again... */
Vdiesc->font_count--;
Vdiesc->font_ring[0] = old_font;
}
v_clsvwk(handle);
return 0;
}
```

251. Re: Upgrading Megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-12 15:56:48 UTC
From: wayneh@ux5.lbl.gov
Message-ID: <6911@dog.ee.lbl.gov>
Source record: 50191

If this isn't too late ...

I upgraded my Megafile 20 from a ST225 to a ST251. This is MFM, but I assume the Megafile 30 is just an RLL version. It worked fine.

The board contains the adapter and the controller (Adaptec 4000 in my case).

Wayne

252. Sozobon asm

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-12 16:35:25 UTC
From: randyh@hpsad.HP.COM
Message-ID: <18420003@hpsad.HP.COM>
Source record: 50192

I need some help with a problem. The following source fragment is for MEGAMAX C. I'm trying to compile it with Sozobon and it barfs on this asm code. Could some kind soul show me how to get Sozobon to accept this code. The var 'program' is a pointer to char.

thanks alot, Randy

```
------------------------------------------------------------------------
asm {
movem.l A6-A4,-(A7)
move.l program,-(A7)
jsr 0x32(program)
move.l (A7),program
jsr 0x88(program)
move.l (A7)+,program
movem.l (A7)+,A4-A6
}
------------------------------------------------------------------------
```

253. Re: Memory Expansion with SIMMs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-12 19:13:17 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <24149@dartvax.Dartmouth.EDU>
Source record: 50193

ekrimen@csuchico.edu (Ed Krimen) writes:

>BTW, where'd you buy your SIMMs?

ELKCO Corporation
800-24-ELKCO MC, VISA
1 meg SIMMs $49

I ordered SIMMs from these guys. The $49 is for 80ns, $50 for 70ns ones.
This was the cheapest price I found for anything less than (or equal to)
120ns. The SIMMs arrived the next day! There was a 3% credit card charge
:(and a $6 shipping charge but it was still the cheapest price I found.

My STe still hasn't arrived. I will post if I have any problems with
the chips once I get the STe and can test them.

254. Does TOS convert CR to CR/LF on printing?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-12 23:36:32 UTC
From: jimh@ultra.com
Message-ID: <1990Sep12.233632.3227@ultra.com>
Source record: 50194

I wanted to print some overstrike graphics on my Epson-compatible.
I believe I have all the dip-switches set so that isolated CR's
do not linefeed. Yet I can't get this to print correctly - all
CR's appear as CR/LF.

I know that TOS-written records end in CR/LF, but these ASCII files
were not generated by TOS.

I'm not sure but I think TOS is changing the CR to CR/LF's on the
way to the printer. Before I go banging my head any further:

Is this correct? If so, is there a way to disable it?
If TOS is at 'fault' would some kind soul explain the conditions
under which this transformation occurs in general and a bit
of rationalization on why?
Thanks,

--
Jim Hurley --> jimh@ultra.com ...!ames!ultra!jimh (408) 922-0100
Ultra Network Technologies / 101 Daggett Drive / San Jose CA 95134

255. Re: Mouse port pinouts

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-12 23:44:27 UTC
From: jeff@onion.pdx.com
Message-ID: <1990Sep12.234427.8361@onion.pdx.com>
Source record: 50195

In article <9009102321.AA12342@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>Could someone either post or email me the pinouts on the mouse port. Am I
>correct in assuming that the mouse port supplies +5v to the mouse? That is
>the pin I am concerned with (although I need to know the others too!!).
>Thanks!!

Ok, here it is. The diagram is from the external port view

```
-------------------------
\ 1 2 3 4 5 /
\ /
\ 6 7 8 9 /
------------------
```

1 - Up/XB
2 - Down/XA
3 - Left/YA
4 - Right/YB
5 - Not connected
6 - Fire/Left button
7 - +5vdc
8 - Ground
0 - Joy1 fire/Right button

Note, that the mouse port is the same as the joystick port 1.

This is taken from the ST owners manual, page 88 on my copy.

-Jeff
--
Jeff Beadles jeff@onion.pdx.com

256. Re: Sozobon asm

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-13 13:16:53 UTC
From: fk@vall.dsv.su.se
Message-ID: <899@vall.dsv.su.se>
Source record: 50196

In article <18420003@hpsad.HP.COM> randyh@hpsad.HP.COM (Randy Hosler) writes:
>I need some help with a problem. The following source fragment is for
>MEGAMAX C. I'm trying to compile it with Sozobon and it barfs on this
>asm code. Could some kind soul show me how to get Sozobon to accept
>this code. The var 'program' is a pointer to char.
[lines deleted]
> movem.l A6-A4,-(A7)
> move.l program,-(A7)
[lines deleted]
>--

In my experience Sozobon's asm will only accept lowercased symbols
for register names. Remember that it is not a full assembler
but targeted to assembling output from the compiler. Why this should
prevent it from understanding either a3 or A3 I don't know.

Btw, I've come across a bug in asm which may be fixed by now. It
concerns the btst instruction which compiles into 4 bytes when it
should be 6 (or possibly the other way around, my memory is a bit dim
on this). Anyway, if anyone knows for certain how to obtain fresher
code or a patch, I'd appreciate an email to this effect.

==
Fredrik Kilander, Dpt. of Computer and Systems Sciences, Stockholm University
Internet: fk@dsv.su.se Voice: +46 8 16 45 00 Fax: +46 8 703 90 25
==
--
==
Fredrik Kilander, Dpt. of Computer and Systems Sciences, Stockholm University
Internet: fk@dsv.su.se Voice: +46 8 16 45 00 Fax: +46 8 703 90 25
==

257. Strange problem solved

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-13 13:48:48 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Sep13.134848.13057@chinet.chi.il.us>
Source record: 50197

I asked for help last week when my Mega stopped showing the program listing, button labels, etc in Mark Williams csd, and went blank when melt.acc was invoked. As predicted, the local service guy said 'bring it in when something less tricky goes wrong'. Well, that turned out to be the hardest part of the repair. D.E.G.A.S. wasn't working right, and he agreed that was a well behaved program. Turned out both MMU and DMA chips were failing. It's absolutely shocking that the machine worked almost normally with half its guts gone.
Steve J.

258. Re: Re: Sozobon asm

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-13 14:12:42 UTC
From: steve@thelake.mn.org
Message-ID: <A1234507053@thelake.mn.org>
Source record: 50201

```
[In article <18420003@hpsad.HP.COM>,
randyh@hpsad.HP.COM (Randy Hosler) writes ... ]

> I need some help with a problem. The following source fragment is for
> MEGAMAX C. I'm trying to compile it with Sozobon and it barfs on this
> asm code. Could some kind soul show me how to get Sozobon to accept
> this code. The var 'program' is a pointer to char.
>
> thanks alot, Randy
>
> ------------------------------------------------------------------------
> asm {
> movem.l A6-A4,-(A7)
> move.l program,-(A7)
> jsr 0x32(program)
> move.l (A7),program
> jsr 0x88(program)
> move.l (A7)+,program
> movem.l (A7)+,A4-A6
> }
> ------------------------------------------------------------------------

I'm not sure what this fragment does, but....

Embedded assembly isn't a defined feature of the C language -- it's
implementation-dependent. Sozobon was written to be compatible with
Alcyon C, which uses this syntax:

asm("mnemonic arg1,arg2");

Sozobon & Alcyon also prepend an underscore to C identifiers to avoid
collisions with labels used in pure assembly modules. Thus your asm
fragment would look like this, assuming "program" is defined in your
C code as "char *program" or the equivalent:

asm("movem.l A6-A4,-(A7)");
asm("move.l program,-(A7)");
asm("jsr 0x32(_program)");
asm("move.l (A7),_program");
asm("jsr 0x88(_program)");
asm("move.l (A7)+,_program");
asm("movem.l (A7)+,A4-A6");

A7 also may be referred to as "sp" (for stack pointer).

Beware that some code prepared for Megamax/Laser C may contain
capitalized asm mnemonics, etc., that Sozobon won't like.
```

Another way to port this code would be to write the function in
assembly and include the .S file in the command line to CC.TTP.

Also, Tony's optimizer chokes on some weird assembly language, notably
anything having to do with Line A. Such modules have to be assembled
separately into .O files, then linked, as in:

cc -o test.tos test.c fubar.c linea.o

--
Steve Yelvington up at the lake in Minnesota
(moving soon to Marine on St. Croix)
steve@thelake.mn.org plains!umn-cs!thelake!steve

259. Re: Memory Expansion with SIMMs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-13 14:51:45 UTC
From: hardware@rose.uwaterloo.ca
Message-ID: <1990Sep13.145145.22160@watdragon.waterloo.edu>
Source record: 50198

In the August issue of ST Informer page 7 there is an add for
the new Simms board $119.95US for the board itself. Therefore
with this board you can plug in your existing simms and upgrade
to 2.5 to 4meg etc. It fits neatly between the power supply and the
internal disk drive and uses power from your disk drive. For those
without spare simm board they can be bought cheaply in Toronto if
anyone wants some store names just send me mail. The number to
call for this simm board is Trinformation call collect (818)363-1004.
If I were upgrading my memory I would only use Simms now that they
are available as this board is eady to install so any bozo can now
upgrade his ST and plug in Simm boards.

Hardware Dave at your Service

260. Re: Mouse port pinouts

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-13 15:28:44 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <2044@engage.enet.dec.com>
Source record: 50199

In article <9009102321.AA12342@fsucs.cs.fsu.edu>, boyd@fsucs.cs.fsu.edu (Mickey Boyd) writes...
>Could someone either post or email me the pinouts on the mouse port. Am I
The pinouts of all the ST's connectors are in the users manual that came with the ST.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

261. Re: Does TOS convert CR to CR/LF on printing?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-13 22:14:08 UTC
From: apratt@atari.UUCP
Message-ID: <2297@atari.UUCP>
Source record: 50200

jimh@ultra.com (Jim Hurley) writes:
>I'm not sure but I think TOS is changing the CR to CR/LF's on the
>way to the printer.

The send-a-character-to-a-printer part of TOS doesn't change CR to CRLF. However, the Desktop might: if you double-click the file, and say "Print" (rather than "Show" or "Cancel"), you might be seeing that. If you're running a program to send the file to the printer, you should blame that program. (The Desktop is just a program in this sense, which is why you should blame *it* if that's what you're using.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

262. Monitor Questions. (New and exciting ones!!!)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-14 04:17:00 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <2300.26f0136c@miavx1.acs.muohio.edu>
Source record: 50202

I have a few monitor questions:

1. I recently purchased a mono monitor, and I would like to know the easiest way to build a switch to switch between it and my color monitor. (On a side note, I heard that Calamus could support two monitors. Is this true, if so, how does it work.)

2. WHat are the pinouts of the high density 15 pin VGA monitor plug? And the 9 pin IBM monitor plug. (I would like to be able to plug my ST into me friends IBM monitors, if only to do color stuff. Also, our school has a big projection TV for the IBMs that I would really like to show my ST on)

Thanks for the info....

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

263. Re: Does TOS convert CR to CR/LF on printing?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-14 06:56:43 UTC
From: stefan@hpbbi4.BBN.HP.COM
Message-ID: <7120004@hpbbi4.BBN.HP.COM>
Source record: 50203

/ hpbbi4:comp.sys.atari.st.tech / jimh@ultra.com (Jim Hurley) / 1:36 am Sep 13, 1990 /

> I'm not sure but I think TOS is changing the CR to CR/LF's on the
> way to the printer. Before I go banging my head any further:

If your assumption were true, TOS were not able to print
bitmap graphics ! But You and I know TOS was able to do that !
So the only conclusion is TOS doesnot add/convert something.
So you have to reconsider your previous paragraph

> I believe I have all the dip-switches set so that isolated CR's
> do not linefeed. Yet I can't get this to print correctly - all
> CR's appear as CR/LF.

Do you really can trust your files?
Did you write a simple test program for that ?
(eg. printf("------\r!!!!!!\n"))

Stefan

264. Warming Mega cured :-)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-14 09:55:03 UTC
From: jackin@vehka.uta.fi
Message-ID: <1568@kielo.uta.fi>
Source record: 50204

I finally solved the problem with my warming Mega. Thanks to
all who replied. I didn't use any of your good (and civilized)
methods. I simply cut a hole in to the back of the machine.
In fact there was a sort of hole there (where the fan blows
out the hot air), I simply (and brutally) made a one BIG hole
and now the air really *blows* out, no problems what so ever.

Markku
--

Markku M{enp{{
email : jackin@vehka.uta.fi
phone : 358 31 561 575 (in Finland (931) 561 575)

265. Re: Sozobon asm

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-14 10:33:47 UTC
From: franky@netmbx.UUCP
Message-ID: <1165@netmbx.UUCP>
Source record: 50205

```
In article <18420003@hpsad.HP.COM> randyh@hpsad.HP.COM (Randy Hosler) writes:
]I need some help with a problem. The following source fragment is for
]MEGAMAX C. I'm trying to compile it with Sozobon and it barfs on this
]asm code. Could some kind soul show me how to get Sozobon to accept
]this code. The var 'program' is a pointer to char.
]

I had the same problem with including asm-files inC-source-text.
It works, if you include evry single assembler line in
asm (" assembler-code ") ;

don't ask me why including a packet of lines doesn't work.
i also hope the authors of sozobon will change this.
i wrote a programm which converts a asm-source to an acceptable
format for sozobon.( it reads a line from an input-file, and outputs
Print #1; " asm ("; chr$(asc(")); line$; chr$(asc("));") ;"
its a terrible basic-schotter, but i hope you see what i mean....

...Franky.............
```

266. Re: Booting an ill HD (Was: TOS 1.4 vs. old (1988) ICD HD utilities)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-14 10:43:59 UTC
From: franky@netmbx.UUCP
Message-ID: <1166@netmbx.UUCP>
Source record: 50206

```
In article <964@tharr.UUCP> chris@tharr.UUCP (Chris Allen) writes:
]In article <2150@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
]]
]
]Why not just switch off [or unplug] the hard disk, boot the computer from a
]floppy, switch on the hard disk [or plug it in] and boot it manually? This
]is what I do all the time when I have nasty .accs etc
]
]
and you never saw sparks when you plug in the system with HD and Computer
switched on ?
i hold down the alternate key while switching on the system and it will
boot from disk, ignoring the HD, does this only work with tos1.4 ?

...Franky.............
```

267. Nec 3D and Mega 2

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-14 12:38:06 UTC
From: rick@jpusa1.UUCP
Message-ID: <1894@jpusa1.UUCP>
Source record: 50207

I've just sold my 386 system and picked up an old
Mega 2 and have tried to connect my Nec 3D monitor to it via
diagrams and a few suggestions. Right now I have something
that kind of works - The lines are connected thru 32 ohm resistors
on the color and sync signals, which works, but there's a shadow
on the text and a bright border on right edges that makes everything
look rather fuzzy and is a strain on the eyeballs... Almost like
the cable isn't sheilded properly, tho I know it is.
Anyone have any ideas? Could the signals be crossing over
in the cable? Do I need a lower capacitance cable? Higher resistors?
The signal is at about .6 volts now, if I go lower it gets pretty
dim on the screen...
Thanks for any suggestions !
Also - has anyone used the Omni box with the Nec 3d? Does
it work? Maybe that's the easy way out of this...

Rick Mills {gargoyle.uchicago.edu,uunet.uu.net,spl1,ddsw1}!jpusa1!rick
--
rick

268. Re: Memory Expansion with SIMMs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-14 16:12:21 UTC
From: hardware@rose.uwaterloo.ca
Message-ID: <1990Sep14.161221.7525@watdragon.waterloo.edu>
Source record: 50208

>I sort of followed the discussion onusing SIMMs a while ago but
>don't think anyone ever posted anything definitive. I have a
>couple of 1Mb and 256kb SIMMs that I would like to stuff into
>my 1040ST since 1Mb is a little constrictive :-) Anybody have any
>advice?
I have written one article on the Simm board upgrade so I better
add what else it offers besides memory expansion. First off JRI
Technologies is offering a Simms Upgrade Board for $119.95 US. through
TriInformation P.O. Box 5027, West Hills CA. USA. Call collect (818)
363-1004. This is the best and easiest board to upgrade memory in your
existing ST. Not only is it easy to buy Simm boards in Toronto etc but
the upgrade offers an additional enhancement I forget to mention in the
last article for $30 dollars more you can ask them to send an extra
video shifter chip that makes your ST have 4096 colours compatable.
You dont need this chip but its nice to have the extra colour display.

Hardware Dave at your Service

269. Re: Does TOS convert CR to CR/LF on printing?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-14 19:12:36 UTC
From: jimh@ultra.com
Message-ID: <1990Sep14.191236.372@ultra.com>
Source record: 50209

In <2297@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:

>jimh@ultra.com (Jim Hurley) writes:
>>I'm not sure but I think TOS is changing the CR to CR/LF's on the
>>way to the printer.

>The send-a-character-to-a-printer part of TOS doesn't change CR to
>CRLF. However, the Desktop might: if you double-click the file, and say
>"Print" (rather than "Show" or "Cancel"), you might be seeing that. If
>you're running a program to send the file to the printer, you should
>blame that program. (The Desktop is just a program in this sense,
>which is why you should blame *it* if that's what you're using.)

>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

I solved the problem. I had been using Moshe Braner's 'more.ttp'
patched into the desktop.inf for so long that I forgot about the
desktop 'Show/Print..'.

When I removed the more.ttp application line from desktop.inf
and used the desktop print feature, the file listed
correctly with overstrikes.

On further investigation with some popular shells, I used
BARREL (also from Moshe - gee, that guy writes some pretty useful
stuff, whatever happened to him?) to capture the print output
to a file and saw that all these shells had somewhere converted the
CR to CRLF. Perhaps there's something in the Atari Development
Libraries doing it? (assuming these shells were developed from that).

If I ever get the time for trivia I'll check to see if Laser C
or GNU CC have this property and report back.

Thanks, to all those who e-mailed me with suggestions.

--
Jim Hurley --> jimh@ultra.com ...!ames!ultra!jimh (408) 922-0100
Ultra Network Technologies / 101 Daggett Drive / San Jose CA 95134

270. Moniterm monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-14 20:15:50 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <6978.26f10236@uwovax.uwo.ca>
Source record: 50210

I am told that one cannot write directly on the screen memory of
a Moniterm (or similar large screen monitor). Do all of the line A
calls work OK with them? In particular, are bitblts to and from
screen memory feasible? I have a port of mgr (the Bellcore window
manager) that I'm finishing up, and I'd like to make sure that it
works on large screen monitors. Unfortunately, I don't have one :-(.
So any information would be appreciated...
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

271. TT30?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-15 00:57:48 UTC
From: gt3070b@prism.gatech.EDU
Message-ID: <13692@hydra.gatech.EDU>
Source record: 50211

I have heard some interesting rumors about the TT30. Is there such a product and if so just what is it (specs please).

I once owned an 1040ST and sold it to purchase a 386 system; but would like to move back into the Atari arena if there was a suitable machine.

Please e-mail the information as I have no other reason to read this group...

thanks in advance & no slight intended in above sentence frag. I always thought that the 1040 was an good machine.

Jeff Watkins

--
Jeff Watkins gt3070b@prism.gatech.edu
Convergent Media Systems (404) 315-0105 voice (404) 315-0231 data
"I speak for no-one. AND NO-ONE SPEAKS FOR ME... oh, yes, _dear_...I gotta go..."

272. Re: Re: Sozobon asm

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-15 04:35:24 UTC
From: archbold
Message-ID: <PXViP3w163w@bluemoon.UUCP>
Source record: 50212

```
> Another way to port this code would be to write the function in
> assembly and include the .S file in the command line to CC.TTP.
>
> Steve Yelvington up at the lake in Minnesota
```

That's a feasible thing to do, but if you have an assembler that will compile it's code into *.O files, you can do it too. I found that all labels in assembly code which are required by the other *.O code written in C should begin with an underscore '_' (otherwise C compiler gives a message such as "symbol(s) missing: (whatever)"... I've done such things as described above for my bro when he couldn't get some stuff accomplished in C and needed me to write it in assembly... Worked every time.

Archbold

273. Re: Deleted files

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-15 05:20:13 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep15.052013.2072@ecst.csuchico.edu>
Source record: 50213

```
- Is there a good program for restoring deleted files from a hard
- disk (with TOS1.4)? I have tried some version of Disk Doctor, but
- although it found the missing files, it did not appear to restore
- them.
-
- Thes files are not on the top level.
```

As long as you don't write to the drive after you've deleted the file, you should be able to recover it, also as long as it was only one file. Multiple files are more difficult, if possible. With Disk Doctor, you can choose the directory you want to recover the file from, as well as the root directory.

274. Re: TT30?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-16 03:28:50 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Sep16.032850.20560@math.lsa.umich.edu>
Source record: 50214

(Posting and emailing, it seemed like a worthwhile note...)

In article <13692@hydra.gatech.EDU> gt3070b@prism.gatech.EDU (Jeff Watkins) writes:
>I have heard some interesting rumors about the TT30. Is there such a product
>and if so just what is it (specs please).

Yes, there is such a *machine*. In the US, it is not yet a *product*. It is
already available as a product in Europe. It seems that the FCC is (once again)
to blame for the unavailability here.

It's going to be released with a CPU running at 32 MHz. Other folks can
probably provide more details...

I played with a couple while visiting the Glendale Atari Fair. The cases
look a little silly, but the machines seemed real enough, and fast.
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

275. Are these SIMMs usable?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-17 03:40:02 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Sep17.034002.12036@ecst.csuchico.edu>
Source record: 50215

I got this message off a local board. Does anyone know what kind of
SIMMs these are? Could I remove them from the board and stick them
in my STe?

Have a Silk Screen Siblink board 4 with Simm memory on it. I don't know what
computer its for. It says...

TOSHIBA
TC5565AFL-12
jAPAN 8814HCK

on the 8 chips. On the other side of the modules it says....

TOYOCOM TH-3C644-T12
jAPAN 22-88

The board contains a Z80 chip among others. Make offer.

---

276. Re: Deleted files

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-17 08:19:38 UTC
From: yj11@mrcu
Message-ID: <622@mrcu>
Source record: 50216

```
- Is there a good program for restoring deleted files from a hard
- disk (with TOS1.4)?

Have you ever tried running Norton Utilities under PC-Ditto ??
B****y slow, but it works a treat !

--
Julian Field (yj11) | Tel: +44 245 73331 x 3666
GEC-Marconi Research Centre | Fax: +44 245 75244 Telex: 995016 GECRES G
GEC-Marconi Ltd, Great Baddow | uucp: <world>!mcvax!ukc!gec-mrc!yj11
Chelmsford,Essex. UK CM2 8HN | Other: yj11@uk.co.gec-mrc
```

277. Re: HD Help Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-17 08:30:17 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3105@medusa.informatik.uni-erlangen.de>
Source record: 50217

os9paul@gkcl.ists.ca (Paul Good) writes:

>Is it possible to connect more than one SCSI device to the SH204 host adapter?

>Perhaps I am mistaken about some aspect of how SCSI works, but I thought
>that I should be able to use setup one and have the 251N as DEV 0, LUN 0
>and the Adaptec/251 as DEV 1, LUN 0.

As far as I know from previous inspections, the SH204 holds DEV 0
selected all the time and never ever releases this selection until
power is switched off. This means that the SH204 host adapter is not
capable of selecting any other SCSI drive than DEV 0. At least, this
is what I have been told. You can, however, put a second MFM drive
of the ST506 type into your SH204 by connecting it to the Adaptec
controller. Using special software (i.e our software 8-) you can
then use the two drives. I don't know if the Supra software supports
two LUNs on a SCSI controller, too.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

278. Re: Sozobon asm

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-17 15:00:11 UTC
From: randyh@hpsad.HP.COM
Message-ID: <18420004@hpsad.HP.COM>
Source record: 50218

Hi all,

First I would like to thank everyone who made suggestions via e-mail or replied to this note. I got the code to compile :-) , however, it doesn't do what I had hoped. (more about that later)

In order for it to compile I re-wrote the code as below. The other change I had to make was to the variable "program". It was originally declared a register char *program. When I compiled the code with the -S option and then looked at the source file I couldn't find _program anywhere accept in the asm fragment. After declaring program as a global above main() the code would compile because it now had a reference for _program. I don't know if everyone followed that, but I had a great time figuring it out. This is what the fragment now looks like.

```
asm("movem.l a4-a6,-(sp)");
asm("move.l _program,-(sp)");
asm("jsr $32+(_program)");
asm("move.l (sp),_program");
asm("jsr $88+(_program)");
asm("move.l (sp)+,_program");
asm("movem.l (sp)+,a4-a6");
```

This code is part of a program that makes use of routines in stspeech.tos to produce speech from text while bypassing the prompts of stspeech.tos. I have a program called speech.tos that I thought was the same thing as stspeech.tos but apparently is not. If anyone has stspeech.tos or has written a program that interfaces to the speech routines of speech.tos please let me know. I would like to write some programs for my chidren that incorporate speech.

Thanks alot,
Randy randyh@hpsadpk

279. Re: Moniterm monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-17 19:00:27 UTC
From: darekm@microsoft.UUCP
Message-ID: <57476@microsoft.UUCP>
Source record: 50219

In article <6978.26f10236@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>I am told that one cannot write directly on the screen memory of
>a Moniterm (or similar large screen monitor). Do all of the line A
>calls work OK with them? In particular, are bitblts to and from
>screen memory feasible? I have a port of mgr (the Bellcore window
>manager) that I'm finishing up, and I'd like to make sure that it
>works on large screen monitors. Unfortunately, I don't have one :-(.
>So any information would be appreciated...

Eric, Moniterm memory, or the memory of any other large screen Monitor is
just RAM that you read and write just like any RAM. For example, Quick ST
doesn't care where the screen is. On a Moniterm monitor, it starts at $c00000
while on a normal,say, 4096STE, it starts at $3f8000. A write to one or the
other will produce the same results. The only thing I can't tell you for
certain is whether you can access it in user mode. I always pop into supervisor
mode just in case.

The next best thing to a Moniterm monitor is a Moniterm monitor emulator, such
as MonSTEr (available with Quick ST 2.2). It allows your mono monitor to
emulate a 1280x960 monitor, and your color monitor to emalate 1280x480. I have
a new version about to be released that also emulates the ISAC monitor (
16 colors, 1024x768). If you run MonSTEr on an STE, the emulation is in real
time, otherwise it is at about 80% of full speed.

- Darek

Darek Mihocka (206)-885-5893 All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007
---

280. Re: Nec 3D and Mega 2

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-18 08:31:14 UTC
From: mccann@rbdc
Message-ID: <1990Sep18.083114.8075@rbdc>
Source record: 50220

rick@jpusa1.UUCP (Rick Mills) writes:

> I've just sold my 386 system and picked up an old
>Mega 2 and have tried to connect my Nec 3D monitor to it via
>diagrams and a few suggestions. Right now I have something
>that kind of works - The lines are connected thru 32 ohm resistors
>on the color and sync signals, which works, but there's a shadow
>on the text and a bright border on right edges that makes everything
>look rather fuzzy and is a strain on the eyeballs... Almost like
>the cable isn't sheilded properly, tho I know it is.
> Anyone have any ideas? Could the signals be crossing over
>in the cable? Do I need a lower capacitance cable? Higher resistors?
>The signal is at about .6 volts now, if I go lower it gets pretty
>dim on the screen...
> Thanks for any suggestions !
> Also - has anyone used the Omni box with the Nec 3d? Does
>it work? Maybe that's the easy way out of this...

>------

>Rick Mills {gargoyle.uchicago.edu,uunet.uu.net,spl1,ddsw1}!jpusa1!rick
>--
>ricEMOVE THE RESISTORS! I also have a mega 2 and 3D, have never needed or

used resistors. Suggest you use the GEnie article (or similar) for the

Multisync 2 (as I did) and extrapolate to the newer 15 pin HD connector,

this has worked out VERY excellent for me, and my little gray box also

has an audio port (and video, if I ever hack in an RF modulator).

Luck.

EOF

281. Quick ST 2.2 (was:Re: Moniterm monitors)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-18 10:14:21 UTC
From: rn@ap.co.umist.ac.uk
Message-ID: <1990Sep18.111421@ap.co.umist.ac.uk>
Source record: 50221

Could someone let me have further info on Quick ST and MonSTEr, ie:
price, availablity (esp. in UK/Europe) and requirements such as TOS
version, etc. It sounds great (you get spoiled by megapixel displays on
workstations...)

Thanx,

bob
----
bob nutter, computer officer | "If there's no class divide, then how
come
UMIST dept of computation | you're standing here waiting for a
bus
po box 88 manchester m60 1qd uk | when someone drives past in a car
worth
tel:+44 61 200 3386 | the price of a house?"
email:b.nutter@umist.ac.uk | -Class War graffitti

282. Re: Sozobon asm

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-18 15:22:28 UTC
From: archbold
Message-ID: <6V0oP2w163w@bluemoon.UUCP>
Source record: 50222

randyh@hpsad.HP.COM (Randy Hosler) writes:
> change I had to make was to the variable "program". It was originally
> declared a register char *program. When I compiled the code with the -S
> option and then looked at the source file I couldn't find _program
> anywhere accept in the asm fragment. After declaring program as a global
> above main() the code would compile because it now had a reference for
> _program. I don't know if everyone followed that, but I had a great time
> figuring it out. This is what the fragment now looks like.
>
The reason you couldn't get a reference of _program was just what
you wrote: it was not a global variable. When I first looked at a simple
dissassembled *.O file, I was surprised to see that main() does a LINK
instruction in assembly. In other words, all variables declared in main()
are simply going to be temporary as they exist only on stack, and not in
real GEMDOS data area. I think in object files you can only get
references to procedures and global variables (although I MAY be wrong),
since local variables are just offsets on a stack...

I don't know if all of this made sense...

Archbold

283. Mono Monitor Alignment

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-18 20:43:42 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Sep18.204342.3073@doe.utoronto.ca>
Source record: 50223

Could someone send me instructions on how to realign the picture on
my sm124? It's starting to mush in towards the right. Thanks.

David

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

284. cartridge port.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-19 13:45:13 UTC
From: q1rse@turing.newcastle.ac.uk
Message-ID: <1990Sep19.134513.25831@newcastle.ac.uk>
Source record: 50224

I asked this question a few months ago a got some useful replys, I
however am still stuck,

The plan for the cartridge port is this:
I wish to read data from a video digister in to the computer
through the port, (The printer port is in use for something else) I understand
that the port should not be loaded with any data unless the rom select line is
pulled low, The question is this,
How do I do it? My C is not very good but I can understand it, any
help would be gratefully received, example even better,

Dave Johnson.

285. 68020 "accelerators" - opinions, etc?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-19 15:07:08 UTC
From: pms@vicorp.com
Message-ID: <1990Sep19.150708.4806@vicorp.com>
Source record: 50225

I recall reading (can't recall where) a review of three or four 68020 accelerators for the ST; the reviewer concluded that you won't really get much speed increase out of such things, with one exception: one of the accelerators included a small (32K?) cache, and this accelerator actually did provide some speed increase.
Why am I telling you this? Because I've seen no discussion of such things on the net (not that I couldn't have overlooked them :), and I'd be interested in hearing what people think about putting an '020 in an ST.
Have you any experience with any '020 accelerator for the ST? Which one(s)? Was your experience good, bad, ugly? Did you get your money's worth? I recall the prices being fairly low - ~$200-300 US.

Anyone?

-Peter
~*~*~*

286. 68030 cache, write-allocate, and everything.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-19 18:52:43 UTC
From: apratt@atari.UUCP
Message-ID: <2308@atari.UUCP>
Source record: 50226
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Okay, for you chipheads out there, here's the scoop:

The 68030 design bug I mentioned is in the cache logic. I/O space must be non-cacheable, so there's an INPUT to the 68030 called "CIIN" for Cache Inhibit INput. That line is checked on all reads, but it is NOT checked on writes.

There is a bit in the cache control register called "write allocate:" when set, some writes to memory create an entry in the cache.

If you write to I/O space with the "write allocate" bit on, the write can cause a cache entry to be created, even though the memory in question is non-cacheable. A subsequent read from the same address hits the cache before the CIIN is checked, so you get stale data.

This only happens when you do a longword write at a longword boundary in I/O space, then read back any part of that longword before the cache line is re-used. You will read what you wrote, instead of reading what the device puts in its register. If it's a read/write register that the device doesn't change, you won't notice, but if it's the kind of register that means one thing when written and another when read, or if the device changes the value in the register, you will get bitten.

To fix this problem, we use the MMU to map all addresses to themselves, but we set the "cache inhibit" bits for I/O space. The MMU's "cache inhibit" bit *does* get checked on writes, not just reads. This does not affect performance (much) because the MMU has a cache of its own, to remember recently-used address translations. Almost the whole table used by TOS fits in this cache, so the MMU won't be walking through memory very much translating addresses. We've timed it, and it just doesn't hurt that much: maybe 1%.

The write-allocate bit is used by TOS so you can access the same memory in user mode or super mode and it won't confuse the cache. If you don't set the write-allocate bit, you could write something as supervisor, write it again as user, then read it as super and get the value of the first write, not the second one. This is a side-effect of the write-allocate bit, not its primary purpose.

It's hard to find, but all this stuff is in the 68030 manual: the section in Chapter 6 (the cache) called "Write Allocate" is on point, as is the whole MMU chapter. Don't get clever with the MMU, though, because we're likely to want to use it in the future.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.

reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

287. Re: Interrupt question

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-19 21:39:47 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Sep19.213947.18302@math.lsa.umich.edu>
Source record: 50230

In article <4501@crash.cts.com> galileo@crash.cts.com (Steve Klug) writes:
> I am trying to write a program which automatically does something
>upon getting a carrier on the modem. I'd like to write an interrupt routine,
>preferably in GCC to handle this. What I need to know is how to enable the
>carrier detect interrupt. I assumed (a horrible thing to do) that you
>simply had to place the proper address in the interrupt vector (0x104 ???)
>while in supervisor mode and that it would fly. Needless to say, it didn't
>work.

I'm not at home so I can't check into this too thoroughly, but you're probably
not enabling the interrupt. It's disabled by default. Check the docs for the
Jenabint Xbios call, or read your docs on the MFP68901 to see which bits to
toggle...
--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

288. AERCO board hacking

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-19 22:41:06 UTC
From: feat@max.bnl.gov
Message-ID: <2139@bnlux0.bnl.gov>
Source record: 50227

I think I've seen it asked a few times, but never seen anyone give
the details:
What has to be done to the AERCO ram board to rework the 256K bank
to use 1M parts? The sockets are the right size (yes I already have 2M worth
of chips in the other bank), but originally contained 256K parts so I believe
some trace cutting/jumpering is needed.

Also if I do get that bank active, should I worry about removing
power from the .5M bank on the (520)ST main board to alleviate the drain on
the power supply as much as possible. If so, do I have to clip the Vcc leads
of all the chips or is there a more elegant way?

Thanks.

289. Need help on floppy drive dip switches

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-20 03:47:24 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <26F83BCC.13087@maccs.dcss.mcmaster.ca>
Source record: 50231

I need to know how to set the DIP switches on floppy drives
that I hacked from SS drives. One is a Matsushita and the other is an
Epson SMD400. Matsushita is the same as Panasonic, isn't it?

And, how does one set these switches to off and on? There are
two rows of 6 tiny pins and 3 clips with which any 2 adjacent pins can
be connected. Is this the way all drives work?

One other thing, is there a differet switch setting if the drive
is to be used as drive A: or drive B:?

Thanks for any advice received.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns
SCHMITTJ@SCIvax.McMaster.CA

290. Tear off menus

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-20 03:53:33 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <26F83D3E.13220@maccs.dcss.mcmaster.ca>
Source record: 50232

Has anyone seen tear off menus on the Mac? They look really
neato. I'd like to implement those under GEM but I don't know how to
do it. Anyone with any ideas?

Just to be silly, I'd try to put a graphic block under the torn
menu so that when the mouse moves over the torn menu title, they see a
little clip that looks like a torn piece of paper or something. Wouldn't
that be cool? :-)

I know what you're thinking: 'Somebody has too much spare time.'
Well, it ain't me because if I did I'd be trying to figure this out myself
without asking for advice.

Thanks for any input.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns
SCHMITTJ@SCIvax.McMaster.CA

291. Re: Tear off menus

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-20 10:08:37 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Sep20.100837.1@simvax.labmed.umn.edu>
Source record: 50233

In article <26F83D3E.13220@maccs.dcss.mcmaster.ca>, johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>
> Has anyone seen tear off menus on the Mac? They look really
> neato. I'd like to implement those under GEM but I don't know how to
> do it. Anyone with any ideas?

John,
I haven't seen tear off menus on the Mac, but I do know of a set of software routines which enable mobile menus on the ST. It was produced within the last year or two. I found it on GEnie. I can check my disk archives to see whether I've got a copy of the archive file and then submit it to the atari.archive server.

The demo had menus which could be moved around the screen, and appeared to work quite similarly to the regular menu-bar. (It also allowed various colors in the menu...) All this is from memory, as I haven't had a chance to use the routines since I downloaded them.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

292. Re: Quick ST 2.2 (was:Re: Moniterm monitors)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-20 18:48:27 UTC
From: darekm@microsoft.UUCP
Message-ID: <57600@microsoft.UUCP>
Source record: 50228

In article <1990Sep18.111421@ap.co.umist.ac.uk> rn@ap.co.umist.ac.uk (bob nutter) writes:
>Could someone let me have further info on Quick ST and MonSTEr, ie:
>price, availablity (esp. in UK/Europe) and requirements such as TOS
>version, etc. It sounds great (you get spoiled by megapixel displays on
>workstations...)

Quick ST runs on TOS 1.0, 1.2, 1.4, 1.6, and 3.0 (TT TOS). MonSTEr requires
TOS 1.4 or higher, just like any large screen display. Both are included
on the Quick ST 2.2 package, which sells for $19.95 US. You can order it
from anywhere in the world by calling our order line and have your VISA or
MASTER CARD number ready. We can ship UPS, Express Mail, etc.

Quick ST 2.2 is not yet available in Europe, or even in many parts of the US
since it just shipped a few days ago. Your best bet is to call our number.

I recommend that if you use MonSTEr, that you have at least 1 meg of memory.
The large screen requires and extra 120K of RAM.

THe order line is 206-643-9697. It is a U.S. number.

- Darek

Darek Mihocka All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007
---

293. Re: Mono Monitor adjusting

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-20 19:59:13 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <9009201959.AA29925@image.soe.clarkson.edu>
Source record: 50229

From article <1990Sep18.204342.3073@doe.utoronto.ca>, by david@doe.utoronto.ca (David Megginson):
> Could someone send me instructions on how to realign the picture on
> my sm124? It's starting to mush in towards the right. Thanks.

I recently played with the adjustments inside my SM124 and found I could do lots of things to my screen.

I now have a picture that fills almost the ENTIRE screen, although I have a teeny weeny bit of a fuzzy picture in the corners of the display.

Among the adjustments I found (Just tried them all, and most were even labeled!) were: Vert hold, move image left/right, widen/heighten adjustments...
One I am going to have to play with again is Vertical Linearity. The top row of my screen is a little taller than the bottom row of my screen.

The one adjustment I couldn't find, and wanted is the "move image up/down", cause my screen would be better if it were a "little bit" lower.

Of course I was using long plastic rods to adjust my monitor, and don't suggest to anyone that they use anything that will help them get shocked, cause everyone knows that they can hold a charge for a long time if not discharged.

AAron nAAs
Disclaimer: The only monitor I claim responsiblity for is my own.
The only human I claim responsibility for is me, which explains why I am so irresponsible, doesn't it?

294. mouse question

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-20 20:19:15 UTC
From: chuck@uiuc.edu
Message-ID: <chuck.653861955@mrcnext.cso.uiuc.edu>
Source record: 50234

yes, I know mice for the ST are fairly cheap. I'm even cheaper,
and I like the challenge.

thanks

chuck bridgeland
chuck@mrcnext.cso.uiuc.edu

295. Re: 1.44M 3.5 disks // floppies as swap space

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-21 03:34:18 UTC
From: kawakami@volcano.Berkeley.EDU
Message-ID: <1990Sep21.033418.14446@agate.berkeley.edu>
Source record: 50237

```
In article <10562@life.ai.mit.edu> entropy@rice-chex.ai.mit.edu (enthalpy) writes:
>No! You would still have to handle the case where someone actually
>tries to _access_ data that has been paged out (you mean you have to
>be able to read it back??). This entails first of all being able to
>recognize an interrupt caused by accessing memory that was paged out

Not with the scheme I described. First, you need a table of all the
memory pages. For simplicity's sake, make it an array:

struct memptr{ word *memaddr; word statusbits; } /*sorry I don't know*/
/*how to use bitfields*/

struct memptr pagetable[4096]; /* arbitrary */

Then you need to write mallocs which don't return pointers to memory
fragments but indices into the pagetable. (actually, you need to
write something at a lower level than malloc)

int malloc(int size) { /*blah blah*/
/* figure out which block to allocate*/
/*see where in memory or disk that block really is and*/
/*set some status bits*/
return pagetableindex<<offsetbits;
}

Then you need to write a "use" function. From now on, instead of de-
referencing with the asterisk, as in *XvarPtr=1010; you use
*(deref(XvarPtr))=1010; Of course you have a macro for this kind of
call. #define use(n) *(deref(n))

void *deref(int index) {
/*look up the block by first taking the low order bits which specify*/
/*the offset into the block: offset=0x000000FF & index */
/*then you shift to find the block index index=index>>offsetbits*/
/*check the status bits to see where the block is (in memory or on disk)*/
/*if it is on disk swap something out and swap that page in*/
return actualladdress+offest;
}

Then you publish docs telling people to use the deref() func or they will
have funny things happen to their programs.

I've made this seem easier than it looks.

There are extensions you can do as well. Maybe a new func which will
set a protect bit so a page will not be swapped out, a func to unset
it, and then you can use normal dereferencing instead of handles in
```

between the set and unset of the protect bit.

This is not a nice way to have things done, but it is not uncommon.
MacOS and Windows 2 do this, as someone pointed out. Some languages
have this built in so program fragments can be swapped in and out:
instead of a pagetable there is a functiontable.

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami
Amateur crank! My Atari Macks!

296. Re: Need help on floppy drive dip switches

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-21 08:07:06 UTC
From: chris@tharr.UUCP
Message-ID: <1024@tharr.UUCP>
Source record: 50238

In article <26F83BCC.13087@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>
>[.... how to set the jumpers on an Epson SMD400 or similar ...]
>
> And, how does one set these switches to off and on? There are
>two rows of 6 tiny pins and 3 clips with which any 2 adjacent pins can
>be connected. Is this the way all drives work?

On the Epson drives, there is usually a little diagram under the jumpers showing what does what. For drive id selection there are four pins labeled 0,1,2,3 any of which can be connected to a central pin.

>
> One other thing, is there a differet switch setting if the drive
>is to be used as drive A: or drive B:?

On the ST, both drive A and B should have an id of 0 as the computer decides which one should be selected.

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are those of my employer..

<-- tharr public access to Usenet in the UK 0234 261804 -->

297. Help with ICD Advantage-rtc

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-21 13:17:57 UTC
From: killer@niksula.hut.fi
Message-ID: <KILLER.90Sep21151757@conan.hut.fi>
Source record: 50240

The subject says it all. I would like to know how to read Advantage's real time clock from Minix (ST). How can it be done?

298. Re: Sozobon asm

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-21 14:26:23 UTC
From: tony@raid5.uucp
Message-ID: <1990Sep21.142623.12807@raid5.uucp>
Source record: 50235

In article <6V0oP2w163w@bluemoon.UUCP> archbold (Archie Jaszcz) writes:
>randyh@hpsad.HP.COM (Randy Hosler) writes:
>> After declaring program as a global
>> above main() the code would compile because it now had a reference for
>> _program. I don't know if everyone followed that, but I had a great time
>> figuring it out. This is what the fragment now looks like.
>>
> The reason you couldn't get a reference of _program was just what
>you wrote: it was not a global variable. When I first looked at a simple
>dissassembled *.O file, I was surprised to see that main() does a LINK
>instruction in assembly. In other words, all variables declared in main()
>are simply going to be temporary as they exist only on stack, and not in
>real GEMDOS data area. I think in object files you can only get
>references to procedures and global variables (although I MAY be wrong),
>since local variables are just offsets on a stack...

There's nothing special about the function "main" in C except that it is
the first function called, and it receives the command line arguments.
Variables declared in main() go on the stack just as in any other function.
Accessing local variables via embedded assembly is a bit of a pain in
general because they are referenced via offsets from the frame pointer
(in a6).

At the request of some of our users we added a feature in version 1.2 to
make this a little easier. The output of hcc now includes a comment block
at the start of each function that shows all local variables and their
offsets.

--tony

--
Tony Andrews uunet!dunike!onecom!raid5!tony
Array Technology Corp.
4775 Walnut St., Suite B
Boulder, Colorado 80301 USA

299. Data file indexing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-21 15:29:26 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1990Sep21.152926.28515@zip.eecs.umich.edu>
Source record: 50141

I am writing a point-of-sale system and need some advice. I have
an inventory file with appoximately 7000 records in it and I need
a way to retrieve and list records in order quickly. Right now I
have created a separate index file which basically is a binary
search tree of the key fields. Each node in the index file has
a key and a record number of the inventory record. This works
great for retrieving, I do a quick binary tree search on the index
file and get the record number, then I do a fseek in the inventory
file and read the record; it is really quick, on the average about
a second. The problem comes in when I try to list in sequence,
I have modified the index file binary search tree so that it is
linked to previous and next nodes in order, so that way I can just
skip along the index file, but it is still slow to list because
I have to fseek in the index file and in the inventory file for
each record I list. This is painfully slow on machines without
TOS 1.4. Is there a better way of doing this? I am will to scrap
my whole model if someone has a better idea that satisfies both
of my criterion...

Thanks in advance,

Richard Hall
University of Michigan

300. Re: TOS 1.4 vs old (1988) ICD HD utilities [thanks!]

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-21 23:18:07 UTC
From: pesch@pa.reuter.COM
Message-ID: <407@saxony.pa.reuter.COM>
Source record: 50236

My thanks to all who responded wrt this problem, most notably "Hardware Dave" hardware@rose.waterloo.edu, who actually had previous experience of the problem; Shoou-yu Tang (sytang@skyblue.ACNS.ColoState.Edu), who thought he did too; and also to those others who simply offered sympathy and encouragement... I'm now happily reading from my hard disk again.

The problem was indeed, as seemed likely, the old icdboot program.

For "the record", here are the specifics ---in case they are of use to someone planning an upgrade to TOS 1.4:

--> icdboot.prg version 2.1 CRASHES RELIABLY (even when it is the *only* startup) under TOS 1.4. (I went and crashed off floppy one last time to get that version number, after everything was fixed. Two bombs, if anyone counts)

--> the latest version from ICD's bulletin board (815) 968-2229, as of a few weeks ago, works fine. In particular, I am now successfully using version 4.8.4 with TOS 1.4.

--> it is NOT necessary to reinitialize the hard disk to switch.

In case it matters, the computer is a 1040 STFM with the following arcane markings on its motherboard:
C07053-001 REV. C
GX-211 V0 1986

/Roland

Roland Pesch pesch@pa.reuter.com (415) 327-1700
:Reuters::425 Sherman Av., Ste 200::Palo Alto CA::94306:

301. Re: Mono Monitor Alignment

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-22 01:36:33 UTC
From: bill@mwca.UUCP
Message-ID: <1705@mwca.UUCP>
Source record: 50239

On a related note, how do I resize the picture horizontally? I opened the monitor, licked my fingers, then touched all exposed metal parts, but couldn't find a horizontal size adjustment to complement the vertical size adjustment. Is there such a beast?

It is a Goldstar monitor (the ugly ones) from early in '88. SM125, I believe.
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

302. Re: Mono monitor adjusting

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-22 15:34:45 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <9009221534.AA26732@image.soe.clarkson.edu>
Source record: 50142

From article <1705@mwca.UUCP>, by bill@mwca.UUCP (Bill Sheppard):
> On a related note, how do I resize the picture horizontally? I opened the

All the adjustments are not with similar components. Some are POTs and
some are those coil things with the screw plundgers. Some are even seem
to be hidden.

Check every inch of every circuit board in the moniter.

I can't be sure that you have the same monitor I do internally, but I would
bet that your monitor has the same adjustments in one way or the other.

AAron nAAs
AAron@sun.soe.clarkson.edu
disclaimer:I might not know what I am talking about.

303. Looking for DEGAS driver for HP plotter

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-23 02:18:29 UTC
From: vovut@prism.cs.orst.edu
Message-ID: <20443@orstcs.CS.ORST.EDU>
Source record: 50143

Is there a driver for DEGAS to print pictures on an HP Draft Pro plotter?

Thanks in advance.

vovut@prism.cs.orst.edu

304. ICD tape streamers

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-23 14:15:05 UTC
From: q1cbw@turing.newcastle.ac.uk
Message-ID: <1990Sep23.141505.3120@newcastle.ac.uk>
Source record: 50144
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a hard disk system that uses an ICD advantage plus host board and would like to add a tape streamer to the system. The first problem is, that I would require streamer software etc. ICD produce some software but I do not know how good this is, how I could obtain it, or how much it costs. The second problem is, what tape steamers does this or any other software recognise? (A SCSI device would be prefered.) If not a SCSI device what type of device is it (so I can arrange a suitable SCSI->XXXX board.)

I know about the existance of removerable hard disk systems but in our experiance these are not as reliable and have a much higher media cost.

Any help is welcome.

Many Thanks,

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

305. PS problem, and DA problem!!! (Don't look so excited!)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-23 17:22:28 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <2384.26fca905@miavx1.acs.muohio.edu>
Source record: 50146

Two questions:

1. I have been trying to print out Postscript from Pagestream onto
disk, and then printing them on the NeXTs that we have here. The Problem is
that none of the text shows up in the output, only the pictures due, and also,
the postscript viewer on the NeXT show a lot of errors in the file. (I am using
just the postscript viewer, not the Encapsulated Postcript viewer)

2. Also, I am writing a DA that needs to know if there is a program
running or not. Is there an easy way to check this?

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

306. Micro RTX questions

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-23 17:28:21 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <2385.26fcaa65@miavx1.acs.muohio.edu>
Source record: 50145

I would like to get Micro RTX up and running, but I have no idea how to do it. If somebody could point me in the right direction, I would really be appreciative.

I got the micrortx.arc file off of atari.archive, but I'm stuck from there.

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

307. Re: Micro RTX questions

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-23 22:07:05 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7105.26fcf9c9@uwovax.uwo.ca>
Source record: 50149

In article <2385.26fcaa65@miavx1.acs.muohio.edu>, rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
> I would like to get Micro RTX up and running, but I have no idea how to do it.
> If somebody could point me in the right direction, I would really be
> appreciative.
>
(1) Unarc micrortx.arc. Read the docs. Put the executable program in an AUTO folder.
(2) Get (or write) a multitasking shell that will work with MicroRTX.
(3) Pay your shareware fees if you like the result.

An alternative course of action, not involving MicroRTX:
(1) Get mint06b.zoo from atari.archive or comp.binaries.atari.st. Unzoo it. Read the docs. Run mint.prg (or put it in an AUTO folder).
(2) Use the provided shell and utilities. Write better ones if you want.
(3) Don't worry about shareware. It's free. (Of course, if you want to send a donation it's not going to be refused!)
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

308. Re: PS problem, and DA problem!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-23 22:16:12 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7106.26fcfbec@uwovax.uwo.ca>
Source record: 50147

In article <2384.26fca905@miavx1.acs.muohio.edu>, rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
> 2. Also, I am writing a DA that needs to know if there is a program
> running or not. Is there an easy way to check this?
>

There's always a program running (the GEM DESKTOP is just an ordinary TOS program, loaded from ROM instead of from disk). If you mean, "is the currently running program not the desktop", you might try the shel_read AES call:

```
char pgmname[128], cmdline[128];
if (shel_read(pgmname, cmdline) == 0)
printf("an error occured\n");
else
printf("the desktop thinks %s is the currently running program\n",
pgmname);
```

Note also that the desktop's idea of what the current program is may not correspond to reality, since if a program run from the desktop runs another program, there's no way for the desktop to know.

--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

309. Re: PS problem, and DA problem!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-23 23:03:18 UTC
From: gl8f@astsun7.astro.Virginia.EDU
Message-ID: <1990Sep23.230318.14193@murdoch.acc.Virginia.EDU>
Source record: 50148

In article <7106.26fcfbec@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>In article <2384.26fca905@miavx1.acs.muohio.edu>, rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>> 2. Also, I am writing a DA that needs to know if there is a program
>> running or not. Is there an easy way to check this?
>>
>
>There's always a program running (the GEM DESKTOP is just an ordinary TOS
>program, loaded from ROM instead of from disk). If you mean, "is the
>currently running program not the desktop", you might try the shel_read
>AES call:

[...]

There's another problem, if I recall correctly -- shel_read() will return the name of a GEM program even after you exit, until you start another one from the desktop. I recall seeing this in a magazine article about using desktop accessories to send special messages to programs that allowed extensions that way: you can't be sure the user is actually running that program if shel_read() says it's so.

Don't know if this was fixed in TOS 1.4.

Ryan, can you tell us WHY you need to know if a program is running?

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

310. Re: PS problem, and DA problem!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-24 02:21:05 UTC
From: uace0@menudo.uh.edu
Message-ID: <1990Sep24.022105.11749@menudo.uh.edu>
Source record: 50150

Mention was made about the shel_read() function returning a program after the program exits.

I don't know if this is true for shel_read(), but shel_find() definitely had this problem. I believe the two are related, since they both access the same portion of memory.

I believe TOS 1.4 and greater has fixed this.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

311. Re: AERCO board hacking

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-24 03:55:56 UTC
From: guidrax@wet.UUCP
Message-ID: <1568@wet.UUCP>
Source record: 50152

I suggest that you call Aerco for the upgrade docs. The phone # is 512-451-5874
I was going to upgrade my 520 all the way to 4 megs, but after I saw what had
to be done to go from 2.5 to 4 megs, Idecided to get the board for my 1040
instead. It goes to 4 megs with no mod needed. The mods to the 520 board are
extensive: replacing 33 resistors, cutting traces and jumper and adding a
number of jumpers. If you're not good with a soldering iron, Aerco will do it
for $40.

312. Screen size fix program (?)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-24 10:19:17 UTC
From: alkman@hexagon.se
Message-ID: <1080@hexagon.se>
Source record: 50153

I have a small problem:

I have just modified my Atari Mega ST so i have "fullscreen" (No borders).
I want to use gem programs whith my "new resolution", I have heard that
somebody posted a program that modyfied "Tos". If it is so, where can i
find it?
--
Stefan Alkman Voice: +46-19-164787
alkman@hexagon.se or !sunic!kullmar!pkmab!hexagon!alkman
>>>>>> Tech. College of Orebro, SWEDEN <<<<<<

313. Using Timer A to replay a sample

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-24 12:29:20 UTC
From: mlake@irscscm.UUCP
Message-ID: <1990Sep24.122920.15704@irscscm.UUCP>
Source record: 50151
Body handling: HTML body converted to readable text

I have a programming problem and I'm hoping someone here can help me.

I am attempting to play back a sample via timer A while allowing other things to go on as it plays. When the program attempts to start the actual playback it blows, sometimes displaying 4 bombs and sometimes 6. I have also tried to place the interrupt code into the main flow of the program to see what would happen. The bombs don't occur but nothing is emitted by the sound chip either. What am I doing wrong?

The code follows:

```
#include
#include

long *buff_cnt, *buff_end, *sound_chip = 0xff8800, *gi_write = 0xff8802;
char *trumpet_sound;
int snd_value,
snd_out[1025] = {
};

do_snd () {
if (buff_cnt > buff_end)
return;

snd_value = (*buff_cnt + 128) * 8;*/
*sound_chip = snd_out[snd_value];
*sound_chip = snd_out[snd_value + 4];

buff_cnt++;
}

play (addr)
char *addr;
{
buff_cnt = addr;
buff_end = addr + 58965L;
}

set_snd_chip () {
*sound_chip = 0;
*gi_write = 0;
*sound_chip = 1;
*gi_write = 0;
*sound_chip = 2;
*gi_write = 0;
*sound_chip = 3;
```

```
*gi_write = 0;
*sound_chip = 4;
*gi_write = 0;
*sound_chip = 5;
*gi_write = 0;
*sound_chip = 7;
*gi_write = 255;
*sound_chip = 8;
*gi_write = 0;
*sound_chip = 9;
*gi_write = 0;
*sound_chip = 10;
*gi_write = 0;
}

main () {
char *save_ssp;
int counter, read_handle;

if ((trumpet_sound = (char *) Malloc (58 * 1024L)) == 0) {
printf ("\n\n NOT ENOUGH MEMORY \n\n");
exit ();
}
if ((read_handle = Fopen ("trumpet.spl", 0)) < 0) {
printf ("\n Cannot find trumpet.spl \n");
exit ();
}
Fread (read_handle, 58965L, trumpet_sound);
Fclose (read_handle);

buff_cnt = 1L;
buff_end = 0L;

Supexec (&set_snd_chip);
save_ssp = Super (0L);
Xbtimer (0, 7, 0, &do_snd);

play (trumpet_sound);

counter = 0;
while (1) {
if (counter == 30000)
break;
printf ("counter = %d\n", counter++);
}

Xbtimer (0, 0, 0, &do_snd);
Super (save_ssp);
}
--
Marshall Lake
mlake@irscscm.UUCP
```

...!uunet!media!ka3ovk!irscscm!mlake

314. Programming problem

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-24 16:17:29 UTC
From: paulr@syma.sussex.ac.uk
Message-ID: <3505@syma.sussex.ac.uk>
Source record: 50154
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've been trying to get a simple program working on an Atari ST using FastBASIC. The idea is to connect a heart rate monitor to a suitable input (parallel port status line or serial port handshake input) and use a VBI interrupt routine to count heart beats. Unfortunately I get a crash as soon as I install the VBI interrupt routine, so I guess I must be doing something wrong. Since I don't normally program Atari ST's and I have no debugging tools and very little information at my disposal I was wondering if anyone could cast their eye over the following short test program and see if they can spot where I'm going wrong. The program halts with a bus error at the CALL to "init".

Thanks in advance,

//Paul

```
REM ------------------------------------------------------------------------
REM Demo program to test interrupt handler for using parallel port
REM status line or serial port CTS/DCD/RI lines as input for timing
REM and counting (eg: for use with heart rate monitor).
REM
REM Paul Russell, Department of Experimental Psychology,
REM University of Sussex, 19th September 1990
REM ------------------------------------------------------------------------
PRINT "Assembling..."
RESERVE code,$100 : REM reserve some memory for machine code
FOR pass = 1 TO 2 : REM humour the assembler
[
OPT pass
ORG code
port EQU $FFFA01 \ address of I/O port
vblq EQU $456 \ address of pointer to VBI queue
init MOVEA.L vblq,A0 \ get address of VBI queue
LEA handler(PC),A1 \ get address of our handler
MOVE.L A1,4(A0) \ stash it in the VBI queue
RTS
quit MOVEA.L vblq,A0 \ get address of VBI queue
LEA 0,A1 \ get null address
MOVE.L A1,4(A0) \ stash it in the VBI queue
RTS
handler LEA tim(PC),A0 \ increment timer
MOVE.W (A0),D0
ADDQ.W #1,D0
MOVE.W D0,(A0)
LEA port,A0 \ get port state
MOVE.B (A0),D0
```

```
ANDI.B #$0F,D0 \ clear high 4 bits
LEA old(PC),A0 \ compare with old state
CMP.B (A0),D0
BEQ.S nochng \ if unchanged then skip
MOVE.B D0,(A0) \ else save new state
LEA cnt(PC),A0 \ get edge count
MOVE.W (A0),D0
ADDQ.W #1,D0 \ increment it
MOVE.W D0,(A0) \ and save it
nochng RTS
reset LEA tim(PC),A0 \ clear timer
CLR.W (A0)
LEA cnt(PC),A0 \ clear counter
CLR.W (A0)
RTS
readt LEA tim(PC),A0 \ read timer
MOVE.W (A0),D0
RTS
readc LEA cnt(PC),A0 \ read counter
MOVE.W (A0),D0
RTS
tim DC.W 0 \ timer (counts VBI interrupts)
cnt DC.W 0 \ counter (counts edges)
old DC.B 0 \ old state of port
EVEN \ make sure we are word aligned
]
NEXT
REM ------------------------------------------------------------------------
PRINT "Here we go..."
REM --- First, try reading the timer and counter values without the ---
REM --- interrupt handler installed (should just display zero's) ---
PRINT "No interrupt handler..."
REPEAT : REM repeat
t%=USR(readt) : REM read timer
c%=USR(readc) : REM read counter
PRINT t%,c% : REM display values
UNTIL inkey$<>"" : REM until key pressed
REM --- Now try it with the interrupt handler installed - should ---
REM --- see a steadily increasing timer value with a counter value ---
REM --- which increments whenever one of the input lines is toggled ---
PRINT "Installing interrupt handler..."
CALL init : REM install interrupt handler (-> Bus Error)
REPEAT : REM repeat
t%=USR(readt) : REM read timer
c%=USR(readc) : REM read counter
PRINT t%,c% : REM display values
UNTIL inkey$<>"" : REM until key pressed
CALL quit : REM remove interrupt handler
REM ------------------------------------------------------------------------
```

Paul Russell, Department of Experimental Psychology
University of Sussex, Falmer, Brighton BN1 9QG, England
Janet: paulr@uk.ac.sussex.syma Nsfnet: paulr@syma.sussex.ac.uk
Bitnet: paulr%sussex.syma@ukacrl.bitnet Usenet: ...ukc!syma!paulr

315. Re: TOS 1.4 vs old (1988) ICD HD utils [solved]

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-25 00:18:34 UTC
From: pesch@pa.reuter.COM
Message-ID: <413@saxony.pa.reuter.COM>
Source record: 50155

[I *think* this didn't make it out the first time; apologies if I'm wrong, and cluttering up the net.]

My thanks to all who responded wrt my problem (TOS 1.4/old ICD utils incompatibility), most notably "Hardware Dave" hardware@rose.waterloo.edu, who actually had previous experience of the problem; Shoou-yu Tang (sytang@skyblue.ACNS.ColoState.Edu), who thought he did too; and also to those others who simply offered sympathy and encouragement... I'm now happily reading from my hard disk again.

The problem was indeed, as seemed likely, the old icdboot program.

For "the record", here are the specifics ---in case they are of use to someone planning an upgrade to TOS 1.4:

--> icdboot.prg version 2.1 CRASHES RELIABLY (even when it is the *only* startup) under TOS 1.4. (I went and crashed off floppy one last time to get that version number, after everything was fixed. Two bombs, if anyone counts)

--> the latest version from ICD's bulletin board (815) 968-2229, as of a few weeks ago, works fine. In particular, I am now successfully using version 4.8.4 with TOS 1.4.

--> it is NOT necessary to reinitialize the hard disk to switch.

In case it matters, the computer is a 1040 STFM with the following arcane markings on its motherboard:
C07053-001 REV. C
GX-211 V0 1986

/Roland

Roland Pesch pesch@pa.reuter.com (415) 327-1700
:Reuters::425 Sherman Av., Ste 200::Palo Alto CA::94306:

--

Roland Pesch pesch@pa.reuter.com (415) 327-1700
:Reuters::425 Sherman Av., Ste 200::Palo Alto CA::94306:

316. Re: PS problem, and DA problem!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-25 15:52:09 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <2412.26ff36d9@miavx1.acs.muohio.edu>
Source record: 50156

In article <1990Sep23.230318.14193@murdoch.acc.Virginia.EDU>,
gl8f@astsun7.astro.Virginia.EDU (Greg Lindahl) writes:
> Ryan, can you tell us WHY you need to know if a program is running?
>
I'm writing a little DA that will write a log file when you start up your ST,
tell you when you logoff your ST, park the hard drive when you logoff also.

I'd hate to park the hard drive when your in the middle of a prg.

I'm thinking of new little things every day to add to it. (like password
protection)

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

317. Re: Sozobon asm

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-25 23:25:45 UTC
From: archbold
Message-ID: <mXu3P3w163w@bluemoon.UUCP>
Source record: 50157

tony@raid5.uucp (Tony Andrews) writes:
> There's nothing special about the function "main" in C except that it is
> the first function called, and it receives the command line arguments.
> Variables declared in main() go on the stack just as in any other function.
> Accessing local variables via embedded assembly is a bit of a pain in
> general because they are referenced via offsets from the frame pointer
> (in a6).
>
> At the request of some of our users we added a feature in version 1.2 to
> make this a little easier. The output of hcc now includes a comment block
> at the start of each function that shows all local variables and their
> offsets.
>
> --tony

Tony! I know that about the main() function now... It is just
that I wasn't too much into C, I'd rather do stuff in assembly. Anyways,
I stumbled across the finding when I looked at dissassembled *.O file
which of course had main() and main would do a link a6,#0 (or -something
if it had any arguments). It was surprising to me, because I never
thought of main() as being just an ordinary function...

Archbold
osu-cis!n8emr!bluemoon!archbold

Disclaimer: I haven't seen Veronica lately!

318. Re: Using Timer A to replay a sample

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-26 11:40:56 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <891@ehviea.ine.philips.nl>
Source record: 50158

```
In article <1990Sep24.122920.15704@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake)
writes:
|
|I have a programming problem and I'm hoping someone here can help me.
|
|I am attempting to play back a sample via timer A while allowing other
|things to go on as it plays. When the program attempts to start the
|actual playback it blows, sometimes displaying 4 bombs and sometimes
|6. I have also tried to place the interrupt code into the main flow
|of the program to see what would happen. The bombs don't occur but
|nothing is emitted by the sound chip either. What am I doing wrong?
[...]
|do_snd () {
| if (buff_cnt > buff_end)
| return;
|
| snd_value = (*buff_cnt + 128) * 8;*/
| *sound_chip = snd_out[snd_value];
| *sound_chip = snd_out[snd_value + 4];
|
| buff_cnt++;
|}

[...]
|main () {
[...]
| Xbtimer (0, 7, 0, &do_snd);
[...]
|}
```

Your do_snd routine must be coded as an interrupt routine; that is, it must end in a rte instruction; not only that, it must also mark (clear?) a bit in the I/O range (sorry, have to look this up), otherwise the system will think the interrupt is still pending (actually, I think the peripheral chip is thinking this 8-). For an example, take a peek into the ROMs to see how the system timer (timer C) is coded (the I/O address I mentioned is different, but you'll get the picture).

Alternatively, you can do it the easy way, forget about programming it yourself and use the Xbios function Dosound() (but I assume there is a special reason you cannot use this?).

And if you experience spurious interrupts using Xbtimer(), I got a solution for this too (8-).

Cheers,
Leo.

P.S. The 4 bombs (illegal instruction) confirm that a wild jump was taken; this is because your code pops a return address off the stack where there is a status word and a return address.

319. Re: Using Timer A to replay a sample

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-27 09:30:03 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <892@ehviea.ine.philips.nl>
Source record: 50159

In article <891@ehviea.ine.philips.nl> leo@ehviea.UUCP (Leo de Wit) writes:
|Your do_snd routine must be coded as an interrupt routine; that is, it
|must end in a rte instruction; not only that, it must also mark
|(clear?) a bit in the I/O range (sorry, have to look this up),

The sequence for timer A is (I looked it up):

```
my_timint
... do your stuff here ...
bclr #5,$fffa0f
rte
```

The documentation I have says that in order to clear a bit in a MFP register, you have to write 1's into the other bits; this is in contradiction with the above (which is analogous to the ROM code). The bclr instruction to memory does both read and write a byte (correct me if I'm wrong), but this does not guarantee that 1's are written to the other bits (they must have been there already).

The explanation for this instruction was something like: the 68K notifies the MFP that interrupts may be delivered; I wonder what happens if one is being delivered before the rte (this is theoretically possible, and my spurious interrupt problem seems to indicate practically too).

Leo.

320. Re: Using Timer A to replay a sample

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-28 08:16:05 UTC
From: dac@ukc.ac.uk
Message-ID: <5558@harrier.ukc.ac.uk>
Source record: 50160

In article <892@ehviea.ine.philips.nl> leo@ehviea.UUCP (Leo de Wit) writes:
>
>The sequence for timer A is (I looked it up):
>
>my_timint
> ... do your stuff here ...
> bclr #5,$fffa0f
> rte
>

This sequence is correct - I have had no problems using it. I've never seen any documents to suggest that 1s have to be written into the other bits of the "interrupt in service" register. As I understand it, when the MFP gets an interrupt, it will not signal the 68000 unless it is of a higher priority than those already in service. Similarly, if it does signal the 68000, the 68000 will not service it unless the IPL has been moved back below 6 (?).

So, for general purpose, multi-level interrupts, the order of events should be:

```
int: move.w #$2300,sr /* Also enables VBI, #$2400, disables VBI */
.. your own thang
bclr.b #n,MFP_ISR[AB]
rte
```

On the subject of sampled sound drivers, as I understand it, to plug a value in a volume register you first do a register select and then you plug the data in. This can be done with a movep.w, right? Wanting to speed up his sample player, a friend of mine discovered that the sound chip only decoded the lowest bit of the address - so the CONTROL/DATA register pair were replicated throughout the address space of the chip. This means that rather than doing three movep.w instructions, you can get away with a movep.l and a movep.w. Of course, this can't be guaranteed to work.

Dave.
--
% cc life.c | David Clear dac@ukc.ac.uk +44 227 764000x7592
% a.out | Local Area Networks, Computing Laboratory,
Segmentation fault (core dumped) | University of Kent, Canterbury, England.
>>> Kernel R0M. His Mission: To rid the world of wobbly ZX-81 16K RAM packs. <<<

321. Re: Help with ICD Advantage-rtc

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-28 20:08:01 UTC
From: hojo@cbnewsl.att.com
Message-ID: <1990Sep28.200801.10687@cbnewsl.att.com>
Source record: 50161

In article <KILLER.90Sep21151757@conan.hut.fi>, killer@niksula.hut.fi (Kalle Kivimaa) writes:
>
> The subject says it all. I would like to know how to read Advantage's
> real time clock from Minix (ST). How can it be done?

The upgrade for MINIX 1.5.10 includes the code I originally added to read the several different clocks found on HD interfaces. All are the same clock chip, just at different SCSI addresses and read funnies. Supported are/were: BMS-100; BMS-200 Supra and ICD. Unless ICD changed it it should be there. What I did was disassemble there clock read program (the one that sets the Atari clock) and then stick in a .s program that actually reads the clock into the MINIX kernel.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

322. Re: Mark Williams db under TOS 1.4?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-28 21:11:41 UTC
From: jg@hpldola.HP.COM
Message-ID: <16960003@hpldola.HP.COM>
Source record: 50162

Steve,

Here is some information from my archives:

NOTE that the last reference is from YOU! (pretty scary huh?)

Yours,
Joe Gilray

From hcj@lzaz.ATT.COM Wed Dec 27 09:29:34 1989
Relay-Version: version Notes 2.8.2 87/11/24; site hpldola.HP.COM
From: hcj@lzaz.ATT.COM (HC Johnson)
Date: Wed, 27 Dec 1989 16:29:34 GMT
Date-Received: Fri, 29 Dec 1989 01:23:30 GMT
Subject: Re: TOS 1.4 Incompatibilities
Message-ID: <898@lzaz.ATT.COM>
Organization: AT&T BL Middletown/Lincroft NJ USA
Path: hpldola!hpfcso!hplabs!hp-sdd!ucsdhub!ucsd!usc!snorkelwacker!mit-eddie!rutgers!att!dp
tg!lzaz!hcj
Newsgroups: comp.sys.atari.st
References: <8912261631.AA04656@SAIC.COM>
Lines: 36
Summary: tos 1.0 is different.

In article <8912261631.AA04656@SAIC.COM>, steveg@SAIC.COM (Stephen Harold Goldstein)
writes:
> Add Mark Williams' CSD (source level debugger) to the list of
> software incompatible with TOS 1.4. It comes up with something like
> "TOS version dated 04061989 unknown" and terminates.
>
I think you mean DB not CSD. (At least my CSD does not do this).

MWC db plays with tos data that was 'private' in tos 1.0.
Afterward, tos 1.1 and on have a formal table of pointers to this info.

Some one at MWC got carried away and coded it roughly as:
if(tos1.0) {
there is no table , rough it;
}
else if(tos 1.1)
goto ok;
else if(tos 1.2)
goto ok;
else
goto h..l;

Use a binary editer to look for the date string of the releases and patch
the latest one to what tos1.4 uses [hint: change offset 0x1a0d from 22 to 6;
change offset 0x1a0e from 87 to 89]. Then db will work. Sort of.

It corrupts the system clock, and the console and memory are screwed
until you reboot.

Isn't nice when the OFFICIAL developer software is not compatible with 1.4,
AND MWC claims that it is.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

In article <1990Jun13.205444.19303@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen
Jacobs) writes:
> I had occasion to speak to the ST support guy at Mark Williams recently. One
> thing I asked him about was making db (their binary-level debugger) work with
> TOS 1.4. He recommended against trying, for example using the binary patches

323. Trap 2 (AES, VDI, ???)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-29 14:55:17 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <34377@cup.portal.com>
Source record: 50163

I have been reading a disassembly of part of a program that I use frequently
and found the following XBDOS call in the code...

```
move.l a0,d1
move.w #9,d0
trap #2
```

I know trap 2 is used to call extended BDOS functions like AES and VDI,
however the books I have only list the following XBDOS function codes...

```
d0 function
-- --------
00 System Reset
73 VDI
C8 AES
```

Does anyone (maybe someone at Atari) know what the XBDOS function code 9
does? Is there a complete list of valid (Atari approved) XBDOS functions?

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

324. Cookie Jar

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-29 20:08:21 UTC
From: jrhine@cbrown.claremont.edu
Message-ID: <1990Sep29.130821.1@cbrown.claremont.edu>
Source record: 50164

Ok, I can't wait any longer. Forgive me, but what is a cookie-jar? Before recieving access to the net, I had never heard of such a thing. I can't seem to pick up its function from the context of messages discussing it. Anyone care to fill me in?

325. Re: Cookie Jar

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-30 08:42:33 UTC
From: entropy@churchy.ai.mit.edu
Message-ID: <ENTROPY.90Sep30044233@churchy.ai.mit.edu>
Source record: 50165

In article <1990Sep29.130821.1@cbrown.claremont.edu> jrhine@cbrown.claremont.edu writes:
>Ok, I can't wait any longer. Forgive me, but what is a cookie-jar? Before
>recieving access to the net, I had never heard of such a thing. I can't seem
>to pick up its function from the context of messages discussing it. Anyone
>care to fill me in?

The cookie jar is an area of memory. Any program can insert its
cookie into the cookie jar. Then other programs can scan the cookie
jar to see if that program has been run. A program which installs
memory-resident code can use this to recognize that it has already
been installed, so it won't install itself twice. Another program
which relies on features of a specific memory resident programs (for
example, one which extends the Bios) can make sure that program has
been installed.

--
| | | ncastellano@{eagle.wesleyan.edu, wesleyan.bitnet}
| | | entropy@ai.mit.edu
/ | \ Sinkhole!dEADHEAd[@mast.citadel.moundst.mn.org] (call 203-873-8518)
/ | \ snikt!entropy

326. Re: Cookie Jar

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-30 13:31:29 UTC
From: jrhine@linus.claremont.edu
Message-ID: <1990Sep30.063129.1@linus.claremont.edu>
Source record: 50166

Sounds cool. Where's this memory located? I've written five or ten TSR and
I'd like to go back and and this feature to those. Thanks.

327. Re: Cookie Jar

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-30 13:43:24 UTC
From: entropy@mole.ai.mit.edu
Message-ID: <ENTROPY.90Sep30094324@mole.ai.mit.edu>
Source record: 50167

Dunno, I've never had to use it. Anyone else? The question is:
Where is the cookie jar, or how does one find out where it is?

nick

--
| | | ncastellano@{eagle.wesleyan.edu, wesleyan.bitnet}
| | | entropy@ai.mit.edu
/ | \ Sinkhole!dEADHEAd[@mast.citadel.moundst.mn.org] (call 203-873-8518)
/ | \ snikt!entropy

328. the cookie jar: a sample program

Newsgroup: comp.sys.atari.st.tech
Date: 1990-09-30 20:59:00 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7204.27062454@uwovax.uwo.ca>
Source record: 50168

There have been several requests for information about the cookie jar.
Here's a sample program to print all the cookies in the system. It
illustrates how to read the cookie jar. Putting cookies in the jar is
somewhat more complicated, since under TOS 1.4 and lower you have to
install a reset vector to make sure the cookie jar pointer is cleared on
a warm boot. The MiNT source code has an example of how to do this.

If you have TOS <= 1.4, and no TSRs, there won't be any cookies. If you have
TOS 1.6 or higher, or are using MiNT, there will always be *some* cookies.
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638
============================== cut here ==================================

```
/*
* printjar: print all the cookies in the system. Written by Eric R. Smith and
* placed in the public domain.
*/

#include <osbind.h>

/* we use a union because most cookie tags are 4 ASCII characters, so it
may be useful to sometimes think of them as strings. On the other hand,
they *are* longwords, so we may want to access them that way, too
*/

union clong {
char aschar[4];
long aslong;
};

/*
* a cookie consists of 2 longwords; a tag and a value. The tag is normally
* chosen to have some sort of significance when represented as 4 ascii
* characters (see the union definition above). What the value represents
* is dependent on the tag; it may be an address (for a TSR), or a version
* number (e.g. MiNT does this), or whatever (it may not even have a meaning).
*/

struct cookie {
union clong tag;
long value;
};
```

```
typedef struct cookie COOKIE;

/*
* A pointer to the cookie jar is found at 0x5a0. If there is no cookie jar
* installed, this pointer will be 0. The cookie jar itself is an array
* of cookies, with the last cookie having a "tag" of 0x00000000. (The value
* of this cookie is the number of slots left in the cookie jar.)
*/

#define CJAR ((COOKIE **) 0x5a0)

/*
* a simple program to print all the cookies in the system
*/

main()
{
long ssp;
char *p;
COOKIE *cookie;

ssp = Super(0L);
cookie = *CJAR;

if (cookie) {
while (cookie->tag.aslong != 0) {
p = cookie->tag.aschar;
printf("%c%c%c%c = %lx\n",
p[0],p[1],p[2],p[3],cookie->value);
cookie++;
}
}
exit(0);
}
```

329. Upgrading Mega 2 to 4.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-01 07:17:46 UTC
From: jackin@vehka.uta.fi
Message-ID: <1599@kielo.uta.fi>
Source record: 50169

I have a Mega ST 2 which I am planning to update to 4 MB.

I have now 16 empty sockets available, but putting 80ns
chips didn't work. It was quite expectable original chips
being 150ns.

Do 120ns chips work or do I need 150ns (rare in 1MB chips) ?
Is there anything else to do apart putting chips in and
soldering capasitators (as is done in original 2 MB) ?

I wanna see my Spectre work with 4MB !!!!

Thanks,
Markku

--
Markku M{enp{{
email : jackin@vehka.uta.fi
phone : 358 31 561 575 (in Finland (931) 561 575)

330. Re: Upgrading Mega 2 to 4.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-01 15:41:40 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <902@idcapd.idca.tds.philips.nl>
Source record: 50170

In article <1599@kielo.uta.fi> jackin@vehka.uta.fi (Markku M{enp{{) writes:
>I have a Mega ST 2 which I am planning to update to 4 MB.
>
>I have now 16 empty sockets available, but putting 80ns
>chips didn't work. It was quite expectable original chips
>being 150ns.
>
>Do 120ns chips work or do I need 150ns (rare in 1MB chips) ?
>Is there anything else to do apart putting chips in and
>soldering capasitators (as is done in original 2 MB) ?
>Markku M{enp{{
>email : jackin@vehka.uta.fi
>phone : 358 31 561 575 (in Finland (931) 561 575)

First of all, I dont't see any reason why 80ns chips shouldn't work. However,
you might have a few resistors missing for the second DRAM bank. These resistors
are put in series with CAS and RAS lines (and R/W ??) connected to the MMU chip.
Some motherboards have them installed, even on Mega 2 boards, but some don't.
See if you can find them..

If you want to know what speed your old chips are, please mail me the type#
I'll see if I can find them in the databooks.

Good luck,

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: 055-432372 fax: 055-432103
____

331. Re: Cookie Jar

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-01 18:08:04 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3142@medusa.informatik.uni-erlangen.de>
Source record: 50171

entropy@mole.ai.mit.edu (Nick Castellano) writes:

>Dunno, I've never had to use it. Anyone else? The question is:
>Where is the cookie jar, or how does one find out where it is?

Look at the contents of $5A0.L to find out the start address of the
current cookie jar. If it's zero, noone has installed it yet, and you
will have to do that yourself. The cookie jar is always terminated
by a special cookie. Like all the other cookies, its length is
8 bytes (4 bytes for identification of your program - much like
XBRA IDs; IDs starting with an underscore are reserved for ATARI;
some program-specific info follows the ID). The ID part of the
last cookie is always a zero longword, and its data part gives
you the size of the current cookie jar in units of cookies (8 bytes).
If you find out that inserting your own cookie would result in

memory overflow you must allocate a cookie jar of your own and
keep it resident.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

332. Re: Upgrading Mega 2 to 4.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-01 19:10:56 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1672@uvm-gen.UUCP>
Source record: 50172

From article <1599@kielo.uta.fi>, by jackin@vehka.uta.fi (Markku M{enp{{):
> I have a Mega ST 2 which I am planning to update to 4 MB.

> I have now 16 empty sockets available, but putting 80ns
> chips didn't work. It was quite expectable original chips
> being 150ns.

> Do 120ns chips work or do I need 150ns (rare in 1MB chips) ?

Yes, they should work, I have 100ns chips in my expanded 520.
80ns may be pushing the refresh rate, but I haven't looked into it.
I believe there was a note about it on c.s.a.st last year.

> Is there anything else to do apart putting chips in and
> soldering capasitators (as is done in original 2 MB) ?

I hope someone else expands on this as I can only suggest things from possibly faulty memories (my own, not the ST's 8-). 1) You need to have all the correct resistors in place for things to work. 2) I seem to recall that Atari sent out some Mega 2s that have faulty MMUs, i.e. they can only handle 1 bank instead of the regular 2. The numbers of these chips are known, and I might be able to dig the article up (US ST World I believe) if no one else can elaborate on this. If you want to do something about this *now*, and have access to a working Mega 4 or upgraded Mega 2, open it up and note the MMU numbers and look for resistors (RAS, CAS, etc. for bank 2, there are plenty of them I believe) that are not in your Mega. Add any missing resistors (correct values and tolerances please, just match the color codes or markings) and if it still doesn't work, swap MMUs. BTW, does it still work properly with 2Meg? In any case, please check your soldering again for bad (cold) solder joints and for "bridged" traces.

> I wanna see my Spectre work with 4MB !!!!

Me too, but I need a Spectre 1st, then the new memory board and xtra 2 Meg 8-).

> Thanks,
> Markku

> --
> Markku M{enp{{
> email : jackin@vehka.uta.fi
> phone : 358 31 561 575 (in Finland (931) 561 575)

Good Luck,
Bob Pegram

Internet domain: pegram@griffin.uvm.edu
UUCP: uunet!uvm-gen!pegram

333. GDOS fonts without GDOS, under Laser C

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-02 01:43:33 UTC
From: jjung@aludra.usc.edu
Message-ID: <12287@chaph.usc.edu>
Source record: 50175

A while ago, someone posted a short Turbo C program to this group on "how to use GDOS fonts without having GDOS loaded". Well, I can't get that program to work under Laser C; I suspect Turbo is using some font definition structure I don't know about.

Has anyone managed to get this program to work under Laser C? Or some other ST C platform that uses more conventional structures? Any information (or actual source code B-) would be appreciated.

--R.J.
B-)

^^^

334. Re: Cookie Jar

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-02 14:26:10 UTC
From: dbrooks@osf.org
Message-ID: <1990Oct2.102610@osf.org>
Source record: 50173

In article <3142@medusa.informatik.uni-erlangen.de>,
csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:
> [a description of the cookie jar]

How can I distinguish an unallocated slot in the cookie jar? Does it
have a special tag part, or is its value part (current jar capacity)
some "impossible" number?
--
David Brooks dbrooks@osf.org
Systems Engineering, OSF uunet!osf.org!dbrooks
"A Loaf of Bread, a Jug of Wine, and Six Spades Redoubled" -- Omar somebody.

335. Re: Upgrading Mega 2 to 4.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-02 19:29:28 UTC
From: fortinp@bwdls56.bnr.ca
Message-ID: <1990Oct2.192928.8948@bnrgate.bnr.ca>
Source record: 50176

In article <1599@kielo.uta.fi>, jackin@vehka.uta.fi (Markku M{enp{{) writes:
> I have a Mega ST 2 which I am planning to update to 4 MB.
>
> I have now 16 empty sockets available, but putting 80ns
> chips didn't work. It was quite expectable original chips
> being 150ns.

I installed 70ns chips which run just fine.

>
> Do 120ns chips work or do I need 150ns (rare in 1MB chips) ?
> Is there anything else to do apart putting chips in and
> soldering capasitators (as is done in original 2 MB) ?

YES!! You need to add 3 resistors (33 ohm) in the area surrounded by the
existing RAMs, ROMs and the boards edge; somewhere around R61 if I remember
correctly. There are at least 3 missing resistors there...
>
> I wanna see my Spectre work with 4MB !!!!
>
> Thanks,
> Markku
>
> --
> Markku M{enp{{
> email : jackin@vehka.uta.fi
> phone : 358 31 561 575 (in Finland (931) 561 575)

Cheers,
Pierre
Pierre Fortin Bell-Northern Research I know, my postings are
Internet Systems P.O.Box 3511, Stn C terse and humourless. So?
(613)763-2598 Ottawa, Ontario RIP: aptly named protocol
Canada K1Y 4H7 AppleTalk: Adam&Eve's design

336. where can I get source codes to play digitized sounds?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-02 20:37:52 UTC
From: limsico@typhoon.Berkeley.EDU
Message-ID: <1990Oct2.203752.1130@agate.berkeley.edu>
Source record: 50174

Does anyone know where I can get source codes to play digitized sounds files such as .SPL or .SND? I'd really appreciate it.

337. Audio in line on monitor port

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-03 06:43:47 UTC
From: edd232s@monu6.cc.monash.edu.au
Message-ID: <1990Oct3.064347.10203@monu6.cc.monash.edu.au>
Source record: 50182
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In the documentation that came with my 1040STFM, theres a pinout
on the monitor port labelled as 'audio in'. I havent heard of anything,
software or hardware that uses this, and I dont even know what it does,
if anything. Does anyone know what it can be used for, and if so how
can I go about it ?

I was hoping thered be someway to digitise with it, with the addition
of little or no hardware support.

Mithrandir.

338. Re: Cookie Jar

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-03 10:24:48 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3145@medusa.informatik.uni-erlangen.de>
Source record: 50177

dbrooks@osf.org (David Brooks) writes:

>In article <3142@medusa.informatik.uni-erlangen.de>,
csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:
>> [a description of the cookie jar]

>How can I distinguish an unallocated slot in the cookie jar? Does it
>have a special tag part, or is its value part (current jar capacity)
>some "impossible" number?
>--
There are no unallocated slots in a cookie jar. If you want to delete
a cookie once installed you must compact the cookie jar.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

339. Re: Mark Williams db under TOS 1.4?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-03 14:11:40 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Oct03.141140.16215@chinet.chi.il.us>
Source record: 50180

In article <16960003@hpldola.HP.COM> jg@hpldola.HP.COM (Joe Gilray) writes:
>
>Steve,
>
>Here is some information from my archives:
>
>NOTE that the last reference is from YOU! (pretty scary huh?)
>
>In article <1990Jun13.205444.19303@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen Jacobs) writes:
>> I had occasion to speak to the ST support guy at Mark Williams recently. One
>> thing I asked him about was making db (their binary-level debugger) work with
>> TOS 1.4. He recommended against trying, for example using the binary patches

Ok, here's what changed. Mark Williams Company has a MAJOR hit in their COHERENT operating system for PC compatibles. It gives people a chance to try something VERY UNIX-like for a reasonable price. As a result, the resources they were going to devote to fixing db properly will not be available (that means that the guy who would have had to do the work has been drafted for an upgrade to COHERENT). 3WThey also inform me that Atari has been less than cooperative about helping them with the fix for new TOS versions. A debugger really DOES have to do things that most developers are better off not even suspecting are possible. When the wait was maybe a few months for a proper fix, that was tolerable (to me; maybe not to you). Now the word is probably never.

I'm trying to be happy for a group who put out a product I like very much, and who still are happy to go out of their way to help when I have problems with it (as long as I telephone for help rather than writing).
Steve J.

340. Re: where can I get source codes to play digitized sounds?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-03 15:09:43 UTC
From: scott@tab13.larc.nasa.gov
Message-ID: <SCOTT.90Oct3110943@tab13.larc.nasa.gov>
Source record: 50178

```
>Does anyone know where I can get source codes to play digitized sounds
>files such as .SPL or .SND? I'd really appreciate it.

Following up....

Does anyone who uses STOS have a routine that will do this?
ST REPLAY came with relocatable assembly code, but I can't seem to get
STOS to run it... all I get is buss error / address error.

Thanx!
--
Signature follows. [Skip now]

-------------------------------------------------------------------------------
Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/
-------------------------------------------------------------------------------
```

341. can 4MB dynamic rams turn a 1MB Atari ST into a 4MB Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-03 16:26:01 UTC
From: cca13@seq1.keele.ac.uk
Message-ID: <656@keele.keele.ac.uk>
Source record: 50181
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I have a 1MB Atari ST which I use at home. At work I read the SUN group mail/news and there it seems folk are upgrading various Sun machines cheaply and quickly to have 4x the memory, often 8MB to 32MB, by plugging in 4MB SIMMS.

I wondered if it is possible to do this on an Atari ST - just remove all the chips and replace them with 4MB ones. Please email me directly as I don't read these groups.

many thanks

gerry
--
gerry pratt -- workstation support -- university of keele
email: gerry@seq1.keele.ac.uk * tel: 0782 621111 x 3290
"these opinions are mine, mine, mine....ALL MINE I TELL YOU!"

342. Re: Does TOS convert CR to CR/LF on printing?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-03 17:28:58 UTC
From: jimh@ultra.com
Message-ID: <1990Oct3.172858.287@ultra.com>
Source record: 50179

Well, I got considerable mail from this, and I guess I didn't
word my original problem very carefully.

Anyway, I have the solution and I'll explain things in a little
more detail now that I have the complete picture (or at least
a sharper image).

Problem #1: I had patched my Desktop.Inf file so that all
double clicks on non-programs would call the 'more.ttp' program
from Moshe Braner. I had done this for so long now that I
forgot about the Desktop Print capability.
Solution #1: The Desktop Print command does indeed print in binary
form and does no conversion on the input files.

Problem #2: I didn't realize that TOS Shells had access to a device
driver called PRN: like IBM DOS. Maybe it's just me, but I don't recall ever
reading about this. Therefore, I was using shell commands like 'lpr'
to do my printing. These drivers were assuming that the files ending
in a single CR were UNIX-like text files and converted them for me
to CR/LF.
Solution #2: Use the equivalent of 'cat file > prn:' in the shell.
This works fine in both gulam and MT C-Shell.
--
Jim Hurley --> jimh@ultra.com ...!ames!ultra!jimh (408) 922-0100
Ultra Network Technologies / 101 Daggett Drive / San Jose CA 95134

343. What do the Bombs mean?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-03 18:46:21 UTC
From: onders@degas.ipl.rpi.edu
Message-ID: <`$R%X?_@rpi.edu>
Source record: 50183

In particular, what do 3 bombs mean? Does anyone have a list of the different bombs? I used to have one but I can not find it now.

Tim Onders
onders@ipl.rpi.edu

344. Supra drive controller

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-03 20:36:53 UTC
From: bill@mwca.UUCP
Message-ID: <1712@mwca.UUCP>
Source record: 50184

I'm using a SupraDrive, probably a fairly early one. I don't see any
evidence of a clock in there - does anyone know if _all_ Supra drive
controllers had clocks, or perhaps mine is pre-clock era?
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

345. Mega ST internal slot

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-03 22:03:49 UTC
From: reynolds@fsg.UUCP
Message-ID: <12322@fsg.UUCP>
Source record: 50188

Is there any documentation available for attaching hardware to
the internal slot in a Mega ST? I believe there is a pin out diagram
in the manual, but I'm looking for timing information and things like
that. Is this sort of information restricted to registered
developers? Does anybody sell prototyping boards, or wire wrap
boards (except I don't think they'd fit) for the Mega ST slot? Has
anyone tried using a ribbon cable to extend the slot outside of the
CPU case? Will this cause noise problems? Thanks in advance.
--
Brian Reynolds | reynolds@fsg.com
Fusion Systems Group | -or-
225 Broadway 35th floor | ...!uunet!fsg!reynolds
New York, NY 10007 | Phone: (212)285-8001

346. no response from Gadgets by Small - what is wrong?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-04 08:56:41 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <907@idcapd.idca.tds.philips.nl>
Source record: 50185
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HELP!!

The last month or so I have been busy trying to reach Gadgets by Small, the makers or Spectre.

Email is never replied upon, an airmail letter apparantly faced the same destiny

As a last resort, I tried sending a fax. And this didn't work either.

Since I hear and experienced myself that Gadgets normally is quick and responsive I wonder what is wrong.

>>>--- Any information appreciated (hope Dave reads this)

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: 055-432372 fax: 055-432103
____

347. Re: What do the Bombs mean?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-04 09:07:51 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Oct4100751@ghiggins.hpl.hp.com>
Source record: 50189

```
Tim Onders writes:
++ In particular, what do 3 bombs mean? Does anyone have a list of the
++ different bombs? I used to have one but I can not find it now.

3 bombs = Address Error.

I s'pose it's time for this to appear again ....

Error description GEM Error code
=======================================
OK (no error).....................0
Fundamental error.................1
Drive not ready...................2
Unknown command...................3
CRC error.........................4
Bad request.......................5
Seek error........................6
Unknown media.....................7
Sector not found..................8
No paper..........................9
Write fault......................10
Read fault.......................11
General error....................12
Write protect....................13
Media change.....................14
Unknown device...................15
Bad sectors on format...........16
Insert other disk................17
Invalid function number.........32
File not found...................33
Path not found...................34
No handles left..................35
Access denied....................36
Invalid handle...................37
Insufficient memory.............39
Invalid memory block address....40
Invalid drive specified.........46
No more files....................49
Range error......................64
Internal error...................65
Invalid program load format.....66

Description 68000 chip # of bombs
=========================================
Reset: Initial PC2...............1
```

```
Bus Error.....................2
Address Error.................3
Illegal Instruction...........4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation...........8
Trace.........................9
Line 1010 Emulator...........10
Line 1111 Emulator...........11
[unassigned, reserved].......12
[unassigned, reserved].......13
Format Error.................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].....16-23
Spurious Interrupt...........24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].....48-63
User Interrupt Vectors......64-255
```

348. Re: What do the Bombs mean?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-04 10:40:30 UTC
From: dac@ukc.ac.uk
Message-ID: <5600@harrier.ukc.ac.uk>
Source record: 50186

In article <`$R%X?_@rpi.edu> onders@degas.ipl.rpi.edu (Timothy E. Onders) writes:
>In particular, what do 3 bombs mean? Does anyone have a list of the
>different bombs? I used to have one but I can not find it now.

This seems to be a regular question so I'm posting this list.

Bombs Meaning Possible cause
2 Bus error Access non-existent memory
3 Address error Word/Long access to an odd address
4 Illegal Instruction Bad opcodes (JMPing into data!)
5 Divide by zero Left as an exercise for the reader :-)
6 CHK Instruction Ditto
7 TRAPV Instruction Ditto
8 Priviledge violation Priviledge instructions in user mode
9 Trace Trace!
10 Line A Trap $Axxx opcode - used be system
11 Line F Trap $Fxxx opcode - used by system
>11 Unassigned/Interrupt/Trap Bad interrupt/trap

On my old ST (1986), addresses up to $3fffff (4Mb) are accepted even if
the memory doesn't actually exist - so you may not get a bus error
even if you're expecting one.

Hope this helps alot of people.

Dave.
--
% cc life.c | David Clear dac@ukc.ac.uk +44 227 764000x7592
% a.out | Local Area Networks, Computing Laboratory,
Segmentation fault (core dumped) | University of Kent, Canterbury, England.
>>> Kernel R0M. His Mission: To rid the world of wobbly ZX-81 16K RAM packs. <<<

349. My own command line interface

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-04 13:40:38 UTC
From: seymour@dgbt.doc.ca
Message-ID: <1990Oct4.134038.23351@dgbt.doc.ca>
Source record: 50187

I am writing my own shell program in Sozobon C. (I want it
to be less than 20 K on my 1040Ste Ram Disk and have the features
I want.)

I can execute another ttp or tos file from this shell
using the Pexec command; however if that ttp program crashes it
also crashes my shell program returning the system back to GEM.
If I run the same ttp program program on another shell (eg Gulam)
it still crashes but it returns back to Gulam so I can see
any of my printouts.

Can anybody tell me what other setup I must do so that I still
return to my shell program in event of a fundamental error in
my new program. Sample C code or the source code of a public domain
shell program would be helpful.

Seymour Shlien

--
Seymour Shlien
The Communications Research Centre 3701 Carling Avenue, Ottawa Ontario CANADA
Internet: seymour@dgbt.doc.ca OR seymour@dgbt.crc.dnd.ca

350. Re: What do the Bombs mean?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-04 15:26:07 UTC
From: dwh@ataritx.uucp
Message-ID: <1990Oct4.152607.3778@ataritx.uucp>
Source record: 50190

In article <`$R%X?_@rpi.edu> onders@degas.ipl.rpi.edu (Timothy E. Onders) writes:
>In particular, what do 3 bombs mean? Does anyone have a list of the
>different bombs?

Bombs occur when the 68000 takes an unexpected exception trap. The
number of bombs is equal to the exception number. The more common
ones:
- 2 bombs is a bus error, usually occurring because you accessed
non-existent memory, often because of using something as a pointer
that wasn't a pointer, or wasn't initialized.
- 3 bombs is an address error, meaning that you accessed a word
or long word operand at an odd address. May have similar causes
to a bus error.
- 4 bombs are an illegal instruction, which probably means your
program took a wild jump an started executing data.
- 11 bombs is an F-line emulator, meaning that your program tried
to execute an instruction starting with the bits "1111...'.
These instructions are reserved for the co-processor (which
doesn't exist in ST's. It probably means your program took
a wild jump into an area of memory that was filled with all
FF's

If you see a large number of bombs, it may indicate that more than
one exception happened.
> Tim Onders

--
Dave Hanna Atari Microsystems Corp
UUCP ...!texsun!letni!ataritx!dwh
...!ames!atari!dhanna

351. Re: What do the Bombs mean?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-04 16:11:41 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <2089@engage.enet.dec.com>
Source record: 50092

In article <`$R%X?_@rpi.edu>, onders@degas.ipl.rpi.edu (Timothy E. Onders) writes...
>In particular, what do 3 bombs mean? Does anyone have a list of the
>different bombs? I used to have one but I can not find it now.

The number of bombs is equivalent to the number of the 68000 exception which occured.

Note that if the ST gets an error while (or just after) it is drawing bombs, it will sometimes draw bombs for the 2nd error as well (on the same "line"). For example if you see 11 bombs it is most likely that two errors occured, for example; 5 bombs followed by 6 bombs.

-< Description of BOMBS >-

This description of ST bombs was originaly posted to the Usenet by Andie Ness. I've added a comment on large numbers of bombs.

Here's a list of what the various numbers of bombs mean...

1 - Impossible. If you get 1 bomb, take your ST to a repair shop.
2 - Bus error. This means you have tried to access memory outside the computer's valid address space (or tried to access a protected area in user mode).
3 - Address error. This usually results from doing a word or long operation on an odd byte boundary.
4 - Illegal instruction. You figure it out.
5 - Divide by 0. Usually generated by the divs and divu instructions, though if I recall correctly some others can cause it as well.
6 - CHK instruction trap. If a chk instruction returns an illegal value, this trap is executed. Chk is actually pretty dumb, in my opinion, unless you're using Pascal.
7 - TRAPV instruction. You get this by executing a trapv instruction when the overflow bit is set. Most programs don't use trapv, so this one shouldn't pop up much.
8 - Privilege violation. This one appears when a supervisor-only instruction is encountered in user mode.
9 - Trace. If you've got the trace bit set, this trap will occur after each instruction. Great for debuggers.
10 - Line-A. You shouldn't get this, as it's the interface Atari uses to get to graphics routines.
11 - Line-F. This is supposed to be a hook for math coprocessors, but Atari (DRI?) used it for GEM instead. I would have preferred a coprocessor.

The others are pretty much undefined; if you get one, something weird is going on. From 32 to 47 bombs mean that you made a trap call whose vector

wasn't set.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

352. Re: What do the Bombs mean?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-05 01:05:49 UTC
From: ekrimen@csuchico.edu
Message-ID: <1990Oct05.010549.29480@ecst.csuchico.edu>
Source record: 50091

```
- Dave Hanna Atari Microsystems Corp
- UUCP ...!texsun!letni!ataritx!dwh
- ...!ames!atari!dhanna

Okay, it's nowhere near April. This is a new one on me. What's
Atari Microsystems Corp.? It's like I'm almost afraid to ask! It's
kinda hard to say, and I'm extremely hesitant, but the NEW <shudder>
Atari Corp.?

--
==========================================================================
Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261
Video Production Major ||| [ THIS SPACE AVAILABLE ]
California State University, Chico / | \ [ LEAVE E-MAIL ]
```

353. Re: GDOS fonts without GDOS, under Laser C

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-05 08:43:37 UTC
From: AlexK@tharr.UUCP
Message-ID: <1066@tharr.UUCP>
Source record: 50096

In article <12287@chaph.usc.edu> jjung@aludra.usc.edu (Robert Jung) writes:
>A while ago, someone posted a short Turbo C program to this group on "how to
>use GDOS fonts without having GDOS loaded". Well, I can't get that program to
>work under Laser C; I suspect Turbo is using some font definition structure
>I don't know about.

I got it working under Lattice C 5, err... some hacking around with the
names so that they were right for Lattice (i.e. like thos used by
everyone else), other than that no particular problems. I think the
font structure is just the normal GDOS font one (sorry I can't check
all this stuff is away in the office :-( )

Alex.

354. Spectre GCR writing at 8 sectors/track.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-05 11:59:22 UTC
From: jackin@vehka.uta.fi
Message-ID: <1624@kielo.uta.fi>
Source record: 50094

Thanks to all who responded my question about Mega 2 --> 4.
I will try it again maybe this weekend.

Now for a weird problem: My diskdrive seems to have some trouble
writing at 8 sectors/track with GCR. It may do so for a long time
and then stop doing it. So far I have fixed it with a blow of my
fist (a few G's a day keeps the errors away :-). Errors are allways
on the first side. To me it looks like a mechanical problem, true ?

I am not sure what type of drive I have. I did try to check it out,
but couldn't find a name on it. (yes, I did open the case)

Has anybody had similar problems ? Do I need to change my DD :-(

Thanks,
Markku

--
Markku M{enp{{
email : jackin@vehka.uta.fi
phone : 358 31 561 575 (in Finland (931) 561 575)

355. Re: no response from Gadgets by Small - what is wrong?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-05 15:44:06 UTC
From: dlm@druwy.ATT.COM
Message-ID: <5044@druwy.ATT.COM>
Source record: 50093
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

in article <907@idcapd.idca.tds.philips.nl>,
wilko@idca.tds.PHILIPS.nl (W.C. Bulte) says:
> The last month or so I have been busy trying to reach Gadgets by Small, the
> makers or Spectre.
> Email is never replied upon, an airmail letter apparantly faced the same destiny
>
> As a last resort, I tried sending a fax. And this didn't work either.

There are several things that have could be causing your problems.
First the system that gadgets is fed from isn't the most reliable in the
world (it's a dying 7300). There have been lots of problems with email
and netnews for the last few months. Gadgets is looking at getting
another feed (probably uunet), but it will be awhile before that happens.

As to the letter and the fax you may have just picked a bad time,
Dave and Sandy were gone for over a week last month (computer show and
a short vacation with the kids). They are back now but are busy getting
ready for the next release (version 3.0) so they may not have answered all
their waiting mail and fax messages yet.

The most reliable way to contact Gadgets is phone (voice or
fax), unfortunately that isn't a cheap option. Next best is GEnie,
in the Gadgets roundtable. Usually you will get a response the same day,
occasionally it may take two or three. Next best is either email to
the well (...!hplabs!well!dsmall or dsmall@well.uucp) or to gadgets
(...!boulder.Colorado.EDU!tcr!gadgets!dsmall). Neither of those is
very reliable, one has machine problems and they both have problems with
replies (I can't always send mail from tcr or gadgets to my work machine,
and I'm SUPPOSED to know what I'm doing ;-).

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

356. Caveats for writing DAs?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-05 16:19:46 UTC
From: chu@acsu.buffalo.edu
Message-ID: <39204@eerie.acsu.Buffalo.EDU>
Source record: 50095

I remember a while back there was a thread about things to be aware of when writing Desk Accessories. Stuff about mallocing, file pointers, what happens to the DA when a program terminates etc. Of course, I wasn't paying too much attention to it at the time and now I need the information.

So, can someone out there please email me that material and any other "do's and don'ts" of Desk Accessory writing?

Thanks.

john
chu@autarch.acsu.buffalo.edu

357. Re: Caveats for writing DAs?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-05 17:54:29 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Oct5.175429.3070@murdoch.acc.Virginia.EDU>
Source record: 50097

In article <39204@eerie.acsu.Buffalo.EDU> chu@acsu.buffalo.edu (john c chu) writes:
>I remember a while back there was a thread about things to be aware of
>when writing Desk Accessories. Stuff about mallocing, file pointers,
>what happens to the DA when a program terminates etc. Of course, I
>wasn't paying too much attention to it at the time and now I need the
>information.

I think the easiest summary is "don't keep any operating system
resources tied up when you call evnt_multi". That means no mallocing
and no open files.

Then the only exception is that you can malloc memory right when you
start up, before you call evnt_multi for the first time. [In that case
the memory becomes owned by the desktop, which never exits, so the
memory never gets deallocated.]

Of course, if you're running RTX or Mint, you can do more. Then you
can arrange for another process to allocate memory or leave files
open.

--
"Restraint, hell. I'm just too fucking busy." -- Bill Wisner

358. Re: Spectre GCR writing at 8 sectors/track.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-05 20:15:53 UTC
From: mjv@brownvm.brown.edu
Message-ID: <52288@brunix.UUCP>
Source record: 50098

In article <1624@kielo.uta.fi> jackin@vehka.uta.fi (Markku M{enp{{) writes:
> Now for a weird problem: My diskdrive seems to have some trouble
> writing at 8 sectors/track with GCR.
[stuff]
> Has anybody had similar problems ? Do I need to change my DD :-(

Yup, me too. Supposedly, this is not that an uncommon problem for
some Mega2s. Their internal drives just don't seem to work. This problem
is that there is too much electical noise inside the computer that it
is drowning out the GCR info. Dave's solution is to wrap the cables and
the drive in some sort of shielding material and ground it. This doesn't
work for me :-(But I do have an external that, although it is really
loud, works like a charm :-)

Marshall

--mjv@brownvm.brown.edu

359. Re: Re: Caveats for writing DAs?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-06 07:00:08 UTC
From: steve@thelake.mn.org
Message-ID: <A268703046@thelake.mn.org>
Source record: 50100

```
[In article <1990Oct5.175429.3070@murdoch.acc.Virginia.EDU>,
gl8f@astsun9.astro.Virginia.EDU (Greg Lindahl) writes ... ]

> In article <39204@eerie.acsu.Buffalo.EDU> chu@acsu.buffalo.edu (john c chu) writes:
>>I remember a while back there was a thread about things to be aware of
>>when writing Desk Accessories. Stuff about mallocing, file pointers,
>>what happens to the DA when a program terminates etc. Of course, I
>>wasn't paying too much attention to it at the time and now I need the
>>information.
>
> I think the easiest summary is "don't keep any operating system
> resources tied up when you call evnt_multi". That means no mallocing
> and no open files.

I'm the one who raised this question a couple of months ago.

I've mailed off to comp.binaries.atari.st a completed desk accessory
for filtering MicroEMACS files into a format suitable for PageStream.
It should show up on the net Real Soon Now.

Because of the limitations on calling Malloc(), I wound up simply
tossing out the idea of vacuuming a whole file into memory before
massaging the data.

I thought I'd just use fgets() and fputs() ... but you can't do that,
either, at least not with Sozobon C, because dLibs has dynamic memory
allocation buried deep in the buffered i/o routines.

I didn't feel up to rewriting the whole buffered i/o library, so I made
do with two routines (see below) that make direct GEMdos calls. The
reading routine is horribly slow, but that doesn't seem to be a practical
problem in the DA I wrote.

The functions follow. PPerhaps someone else will find them useful.

#include <osbind.h>

/*
* Function: fhgets
* Input: Pointer to data buffer, limit on the length of the buffer,
* and a vald open GEMDOS file handle.
* Output: Fills in the data buffer if possible. Returns a pointer to
* the buffer, or NULL if end of file has been reached.
* Description: fhgets is like fgets, but it works (s-l-o-w-l-y!) from
* GEMDOS file handles. We have to write this because dLibs has
* memory allocation deeply rooted in the stdio package, and
* we want this program to run as a DA, which must not
```

```
* hold mallocked memory.
*/
char *fhgets(data,limit,fd)
char *data;
register int limit;
int fd;
{
register char *p = data;
char c[1];
register int bytes_read;

while(--limit > 0)
{
if ((bytes_read = Fread(fd,1L,c)) < 1)
break;
if ((*p++ = c[0]) == '\n')
break;
}
*p = '\0';
return((bytes_read <= 0 && p == data) ? NULL : data); /* NULL == EOF */
}

/*
* Function: fdputs.
* Input: pointer to a null-terminated array of char, and a valid open GEMDOS
* file handle.
* Output: Sends the string to the file and returns the number of bytes written.
* Description: Works like fputs. A newline is not appended.
*
*/
int
fhputs(s, fh)
char *s; int fh;
{
return (Fwrite(fh,(long)strlen(s),s));
}

--
Steve Yelvington up at the lake in Minnesota
Internet: steve@thelake.mn.org
UUCP: {plains,rutgers,apple,cray}!umn-cs!thelake!steve
```

360. Connor SCSI drives and BMS Host Adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-06 13:22:29 UTC
From: schuster@cup.portal.com
Message-ID: <34584@cup.portal.com>
Source record: 50099

Is there a trick to using Connor SCSI drives on the Atari? A friend has the original Berkeley Microsystems ACST-to-SCSI host adaptor. He has used it directly with several SCSI drives, and with ST-506 drives using an Adaptec controller. But all attempts to connect several Connor SCSI drives have failed ... formatting software consistently says the SCSI device does not exist. What's the problem?

361. 5 1/4" drives

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-07 05:45:40 UTC
From: a1076@mindlink.UUCP
Message-ID: <3443@mindlink.UUCP>
Source record: 50101

hi all,
can any one tell me how to connect up a teac BD55R 5 1/4" floppy drive
to my atari st for use with pcditto.I especially need to know what jumpers to
set and if any pull down resisters need removing or adding.I have the cable
connected up right but when ever i try reading or writing to the drive i get
the error message 'drive b not responding or someother message,i've noticed
that the drive light comes on but that the heads don't seem to move.Hope
someone can help me.
my cable is connected as follows:-

atari 51/4"
4 8
5 10
6 12
8 16
9 18
10 20
11 22
12 24
13 26
14 28
1 30
2 32
3 19
7 27
--
--\
ROBERT BELL VANCOUVER B.C
BENNDORF-VERSTER CANADA.
PHOTOCOPIER TECHNICIAN
--/

362. Re: What do the Bombs mean?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-08 01:56:39 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Oct8025639@troll.cs.tu-berlin.de>
Source record: 50102

Hello.

Can anyone explain me why more bombs should indicate several traps
in a row? As far as I understand the drawing-routine, it always
starts from the left, thus painting the bombs one over another.

One thing I know for sure is, that running RTX-programs w/o having
the RTX-Kernel installed yield a row-full of bombs (40). I think
Signum! uses the same vektor.

Greetings,
RIPLEY
--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

363. The program's name and path - how can I get them?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-08 10:03:46 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1990Oct8.110346@heike.informatik.uni-dortmund.de>
Source record: 50103

Due to public demand I would like to integrate a functionality into Arcgsh (you know - the GEM shell for Arc, Zoo, LHarc etc.) that allows you to doubleclick on e. g. FOO.ZOO which causes Arcgsh to be executed and immediately showing the Zoo parameter dialog box with FOO.ZOO already filled in as the archive name.

However, what I need to know is the complete path of the executing program. This is neccessary to read (resp. write) the configuration file which is in the same directory as the program itself. I played around a bit (using TOS 1.4) with shel_read() and shel_find(), but I am not satisfied with the results:

- Shel_read() works reliably only when the program is called from the desktop. When it is called from a shell it may return the name of that shell.

- Shel_find() needs to know the program's name in order to find out its path. It works alright if I hardcode the program's name, like
strcpy (buffer, "ARCGSH.PRG");
shel_find (buffer);
but will fail if the program is renamed.

Another observation is that loading the resource file always worked with rsrc_load ("ARCGSH.RSC").

Does someone have a general solution? It would be sufficient to get only the directory where the program is located - without knowing the program's name. Even better would be a possibility to retrieve the program's name also, and the best would be if this could be done without GEM functions. And yes, of course only legal solutions are useful.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
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D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

364. Floppy serial number

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-08 11:04:28 UTC
From: entropy@mole.ai.mit.edu
Message-ID: <ENTROPY.90Oct8070428@mole.ai.mit.edu>
Source record: 50104

Where in the boot sector is the floppy serial number located?

Does it have a special format or is it just a random number?

Thanks,
nick

--
| | | ncastellano@{eagle.wesleyan.edu, wesleyan.bitnet}
| | | entropy@ai.mit.edu
/ | \ Sinkhole!dEADHEAd[@mast.citadel.moundst.mn.org] (call 203-873-8518)
/ | \ snikt!entropy

365. Re: The program's name and path - how can I get them?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-08 13:51:23 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7319.27104c1c@uwovax.uwo.ca>
Source record: 50106

> Does someone have a general solution? It would be sufficient to get only
> the directory where the program is located - without knowing the program's
> name. Even better would be a possibility to retrieve the program's name
> also, and the best would be if this could be done without GEM functions.
> And yes, of course only legal solutions are useful.
>

I don't think there is a legal solution that always works (and the illegal ones involving looking for variables in the parent's basepage certainly break under multitasking systems, and probably on the TT as well). However, a combination of legal solutions may work most of the time:

What I usually do is look at argv[0] in main(); gcc, MWC, and many other compilers will fill this in with the program name if run from a shell that supports the Atari ARGV= extended argument passing scheme. Note: some shells will put only the program name (e.g. "arcgsh") in argv[0]; if so, then you'll have to search the directories given in the PATH variable to find the complete program.

If argv[0] is invalid (see below), then the best bet may be to look for a PATH environment variable and search along it for your configuration file, and/or use shel_find or shel_read. Almost all shells will set PATH, so if no PATH is found and an invalid argv[0] is present then the program was probably run from the desktop, and so the shel_* functions ought to work.

The ANSI standard says that argv[0] should be an empty string if the program name is not available; the new gcc library does this. The old (1.27) gcc library used to put "a.prg" in argv[0] by default, and some compilers may put "a.out" there.

--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

366. Re: The program's name and path - how can I get them?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-08 14:49:07 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Oct8.144907.12697@doe.utoronto.ca>
Source record: 50107

THIS INFORMATION IS IMPORTANT ENOUGH THAT I AM POSTING IT INSTEAD
OF REPLYING PERSONALLY.

In article <1990Oct8.085411@heike.informatik.uni-dortmund.de>
klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
>
>However, what I need to know is the complete path of the executing program.
>This is neccessary to read (resp. write) the configuration file which is in
>the same directory as the program itself.

[Stuff omitted]

>Does someone have a general solution? It would be sufficient to get only
>the directory where the program is located - without knowing the program's
>name. Even better would be a possibility to retrieve the program's name
>also, and the best would be if this could be done without GEM functions.
>And yes, of course only legal solutions are useful.

DO NOT (repeat) DO NOT use the horrible hack introduced in the dlibs
startup code. It dies completely under RTX, and MiNT takes precautions
to make sure that it does not work. There is _no_ legal way that I know
of that you will always be able to do this. You can check to see if
the program was started from a shell which supports the ARGV= protocol,
but that's about it.

David Megginson
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

367. ZOO.ARC - Help

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-08 15:30:01 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <805.27103909@sleepy.bmd.trw.com>
Source record: 50108

HELP! I got zoo.ttp from the umich archive (thanks) but have been unable to get it to unarc a program. I used binary mode to ftp it without any problem. I then unarc'd it (with arc.ttp that i ftp'd during the same session) and got the six or so files. The command I input was "zoo x passm.z". Zoo's response was a couple lines showing the correct commands. I couldn't get "zoo h" to show me anything different. With it showing me potential command inputs I assume the program is capable of running, but isn't getting the right input from me. The instructions (yes I read them :^)) didn't give me a clue as to what is wrong.
thanks in advance

Jim Harres jharres@doc.bmd.trw.com

368. More on DA's

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-08 17:08:49 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1990Oct8.170849.14843@zip.eecs.umich.edu>
Source record: 50109

With the recent discussion about DA's not being able to use system resources before going back into an event_multi, I thought I had my problems beat. I was opening files and then calling event_multi in my DA and the system was locking up. So I decided to change the way I do this and close the files before I went back to the event_multi, well, this still locked up the system.

Basically all I am doing is trying to open a dialog, get interaction, and then do something in a file, close the file, close the dialog box, then exit the DA and wait for another AC_OPEN.

Should this work?

Richard Hall
University of Michigan

369. STe DMA sound playing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-08 18:26:54 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Oct8.182654.25278@wam.umd.edu>
Source record: 50110

Could the individual(s) who collected documentation on STe DMA sound playing please send it to me (or point me to it)? I'd like to get my sample playing utilities (beep, click, play, etc.) working with STe DMA sound.

Also, I'll need beta-testers since I don't have an STe (!). Any volunteers? (C'mon, you KNOW you want to be the first on the block to have a real live 8-bit digital keyclick!)

Thanks!

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

370. Re: Connor SCSI drives and BMS Host Adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-08 20:37:15 UTC
From: hojo@cbnewsl.att.com
Message-ID: <1990Oct8.203715.11867@cbnewsl.att.com>
Source record: 50105

In article <34584@cup.portal.com>, schuster@cup.portal.com (Michael Alan Schuster) writes:
> Is there a trick to using Connor SCSI drives on the Atari? A friend
> has the original Berkeley Microsystems ACST-to-SCSI host adaptor.
> He has used it directly with several SCSI drives, and with ST-506
> drives using an Adaptec controller. But all attempts to connect
> several Connor SCSI drives have failed ... formatting software
> consistently says the SCSI device does not exist. What's the problem?

You have a BMS-100 controller. its Great, but not perfect.
Likely you will need the BMS-200 (a $75 upgrade). Give them a call;
they are very knowlegable, and probably know just what is happening
with your Conner drive.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

371. 5 1/4" drives

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-09 02:47:06 UTC
From: a1076@mindlink.UUCP
Message-ID: <3468@mindlink.UUCP>
Source record: 50111

can anyone tell me how to connect a teac FD-55BR-578-U 5 1/4" floppy drive to my ST.I've got the cable set up right,but what i need to know is what resisters if any,need to be removed or replaced and what links have to be set.At the moment the drive light comes on but the head remains still and i get various error messages.

--

Robert Bell uunet!van_bc!rsoft!mindlink!a1076
Benndorf-Verster a1076@mindlink.uucp
Vancouver Canada voice 604-853-5870
---

372. Re: ZOO.ARC - Help

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-09 09:21:35 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Oct9.092135.1@simvax.labmed.umn.edu>
Source record: 50118

In article <805.27103909@sleepy.bmd.trw.com>, jharres@sleepy.bmd.trw.com writes:
> session) and got the six or so files. The command I input was
> "zoo x passm.z". Zoo's response was a couple lines showing the correct
> commands. I couldn't get "zoo h" to show me anything different. With it

Which command-line interpreter are you using? Some of them, such as PCOMMAND,
convert all text into uppercase. Zoo expects many of its options in lowercase.

You can use the basic functions of Zoo with CLI's such as PCOMMAND thusly:

Zoo -list <zoofile>
zoo -extract <zoofile>
zoo -print <zoofile> file-to-read

If you are using Gulam, you shouldn't have the above problem.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

373. Re: The program's name and path - how can I get them?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-09 12:04:55 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <897@ehviea.ine.philips.nl>
Source record: 50117

In article <1990Oct8.144907.12697@doe.utoronto.ca> david@doe.utoronto.ca (David Megginson) writes:
|In article <1990Oct8.085411@heike.informatik.uni-dortmund.de> klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
|>
|>However, what I need to know is the complete path of the executing program.
|>This is neccessary to read (resp. write) the configuration file which is in
|>the same directory as the program itself.
|
| There is _no_ legal way that I know
|of that you will always be able to do this. You can check to see if
|the program was started from a shell which supports the ARGV= protocol,
|but that's about it.

Well, there _is_ a legal way that I know of, but you may not like the implications. Just write a TSR that traps Pexec calls and saves the filename in a private buffer before letting GEMDOS take over. By some communication with the TSR (various ways to do this) the newly started program can find out its real name.

Some potential problems (and solutions) with this scheme:
a) In case of a relative pathname the TSR must prepend the current directory in the private buffer. Piece of cake.
b) the application must check for the TSR to be present, and if it is not, (perhaps install it and) exit with an error message to do a retry. Not so big a problem, since the user will probably put the TSR in his AUTO folder if he needs it frequently.
c) In case of a multiTOSking environment, there is a potential race condition between the new program getting its full path and another program being Pexec'ed at the same time (overwriting the static buffer). If you want to solve this, you'll probably need multiple name slots.
d) With Pexec(4,...) (go) you don't supply a name, so you can either take the easy way out by aborting the program, saying you don't support preloading, or keep the name supplied by Pexec(3,...) (load) together with the basepage address - this might imply maintaining a list.
e) If the executing program is not a disk file, it will not even have a complete path (take the Desktop for example). This is really not a problem for most application programs.

Leo.

374. Zubair Z-Ram

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-09 12:47:26 UTC
From: rost@aqua.dec.com
Message-ID: <3107@ryn.esg.dec.com>
Source record: 50119

Hello!

I was wondering if anyone would care to comment on the Zubair Z-RAM memory upgrades for the ST. In particular, I have a 520STFM and would like to upgrade to at least 1 meg, but having 2.5M for under $300 is tempting. Also, it appears from the ads that it is a "solderless" instal, is there any difficulty in replacing the clips with hard solder connections?

Brian Rost @aqua.dec.com

508-467-6289

****
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
****

375. Atari Microsystems Corp.(Was Re: What do the Bombs mean?)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-09 15:06:42 UTC
From: dwh@ataritx.uucp
Message-ID: <1990Oct9.150642.2747@ataritx.uucp>
Source record: 50112

In article <1990Oct05.010549.29480@ecst.csuchico.edu> ekrimen@cscihp.UUCP (Ed Krimen) writes:
|- Dave Hanna Atari Microsystems Corp
|- UUCP ...!texsun!letni!ataritx!dwh
|- ...!ames!atari!dhanna
|
|Okay, it's nowhere near April. This is a new one on me. What's
|Atari Microsystems Corp.? It's like I'm almost afraid to ask! It's
|kinda hard to say, and I'm extremely hesitant, but the NEW <shudder>
|Atari Corp.?
No, no major changes. Atari Microsystems Corp. is just an
R&D subsidiary of Atari. We have responsibility for hardware design
of new 68xxx family systems.

>Ed Krimen - ekrimen@csuchico.edu - ||| SysOp, Fuji BBS 916-894-1261

--
Dave Hanna Atari Microsystems Corp
UUCP ...!texsun!letni!ataritx!dwh
...!ames!atari!dhanna

376. Re: ZOO.ARC - Help

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-09 17:01:40 UTC
From: bill@mwca.UUCP
Message-ID: <1722@mwca.UUCP>
Source record: 50113

In article <805.27103909@sleepy.bmd.trw.com> jharres@sleepy.bmd.trw.com writes:
>HELP! I got zoo.ttp from the umich archive (thanks) but have been unable
>to get it to unarc a program...
>The command I input was
> "zoo x passm.z".
^
|
Looks like you're trying to use zoo on a Unix 'compress' file - zoo files
will end in .zoo, compressed files in .Z. You should either uncompress it
on your Unix system or get the compress utility from atari.archive/panarthea
and do it on your ST.

>Jim Harres jharres@doc.bmd.trw.com

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

377. Re: ZOO.ARC - Help

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-09 18:12:15 UTC
From: mwjester@wsuiar.uucp
Message-ID: <373.2711ccaf@wsuiar.uucp>
Source record: 50114

In article <805.27103909@sleepy.bmd.trw.com>, jharres@sleepy.bmd.trw.com writes:
> HELP! I got zoo.ttp from the umich archive (thanks) but have been unable
> to get it to unarc a program. I used binary mode to ftp it without any
> problem. I then unarc'd it (with arc.ttp that i ftp'd during the same
> session) and got the six or so files. The command I input was
> "zoo x passm.z". Zoo's response was a couple lines showing the correct
> commands. I couldn't get "zoo h" to show me anything different. With it
> showing me potential command inputs I assume the program is capable of running,
> but isn't getting the right input from me. The instructions (yes I read them
> :^)) didn't give me a clue as to what is wrong.
> thanks in advance
>
> Jim Harres jharres@doc.bmd.trw.com

Zoo is case-sensitive. Because the desktop puts everything into uppercase
before passing it on, zoo is barfing on what it considers bad input. The
temporary workaround is to use the "novice" commands, which can be accessed
by using a minus sign before the command, e.g.

-list whatsit.zoo

will list all the files included in whatsit.zoo. Extractions can be done
with the -extract command.

The better approach is to get hold of a shell (like gulam) which doesn't
mangle the case of the arguments it passes. If it can do wild card
expansion, so much the better.

Now for a question of my own: Is there a command to zoo that will cause
it to archive the contents of a subdirectory, including any subdirectories
of that subdirectory, and their contents, in a recursive fashion? I've
already RTFM, but either I was extremely dense that day or it's not there.

Max J.

378. Using 5 1/4" Disk Drives (Summary)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-09 23:29:49 UTC
From: crichmon@digi.lonestar.org
Message-ID: <1094@digi.lonestar.org>
Source record: 50115

I got the following responses concerning where to get a
5 1/4" disk drive to use with an Atari ST and read the IBM
360 k format disks:

- -

I was told that not all 5 1/4" drives will work. (No mention
of why or what type of drives will not work.)

- -

Regardless of which 5 1/4" drive you use, the track to track
stepper rate must be reduced to 6 milliseconds. There is a PD
program to do this; also, most 5 1/4" drives designed for the
Atari ST come with this type of program. It works by poking
the stepper rate into memory. On TOS 1.4, there is an xbios
call that does this instead. (This is a more stable solution
and less likely to change in the future TOS releases.)

- -

E. Arthur Brown [at (612) 762-8847] sells a special cable
and software to lower the steppper rate to 6 milliseconds.
The cost is $39.95, and presumably it can be used with an
external drive designed for use with an IBM PC.

- -

One person told me that Indus made a GT-1000 model 5 1/4" drive.
It has a track indicator and a write protect button. He said
it worked great with his ST, but it would have trouble working
with an STE. A local dealership told me that Indus was out of
business.

- -

Another person suggested that I take an IBM 5 1/4" drive and
swap the circuit cards with an Atari ST 3 1/2" external drive.
He claimed that would require unhooking and reconnecting a
ribbon cable only. Of course, the stepper rate must again be
set to 6 milliseconds.

- -

A local dealer sells a drive made by a company called IB.
It is the model 909 and retails for $225 with power supply.
Another local dealer said that he built up his own 5 1/4"
drives for the Atari ST with power supply for about $200.

Check your local dealer; your mileage will vary.

- -

Someone from Atari in California suggested that I look for a drive made by Atari called the model PCF-554. Another local dealer told me that these were made for Federated to sell with the Atari ST's and PC's. If you can find one, it should work okay with the 6 millisecond track to track setting. Since Federated is defunked, probably you won't find one.

- -

Charles Richmond crichmon@digi.lonestar.org

379. Hard Disk Formatting Software and Info

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-09 23:36:22 UTC
From: crichmon@digi.lonestar.org
Message-ID: <1095@digi.lonestar.org>
Source record: 50116

Can anyone tell me where I can get some hard disk formatting utilities? (I have no anonymous FTP access to the NET.)

I plan to replace the 20 meg drive in my Atari hard disk with an 80 meg drive. I will need different formatting software to format and segment it properly.

Can anyone give me some references to books or magazines that describe how the hard disk is formatted and segmented for the Atari ST? It would be even better if you could send me some of this information directly. (I seem to vaguely recall that David Small had an article on the way the ST formats hard disks in one of the ST magazines--can you tell me which it is?)

Thanks in advance for all your kind help.

Charles Richmond crichmon@digi.lonestar.org

380. A Mac Emulation question....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-10 00:36:02 UTC
From: mh4x+@andrew.cmu.edu
Message-ID: <Eb4anm_00WAxAF6kYh@andrew.cmu.edu>
Source record: 50121

Hello netters......

I have been out of the ST world for a while and have a few questions about the current state of Mac emulation:

First: What products are currently available and where can one get information on them?

Secondly: What kinds of ST system setup are we talking about to inable one to use these things?

Finally: (and most importantly for the applications I am looking for) Do any of these emulations include support for the AppleTalk system (Broadcasts, etc.)?

Please respond either to me directly or to the net as I read both on a daily basis.

Thanks in advance,

Mark Hamill
mh4x@andrew.cmu.edu

381. PC Mouse to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-10 07:29:45 UTC
From: csasaki@jarthur.Claremont.EDU
Message-ID: <8988@jarthur.Claremont.EDU>
Source record: 50120

A while back I saw a text file that described how to connect a PC type mouse to the ST. I didn't think much of it, then, but now I'm interested in trying this with a MousePen. (A mouse built into a pen shaped housing). I could go through and find the pin outs somewhere deep within my school's documentation but I'd rather not if someone could send me the textfile. I have not been able to find this on the various ftp sites that I know of, or Panarthea. Thank you for your help....

---
csasaki@jarthur.claremont.edu

382. Using ZOO to backup and restore/create relative subdirectories

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-10 14:36:38 UTC
From: steve@thelake.mn.org
Message-ID: <A1284707658@thelake.mn.org>
Source record: 50125
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There have been a couple of (unanswered, I think) questions lately about how to use zoo.ttp to automatically archive subdirectories and to automatically create subdirectories relative to the current directory when unpacking files.

There are two so-called "novice" commands to do this. They are not explained in the helpscreen that appears when you run "zoo h".

The commands are:

zoo -backup file.zoo *.*
This packs everything in the current directory and all relative subdirectories, preserving the (relative) path information.
^^^

383. Re: A Mac Emulation question....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-10 20:30:19 UTC
From: mjv@brownvm.brown.edu
Message-ID: <52735@brunix.UUCP>
Source record: 50123

In article <Eb4anm_00WAxAF6kYh@andrew.cmu.edu> mh4x+@andrew.cmu.edu (Mark Edward Hamill) writes:
> I have been out of the ST world for a while and have a few questions
> about the current state of Mac emulation:

Welcome back!

> First: What products are currently available and where can one get
> information on them?

The best and only is Spectre GCR from Gadgets By Small. It uses 128K Mac roms to emulate a Plus and is able to read normall 400k/800k Mac disks right in your normal Atari drives, no modifications!

> Secondly: What kinds of ST system setup are we talking about to inable
> one to use these things?

Minimum of a 1 meg system (ie. 1040STe). But for serious work with Adobe Type Manager and other things you'll want 2.5 - 4 megs.

> Finally: (and most importantly for the applications I am looking for) Do
> any of these emulations include support for the AppleTalk system
> (Broadcasts, etc.)?

Yes, David Small is finishing the work on a AppleTalk board for the MegaSTs. This will allow you to use AppleTalk from within Spectre. The board will also include the right hardware to allow the use of Mac midi programs. Finally, the board will have a SCSI port to allow you to hook up Mac SCSI devices such as scanners, cd-roms, and hard disks.

(Which brings me to a side thought. Would this mean that with the right software on the ST side, we could hook up those nice scanners and other goodies and now have lots of peripherals for the ST??)

> Thanks in advance,
>
> Mark Hamill
> mh4x@andrew.cmu.edu

No problem. If you have any more questions just reply or e-mail!

Take care,
Marshall

--mjv@brownvm.brown.edu

384. Re: Zubair Z-Ram

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-10 22:13:14 UTC
From: mwjester@wsuiar.uucp
Message-ID: <377.271356aa@wsuiar.uucp>
Source record: 50122

In article <3107@ryn.esg.dec.com>, rost@aqua.dec.com (BRost) writes:
> Hello!
>
> I was wondering if anyone would care to comment on the Zubair Z-RAM memory
> upgrades for the ST. In particular, I have a 520STFM and would like to upgrade
> to at least 1 meg, but having 2.5M for under $300 is tempting. Also, it
> appears from the ads that it is a "solderless" instal, is there any difficulty
> in replacing the clips with hard solder connections?

I just installed a Z-RAM upgrade in my 1040ST. Installation was extremely easy - pull the video shifter chip, plug in the ZRAM board, plug the chip into the ZRAM, and plug the connector at the end of the ribbon cable into the Atari MMU. I bought the unpopulated board from E. Arthur Brown for $115, and the chips from Microprocessors Unlimited for $208 (32 of them).

One of the nice things about the ZRAM upgrade is that the same board will work with any ST, as the MMU connection is on a cable. The Tech Specialists upgrade (one of which I have installed in a 520ST) has the MMU connector on the main board, and the shifter connection on a cable, so it is highly dependent on motherboard layout.

Downside: the RF shield (that big piece of sheet metal) will not fit over the ZRAM board, so you either have to do without or cut out a piece with tinsnips. No big deal, but you are no longer class B, and you can't run the ST at home legally (FCC class B deals with residential environments).

Overall, I *love* it.

BTW, the design does *not* lend itself to soldering - this is pretty much true of anything connecting to the MMU, I think.

Hope this helps!

Max J.

385. ftpeeing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-11 01:01:23 UTC
From: bbs@bluemoon.UUCP
Message-ID: <1cRuq1w163w@bluemoon.UUCP>
Source record: 50129

Hi all!

I just recently got an account on a VAX at Ohio State and there I got a taste of FTP. The idea is really cool <and fast!>, but I got problems anyhow. The basic problem is with getting the files ftpeed to my VAX account to my ST.

Here's why: My account doesn't have the 'privilege' of calling in to the vax from my house and the VAXstation doesn't support the ms-dos (ST compatible) format.

Here are a few solutions I tried:

--> There's a utility called pcdisk available from DCL Command which writes in messy-dos format, but High Density only (unreadable by ST--I tried it).

-->> There's a facility somewhere at Ohio State which does the transfer onto a floppy from one's account in messy dos format, but they probably got 1.2 or 1.44 meg drives too.

-->>> Sysop of Bluemoon.uucp offered to help (greatly appreciated effort), by rendering his 1.2 or 1.44 meg drive so that I could transfer files written in hd format to my ST over the modem.

The last two solutions are OK, except that I don't wanna be running around with disks like a crazy hacker all the time.

Has anybody got any other suggestions? How do you take care of your FTP?

Archbold
osu-cis!n8emr!bluemoon!archbold

Disclaimer: I haven't seen Veronica lately!

386. Re: Cross Compiling

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-11 05:04:00 UTC
From: AAron@image.soe.clarkson.edu
Message-ID: <9010110504.AA13420@image.soe.clarkson.edu>
Source record: 50124

Subject: Re: gcc & cross compiling (another request)
From: AAron@image.soe.clarkson.edu (AAron nAAs)
Newsgroups: comp.sys.atari.st.tech
References: <306@casbah.acns.nwu.edu>
Distribution: world

From article <306@casbah.acns.nwu.edu>, by nims@casbah.acns.nwu.edu (Christopher Nims):
> I'm interested in compiling some programs on a SparcstationSLC to be run on
> my ST. Can anyone point me in the right direction for setting up the
> SLC to do cross compilations for the ST?

(I am glad that cross compiling is a question that came up...)

I would like to compile code for my STe on our Gould.

Will someone who has had success in this area (knowing where to get & setup
a GNU C compiler) please post the information? Or at least email me!!?

AAron nAAs
AAron@sun.soe.clarkson.edu

387. Re: ftpeeing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-11 09:49:02 UTC
From: iho@cac.washington.edu
Message-ID: <9000@milton.u.washington.edu>
Source record: 50130

In article <1cRuq1w163w@bluemoon.UUCP> bbs@bluemoon.UUCP (BBS login) writes:
>
>-->> There's a facility somewhere at Ohio State which does the transfer
>onto a floppy from one's account in messy dos format, but they probably
>got 1.2 or 1.44 meg drives too.
>
You should have no trouble reading/writing/formatting 720 K diskettes on
a 1.44 MB drive. The same is not true of 360 K diskettes and 1.2 MB drives.
The difference between a 720 K diskette and a 1.44 MB diskette is only
the sectors per track. The differences between a 360 K disk and a 1.2 MB disk
are a bit more drastic. The most important one is that the tracks on a 1.2 MB
disk are only half the width of those on the 360 K disk. You can usually
get interchangeability between 360 K drives and 1.2 MB drives, but you can't
depend on it.

il
--
a clever .sig file

388. Fixes to Sozobon JAS (btst instruction).

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-11 14:26:57 UTC
From: rfpfeile@watcgl.waterloo.edu
Message-ID: <1990Oct11.142657.26505@watcgl.waterloo.edu>
Source record: 50126

Sorry, but I seem to have misplaced the list of fixes to the jas assembler for Sozobon C that correct a problem with the btst (??) instruction translation..

It was only five lines or something, but I can't find it.

Anyone there give me a hand?

Ron

389. More on STe DMA sound (A question for folks at Atari)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-11 16:31:25 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Oct11.163125.9299@wam.umd.edu>
Source record: 50127

Many people have sent hints on playing sound through the STe's DMA sound mechanism. (Thanks everyone!)

One problem that has been pointed out to me is that only four playback rates are available: 50kHz, 25kHz, 12.5kHz, and 6.25kHz. Since these are nonstandard rates (with respect to CD's and DAT's at least), the DMA sound mechanism alone seems severely handicapped.

I have never found any samples that were recorded at these rates, and although it would be straightforward (but nontrivial) to convert exisiting samples to these rates, this sure seems like a lot of trouble to go to when we've already got 100's of megs of 11kHz and 8kHz samples floating around.

Question: Does anyone know if it's possible to use the STe DAC chip directly? In other words, is there a way I can just bypass the DMA stuff and use MFP Timer A to control sample playing (as with normal ST's)? It would be nice to have 8 bits of resolution instead of 5; the sound quality should be superior using the STe DAC than using the cheezy sound chip in standard ST's. (The Hippo digitizer is one I already support, and it sounds quite a bit better than the ST's PSG chip.) I relize that using Timer A will eat up the CPU, but I see no way around it.

Could someone at Atari please comment on this? The documentation I have on the STe's sound is vauge when it comes to poking the DAC directly. Is there a register I can just stuff samples into? (I.e., Can I just update the volume register(s) directly without turning on the DMA?)

Thanks in advance.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

390. ST digitized sound

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-11 18:45:41 UTC
From: rossj@cognos.UUCP
Message-ID: <8918@cognos.UUCP>
Source record: 50128

Can anyone give me some pointers to a sample playback routine for the ST? All I want to do is play back a sample I have in memory. This is purely for testing some software I'm writing for school, so it doesn't need to have any bells and whistles...

--
Ross Judson ++ uunet!mitel!cunews!cognos!rossj + hunger is the fuel of greed
Cognos Inc. ++ rossj@cognos.uucp + enough is less than you need

391. More on Laser 2.1 vs MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-12 09:18:25 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Oct12101825@zappa.FtCollins.NCR.com>
Source record: 50131

I've moved discussion of this topic to ...st.tech since it's getting more technical than general interest.

The following is a reply to my query about Laser C's incompatibility with MiNT. Sam Streeper writes:

From: Sam_Streeper@NeXT.COM
To: Kent.Dalton@FtCollins.NCR.com
Subject: Re: Laser C V2.1 vs MiNT??
Newsgroups: comp.sys.atari.st
In-Reply-To: <KENTD.90Oct9111745@zappa.FtCollins.NCR.com>
References: <KENTD.90Oct7182718@zappa.FtCollins.NCR.com>
<1990Oct8.144159.12610@doe.utoronto.ca>
Organization: NeXT, Inc.

>When in debug mode, MiNT shows Laser Programs malloc'ing 8K (presumably
>stack), it then tries to grab some more mem and gets a message to the
>effect of: get_region, no region is big enough or some such.

From this description, I know exactly what the problem is. The laser init code can start both programs and desk accessories. It tests something undocumented to determine which it is starting. If it is starting a program, it gives back all the memory except what it needs for a stack (using Mfree()). If it is starting a desk accessory, it mallocs a stack, but has no need to free any memory, since accessories are already "shrunk to fit" The init thinks the program is an accessory, so it is a big memory pig and all subsequent mallocs will fail.

I don't consider this a Laser bug, because all versions of TOS set this up correctly, and lots of people use this trick to get their gem applications to work as both programs and DA's. With this being the case, MiNT should really start apps with the same setup as TOS. I had to patch the original MichTron juggler to get it to correctly start Laser (and other dual purpose) programs.

If you write back, I'll check what it is that Laser init checks when I get home. Feel free to post this information; I don't really know how to do News posting...

-sam

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* Fort Collins, Colorado * "This mind intentionally left blank" */

```
/* (303)223-5100 X-319 * All standard disclaimers apply */
/************************************************************************/
```

392. Uniterm V2.0e bug when printing ???

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-12 13:51:41 UTC
From: mreiss@ncrcam.Cambridge.NCR.COM
Message-ID: <2080@ncrcam.Cambridge.NCR.COM>
Source record: 50132

I think I have found a bug in Uniterm (not real sure). I have my atari connected through an async network to several computers. Most of them run Unix.

The printer port on my atari is connected to an HP LaserJet through several layers of Centronics switches.

On the Unix computers I have a shell program that allows me to print files to the HP printer. This involves making use of the "send to printer" VT100 function (Thanks Simon). The shell program sends "ESC [5i\c" to the atari. This gets interpreted as "send what follows to the printer port, but first send a newline". It then sends the file followed by "ESC [4i\c". This is suppose to be interpreted as "Now send everything to the screen including this newline".

The problem is that my command line prompt is "mike > ". What shows up on the screen is "ike > " and it is underlined. It is curious that the sequence "ESC [4m" is used to put the vt100 into underline mode. Have I found a bug, or am I missing something? Simon, can you hear me?

I'll probably come up with a workaround until I find what I am doing wrong. Please don't send any workarounds, but if you have the answer to how to fix the problem, I would be happy to hear it.

thanks,

mike
--
Michael A. Reiss |
| mike
USENET = Mike.Reiss@Cambridge.NCR.COM |

393. Re: Zubair Z-Ram

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-12 13:57:21 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Oct12145722@zappa.FtCollins.NCR.com>
Source record: 50133

> One of the nice things about the ZRAM upgrade is that the same board will
> work with any ST, as the MMU connection is on a cable.

This is not exactly true. I have two 520's, one an old STm and the other
an STfm.

In the STm the ZRAM cable is significantly too short to reach the MMU
from the shifter and even if it were the IKBD processor is right over
the shifter box and the extra height of the ZRAM board keeps the
keyboard and case from being put back together properly.

Fortunately the board fits in the STfm properly, and since thats what
the original poster inquired about he shouldn't have problems either.

Quiz: Which comes in more flavors ST motherboards or Baskin-Robbins Ice
Cream? :^)

Three other tips for all STer's wanting to do RAM upgrades:

1. Open the ST up _before_ you buy... My STfm, much to my chagrin, had
the video shifter soldered in rather than socketed. (That's why I tried it on
my old 520 first.) This meant I had to go to the extra trouble of
desoldering the shifter and putting in a new socket.

2. Another reason to open up the ST first is that some 520/1040's were
shipped with an MMU that can only address 1Mb max. I don't have the part
number memorized but if anyone is interested I can post the part number
of the "Good" MMU.

3. Zubair highly recommends Samsung DRAMs for use with their product.
They strongly discourage use of Oki, Hyundai, and Micron brand chips
because they tend to load down the power supply excessively resulting in
erratic operation.

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* Fort Collins, Colorado * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/***/

394. DMA, disk drives and other fun things.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-12 14:39:29 UTC
From: bbs00171@uafcseg.uucp
Message-ID: <5391@uafhp.uark.edu>
Source record: 50136

I am looking for some information about the DMA port on my atari. I would like to interface some SMD drives to my atari. But i don't have enought information
on how to interface to the port, and hwo to program it. I would appercaite
any information on either. And also information on the SMD interface.

Where could i get some good books ? (on DMA / atari)
Has anyone tried this ?
Is their any BIG resaons it shouldn't work ?
brian.

Please respond to : bd6@mkatt1.mankato.msus.edu

395. Syquest hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-12 16:02:31 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <1203@xenon.kcl-cs.UUCP>
Source record: 50134

Hello there!

I recently attempted to install a Syquest SQ555 removable 44m hard drive.
I was using a GE-soft host. Everything seemed to work perfectly (it's a very
nice drive) until my C drive started going flaky, beginning in the Auto folder.
Drives D and E were unharmed. This error was repeatable and consistent- Similar
effects could be induced in my other drive (seagate st157n) if the syquest was
plugged in simultaneously. The seagate works fine by itself!

I am just off to buy a Quamtum 11ms (yup that's right, 11!) 40M drive, and I'm
hoping that the two will work together.

Does anyone have any idea why or what this error could be?
The installing software could not find any bad sectors, and the DMA/SCSI
addresses seemed to be working fine. The effects were confined to drive C
whatever the order of connection or address.

Any help would be much appreciated!

<<<<<<<<<<<<<<<<<<<<<<<<<<<<=Marcus Bointon=>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<< Consultant, Campaign for the Reduction of Entropy (C.R.E. Group(U.K.)) >>
<< Campaign HQ: JANET%ZDAC810@UK.AC.KCL.CC.OAK or bointon@kcl.cs.UUCP >>
<<<<<<<<<<<<<<<<<<<

396. .SND and .SPL file formats

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-12 16:06:54 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <1204@xenon.kcl-cs.UUCP>
Source record: 50135

Does anyone have any idea of the precise format of .SND and .SPL files?

and does anyone have any source code for playback routines?

(I'm writing a software synthesis package)

Thanks, (email preferred...)

<<<<<<<<<<<<<<<<<<<<<<<<<<<<=Marcus Bointon=>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<< Consultant, Campaign for the Reduction of Entropy (C.R.E. Group(U.K.)) >>
<< Campaign HQ: JANET%ZDAC810@UK.AC.KCL.CC.OAK or bointon@kcl.cs.UUCP >>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
<< Disclaimer: This message has been treated with flame-resistant chemicals >>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

397. Does anyone have the Pin-outs for 256k SIMMs?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-13 06:47:27 UTC
From: baffoni@aludra.usc.edu
Message-ID: <12486@chaph.usc.edu>
Source record: 50137

You see, it goes like this: I have 2 meg of 256k Simms lying around
and I would love to use them. I know that there are SIMM boards available
(JRI, etc.) but I do not believe that any of them support 2 4-SIMM banks.
Someone once wrote me saying they had managed to do a direct connect with the
SIMMs, with the exception of needing to buffer, I believe, the write-enable
line. I would like to do basically the same thing, but I gotta know what
Pin(x) is and where it should go. Also, does anyone out there foresee problems
with doing this type of an upgrade? I have a 520ST (version with the rf out)
so I know that space will be tight, and that I will probably be limited to 1
meg simply because of space considerations. However, if I can do it, let me
know how.
Also, if anyone could point out a few good, easily obtainable (If I
can get it at the local bookstore, or at the campus one, this is GOOD) books
that might aid my quest for expanded memory - and the thrill of the hack!
Something like: "the TI guide to Memory" which would include total specs on
simms in-use by Macs,etc.

-Mike

398. Re: Zubair Z-Ram

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-14 01:49:15 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Oct14024915@zappa.FtCollins.NCR.com>
Source record: 50138

The "good" MMU which can address 4Mb is Part #: C025912-38

For those that are unfortunate enough to not have this MMU, B&C Computer Visions will sell you one for $28. Their phone is 1-408-749-1003.

--

```
/*****************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* Fort Collins, Colorado * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/*****************************************************************************/
```

399. PC Emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-14 16:50:55 UTC
From: crouland@gmuvax2.gmu.edu
Message-ID: <2650@gmuvax2.gmu.edu>
Source record: 50139

I am familiar with many of the current PC emulator, supercharger, AT speed, PC speed, etc.. Is it likely that any emulator maker will include hardware to either run the Atari SM124 at a mono-vga level, or the SC1224 at ega colour at least? Is this possible to do while emulating a PC, or am I dreaming, and should I go ahead and sell both my monitors and by a multisync???

chris r.
crouland@gmuvax2.gmu.edu

400. 32,768 color palette upgrade.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-14 18:23:40 UTC
From: mrose@libserv1.ic.sunysb.edu
Message-ID: <1990Oct14.182340.13644@sbcs.sunysb.edu>
Source record: 50140
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello everyone!!!

Since there has been so much talk about hacks to perform on the
ST, I decided to send a hack I found on a BBS sometime ago to
comp.binaries.atari.st. It is supposed to increase the color palette to
32,768 color and be compatible with the JRI 4096c board and the STE. I
don't know how it works and I have not tried it yet. If someone is
willing to do it please post the results of this hack.
Also, could someone please E-mail or repost instructions on
how to add a 1.44 meg 3 1/2" drive, and I think someone mentioned that
they added two slim-line drives in the place of his standard ST drive.
Would it possible to stick two 1.44 meg drives in the place of my 720k
in my Mega? Take care!

Sincerely,

Michael Rose

401. Re: PC Emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-14 21:01:13 UTC
From: newton@ils.nwu.edu
Message-ID: <2145@anaxagoras.ils.nwu.edu>
Source record: 50041

```
It's pretty unlikely that the SM124 would do monoVGA since that would
require greyscales

--
David L. Newton | Work: (708) 491-4791 | VR is great!! I died in one-
ILS | Home: (708) 332-2321 | (with virtual insurance, of
1890 Maple St. |------------------------| course) collected it, and am
Evanston, IL 60201 | "Purveyors of fine AI" | now virtually happy. I think.
```

402. Re: 5 1/4" drives

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-15 05:39:38 UTC
From: alkman@hexagon.se
Message-ID: <1231@hexagon.se>
Source record: 50042

In article <3468@mindlink.UUCP> a1076@mindlink.UUCP (Robert Bell) writes:
>can anyone tell me how to connect a teac FD-55BR-578-U 5 1/4" floppy drive to
>my ST.I've got the cable set up right,but what i need to know is what resisters
>if any,need to be removed or replaced and what links have to be set.At the
>moment the drive light comes on but the head remains still and i get various
>error messages.

I have connected a 5 1/4" to my ST, byt the st don't get the select signal
low enought, so i just removed the resistors on the drive that "pull it up".
(It was two on my drive, one in a socket and one who was soulded on the bord)

(Yes! My english is BAD!)
--
Stefan Alkman Voice: +46-19-164787
alkman@hexagon.se or !sunic!kullmar!pkmab!hexagon!alkman
>>>>>> Tech. College of Orebro, SWEDEN <<<<<<

403. Re: ZOO.ARC - Help

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-15 07:33:20 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1990Oct15.083320@heike.informatik.uni-dortmund.de>
Source record: 50046

In article <373.2711ccaf@wsuiar.uucp>, mwjester@wsuiar.uucp (loki) writes:
|> Now for a question of my own: Is there a command to zoo that will cause
|> it to archive the contents of a subdirectory, including any subdirectories
|> of that subdirectory, and their contents, in a recursive fashion? I've
|> already RTFM, but either I was extremely dense that day or it's not there.

The Atari ST version of Zoo by Daan Jitta can do that: "zoo a// dir"
archives the directory "dir" and recursively all its subdirectories. The
standard Zoo cannot do that. (But we have "find" under UNIX, haven't we?)

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

404. I WANT SPICE.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-15 11:54:17 UTC
From: d88pt@efd.lth.se
Message-ID: <1990Oct15.115417.29032@lth.se>
Source record: 50043

Hi,

Is there a version of the famous SPICE program for AtariSt?
If not, is there a simular program?

Thanks.....

Peter

==
Peter Tomaszewski | EMail: d88pt@efd.lth.se |
Kamnarsvagen 2:174 | |
22245 Lund | |
SWEDEN | |
==

405. Re: More on Laser 2.1 vs MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-15 12:59:19 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Oct15135919@zappa.FtCollins.NCR.com>
Source record: 50044

Well, I figured out exactly what's happening to cause the Laser C init code to hang up MiNT. The Laser C startup module is set up to start both desk accessories as well as normal applications. The way it determines which type of program it is, is by looking at it's parent's basepage address (offset 36(decimal) into it's own)... If it's zero it starts itself up as an accessory and if it's non-zero it starts as a "normal" program.

When MiNT launches a program this location is zero and the startup code, convinced that it's a desk accessory, hangs the system.

I hacked up a prg only version of the startup code and my Laser programs now work with MiNT. The obvious long-term solution is to have MiNT put it's own basepage address in that location when it launches a program (or at least something that's nonzero). That way MiNT'll be more compatible with the programs out there that can function as both regular programs and desk accessories.

Hopefully, this change can be incorporated in the next "official" release of MiNT.

```
--
/*************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* Fort Collins, Colorado * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/*************************************************************************/
```

406. Re: More on Laser 2.1 vs MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-15 20:25:15 UTC
From: apratt@atari.UUCP
Message-ID: <2706@atari.UUCP>
Source record: 50045

>From: Sam_Streeper@NeXT.COM
>It tests
>something undocumented to determine which it is starting. [...]

>I don't consider this a Laser bug,

I do, at least in part.

>because all versions of TOS set this up correctly,

All EXISTING versions might, but it's not documented or guaranteed.

>and lots of people use this trick to get their gem applications to work
>as both programs and DA's.

If lots of people jumped off a bridge, would that make it the bridge's fault? I'm being facetious, of course, but just because "lots of people" do something doesn't make it documented. This is called a "settled expectation," and we *do* consider them whe we make TOS changes, but it doesn't mean they're guaranteed: it's still the program's fault (in this case, Laser's startup code).

Of course, it wouldn't be hard to make MiNT start up programs with whatever key difference Laser C expects, but the fact remains that the programs are relying on something which is not guaranteed. That means they are "version dependent," and if they work under a different "version" of TOS, fine, but if they don't, blame the program, not the OS.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

407. Ultradisks?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-15 23:44:19 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct15.234419.3305@math.lsa.umich.edu>
Source record: 50047

Howdy... Anyone else out there with an Alpha Systems cartridge-port RAMdisk?

I finally figured out why I was getting trashed directories on mine... I had set up two 2 megabyte RAMdisks, and would lose the root directory sometimes. Turns out that the program passes a pre-defined BIOS Parameter Block to DOS when it asks, and always says there are only 5 sectors per FAT. Well, 5 sectors per FAT is only enough to map 1706 clusters, or 1.7Meg of space. So since the root directory begins right after the FAT, it got used up next... Lemme tell ya, ya get some bizarre looking stuff when TOS tries to interpret a root directory sector as FAT data.

I don't understand why TOS would be allowed to grab the next sector on down, since the BPB says explicitly that only X number of sectors are available, but so it went. After disassembling the Alpha Systems RAMdisk code, I found their hardcoded BPBs and changed 'em from 5 to 7, so now my RAMdisks are happy again.

Of course, now that I understand why this was a problem, (which is why I split things into 2 disks in the first place, because back when I first bought it, it only had 2 meg of RAM. I tried to make a single disk with that, and hey, it didn't work either... How silly of me to think that they would ship software set to work properly for the configuration of hardware they sold you... Sheesh.) I can merge it back into a single 4 meg partition, but now I'm more interested in just using it for cache. I get the effect anyway, for some tasks, since I have all of MWC sitting on one of the RAMdisks. But it'd be nice not to have to worry about loading specific programs onto the RAMdisk, and just let the cache program take care of commonly invoked stuff.

So... Where's a good place to start? Is CACHExxx (in the Rainbow TOS utilities) really a disk cacheing program? I had set it up to use 1000 buffers at one point, but I still saw disk activity lights trying to access a program for the second or 3rd time. This doesn't seem right to me. (For floppy access, I can understand the need to look for Media Change, but for a fixed hard drive?)

--
-- Howard Chu @ University of Michigan
one million data bits stored on a chip, one million bits per chip
if one of those data bits happens to flip,
one million data bits stored on the chip...

408. PPM to Degas ?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-16 02:03:04 UTC
From: rdf@pinet.aip.org
Message-ID: <1990Oct16.020304.25998@pinet.aip.org>
Source record: 50048

I thought I saw something about a utility being available that could
convert between standard atari graphics formats (Degas,Spectrum)
and the PBMPlus standard. If so could someone please tell me where to
get a copy.
Thanks.
--
Robert Feinman rdf@pinet.aip.org
American Institute of Physics rdf@aip.bitnet

409. Multisync monitors on the ST (H. Chu, where are you!!)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-16 02:33:28 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9010160233.AA06810@fsucs.cs.fsu.edu>
Source record: 50049

I have a friend that is about to invest in a multisync/omniswitch setup for his Mega4. He wishes to know what kind of multisync will be good for this. In particular, I remember a previous posting by Howard Chu about what to look for in a multisync to get a monochrome display that equals the Atari mono. I seem to remember something about dot pitch and being able to switch to a mono mode on the monitor itself. My buddy has talked to the people who sell the Omniswitch, and they recommended the Acer Multisync (which they sell, not too suprising). I am assuming that most any multi will have equal or better color rendition as the Atari Color. Anyway, any help would be appreciated. If you wish to send email, feel free and I will post a summary (maybe we could add it to the monthly posting, I see these questions come up a lot . .). Thanks in advance ;-}

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire
---------------------------------+-----------------------------------

410. spl or snd file format

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-16 02:45:40 UTC
From: rossj@cognos.UUCP
Message-ID: <8928@cognos.UUCP>
Source record: 50050

Does anyone know the format of .spl or .snd files? I am attempting to create samples in files, which I can play back with David Bagget's play.ttp.

My first guess was that the files are simply 8 bit data. The sounds I get out aren't very good though, so I'm wondering if there's more to the format than I know.

Thanks...

P.S. If anybody has a routine they'd like to send me or point me to, I'd really appreciate it. This is for a school project on signal processing. I'd just like to be able to hear my processed signals on the ST, where I'll be doing most of my coding.
--
Ross Judson ++ uunet!mitel!cunews!cognos!rossj + hunger is the fuel of greed
Cognos Inc. ++ rossj@cognos.uucp + enough is less than you need

411. Output to the Atari Laser...

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-16 13:10:35 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <4847@baird.cs.strath.ac.uk>
Source record: 50051

Does anybody out there know how to direct output the the Laser printer if it's hanging on the DMA port from a C program. I'm asking as I want to have the option of printing to the serial port, the parallel port or a laser and I can't find anything telling me how to address the DMA port for printing :-(

Thanks.


```
___
_____ / (rmacgreg @ uk.ac.strath.cs)
| |__ __ /___ ___ ___ ___ ___ ___ ___ ___
| | | |__| / / / / / / /__/ / / /__/ / /
| | | |__ ___/ /__/ / /__ /__ / /__ /
```


is 'Only visiting this planet.'

412. Converting GIFS TIFFs and PICTs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-16 13:32:28 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <3406@vela.acs.oakland.edu>
Source record: 50052

I have come to notice that our school machine has a nice collection of programs for manipulating GIFs etc from within Unix/Ultrix. These include grey-scale and post script converters, as well as having converters for various mac, PC and amiga picture formats. The one that I do not see however is ST formats.

Does anyone know of sources for unix programs that will convert GIFs PICTs TIFFs and perhaps postscript to and from ST formats (DEGAS, PI1 PI2, SPU, SPC)?

swood
--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

413. What speed E-Proms?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-16 15:21:35 UTC
From: jlong@radc.af.mil
Message-ID: <jlong.656090495@cassiopeia>
Source record: 50053

If I wanted to hack around with the OS on my 1040ST, what speed requirements should I look for in my E-Proms? I know that normally, people say you need 120ns DRAMS for memory expansions, but when hacking the OS, will 200ns EEPROMS work?

I had also posted a question before about upgrading to 2.5 meg using a method of replacing 16 256K DRAMS with 16 1Meg DRAMS following a text file I saw posted about 1 year ago called "A Socketed 2.5 Meg Ram Upgrade" or something like that. Has anyone had experience with this upgrade path?

--

| Capt Jeff Long longj@lonex.radc.af.mil |
| Rome Air Development Center (315) 330-7751 |
| Communications Networking Branch (DSN) 587-7751 |

414. Sampsyn (audio digitizer)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-16 17:42:50 UTC
From: reyy@vax5.cit.cornell.edu
Message-ID: <1990Oct16.134250.406@vax5.cit.cornell.edu>
Source record: 50054

(Forgive me if this topic has been discussed...)

For those that are STart readers, has anyone tried
to build SAMPSYN, the sound digitizer in the July,
1990 issue of STart?

If so, what was the total cost, time spent, and
what you think the ease of building is.

It sounds like a neat little spare-time project
(if I had spare time), and I was wondering if
it seems worthwhile.

Please E-mail responses, I'll post any/all info
later.

Thanks!

David S. Rowell
Internet: REYY@Vax5.cit.cornell.edu

415. SICK 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-16 18:23:32 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <819.271aedb5@sleepy.bmd.trw.com>
Source record: 50055

My 1040 recently developed an ailment. It boots just fine but after several minutes it locks up. Hitting reset changes resolution from med to low and garbages the display. The data appears to be the original prior to the reset but in low res. A power cycle (30 sec wait) results in a white screen. After sitting for 10 to 15 minutes it will reboot leading me to believe it is a heat related problem. This was confirmed the next night when I broke out the blow drier and aimed it thru the louvers. In a minute or so it reboots and runs for hours. This worked for several evenings without new problems until last night when I popped in a different disk and hit esc. Now I had a disk directory with duplicate (completely identical) file names and other file names missing. Several esc's didn't change the display. After inseting several other disks that displayed correctly, the problem disk showed the correct contents.

Any suggestion as to what part(s) to suspect?

Jim Harres e-mail at jharres@doc.bmd.trw.com
Thanks

416. Re: spl or snd file format

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-16 21:34:05 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Oct16.213405.23309@wam.umd.edu>
Source record: 50056

In article <8928@cognos.UUCP> rossj@cognos.UUCP (Ross Judson) writes:
>Does anyone know the format of .spl or .snd files? I am attempting to
>create samples in files, which I can play back with David Bagget's
>play.ttp.

An excellent choice of software! :-)

>My first guess was that the files are simply 8 bit data. The sounds I
>get out aren't very good though, so I'm wondering if there's more to
>the format than I know.

The samples are 8-bit data, with no header and no tailer information.
The crucial point is that the samples are "8-bit unsigned" samples,
which means that the values correspond to voltages from 0 to +5 (so
I'm told). A value of 0 means 0V, while a value of 255 theoretically
corresponds to +5V.

This is _quite_ different from the "competing" format, 8-bit signed,
wherein each sample is taken to be a signed voltage from -2.5V to
+2.5V. To convert from unsigned to signed format you simply have to
subtract 128 from each sample. To go the other way, you add. (Sounds
simple, but try to figure it out by looking at the data files!)

Incidentally, the Hippo digitizer uses signed samples. The "standard"
ST format is 8-bit unsigned.

To convert between them, get a copy of "convert.arc" from
atari.archive.umich.edu:/atari/newitems/
The program hippo2st.ttp will convert 8bit signed to 8bit unsigned.
(Guess what st2hippo.ttp does....)

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

417. Atari ST emulator for the Amiga: Atari's position

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-16 23:36:53 UTC
From: apratt@atari.UUCP
Message-ID: <2710@atari.UUCP>
Source record: 50057
Cross-posted to: comp.sys.amiga,comp.sys.amiga.tech,comp.sys.atari.st.tech

Some people have expressed confusion over the legality of the "Atari emulator" now floating around the net for the Amiga. I understand that Atari's position is that it is a grave and flagrant violation of Atari's copyright, and we are asking everybody, especially archive sites and BBSes, to stop distributing it and remove all copies they have. I don't know why people think this *could* be legal: it's a derivative work from Atari's copyrighted material, and Atari intends to protect its copyrights.

Some people have expressed dismay that their favorite archive or BBS might get in trouble. In my *personal* opinion, the operators of these sites bring doom upon themselves by making uploads immediately available for downloading, with no checks on the content of the uploads. I believe that only a Common Carrier, such as the phone company or an airline, can legally be blind to the content of the information or goods they transport and distribute. Everybody else is responsible for exercising due diligence to ensure that no illegal activity is going on using their equipment or service. Since this program is prima facie a copyright violation, a duly diligent sysop would not have made it available for downloads.

Finally, some people have expressed the opinion that Atari should be a "good guy" and take no action concerning this. That's nonsense. If you don't vigorously protect your copyrights, you lose them. Ignoring this could mean relinquishing all rights to protect TOS from copying and modification.

This message represents my opinions and things I believe to be true, but it is not to be considered a legal opinion from Atari's legal department or anybody else but me.

-- Allan Pratt
Systems Software Engineer
Atari Computer Corp.
...ames!atari!apratt

418. Hardware Hacks..

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-17 05:16:45 UTC
From: crouland@gmuvax2.gmu.edu
Message-ID: <2673@gmuvax2.gmu.edu>
Source record: 50058

Since people on c.s.a.st are talking about hardware, decided to bring it over here.. Anyone here have any info on any of the following st hacks:
MiDi--> RS232 conversion
Eprom Burners/Cartridge Hacks
Addition of 5.25 and 3.5 drives <hd/dd>
Video/Audio digitizers
RAM upgrades
Accelerators
Packet Radio Interfaces

Thanks, please mail any info to me or post it...
chris r
crouland@gmuvax2.gmu.edu

419. Re: spl or snd file format

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-17 08:22:43 UTC
From: entropy@mole.ai.mit.edu
Message-ID: <ENTROPY.90Oct17042243@mole.ai.mit.edu>
Source record: 50072

In article <1990Oct16.213405.23309@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
+2.5V. To convert from unsigned to signed format you simply have to
subtract 128 from each sample. To go the other way, you add. (Sounds
simple, but try to figure it out by looking at the data files!)

Incidentally, the Hippo digitizer uses signed samples. The "standard"
ST format is 8-bit unsigned.

To convert between them, get a copy of "convert.arc" from
atari.archive.umich.edu:/atari/newitems/
The program hippo2st.ttp will convert 8bit signed to 8bit unsigned.
(Guess what st2hippo.ttp does....)

Why are 2 programs needed? Isn't adding/subtracting 128 the same
thing, modulo 256? They should both equate to XOR 128, no?

nick

--
| | | ncastellano@{eagle.wesleyan.edu, wesleyan.bitnet}
| | | entropy@ai.mit.edu
/ | \ Sinkhole!dEADHEAd[@mast.citadel.moundst.mn.org] (call 203-873-8518)
/ | \ snikt!entropy

420. JRI SIMMS upgrade FIX FOR FLAKY SYSTEMS: LS-373's replaced!

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-17 10:51:08 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <11134@cuphub.cup.edu>
Source record: 50059

(sorry about the double-posting, but this one has a SUBJECT header...)

In article <14764@netcom.UUCP>, rcb@netcom.UUCP (Roy Bixler) writes:
[stuff deleted]
> There was some discussion about it a few months ago on the net. The fact that
> the JRI board takes SIMM's and that the discussion was positive made me 'take
> the plunge' and try to expand my 1040 ST's memory to 4 Meg. What I encountered
> was a nightmarish cycle of 'my computer doesn't work' and 'take it back to the
> store'.
>
>
>>--
>>Bruce Nelson | Phone: (716) 726-7890
>>Rochester Distributed Computer Services | Internet: nelson@cygnus.kodak.COM
>>Eastman Kodak Company |
>>Rochester, NY 14653-5219 | Standard disclaimers apply
>
> Roy Bixler
> netcom!rcb@apple.com
[stuff deleted]
--

The problem I had with my 1040stf was similar....but my installer caught it
before I got my machine back 3-days later...

It can be traced (imho) to the same problem that a few machines have had
with the Sprctre-GCR.

****** IMPORTANT ******

The two LS-373 chips on the motherboard CANT HANDLE THE EXTRA LOAD OF
CURRENT NEEDED and thus screw everything else on the power bus up.

Once these chips were (cheaply...$10/pair) replaced, the problem
went away and the machine survived a 48-hour "burn-in" with NO ERRORS.

Just some advice.

+---+
!AvaST-Development uucp: kar7481@pitt!cuphub.cup.edu !
!Dan Karbowsky,R&D !
!102 Lee Drive Belle Vernon, PA 15012-2016 !
+---+
--

421. SCSI drives (also overscan)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-17 11:28:32 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <1610@xenon.kcl-cs.UUCP>
Source record: 50060

Does anyone out there use more than one hard drive on their ST?
Does anyone do this with GE-Soft host adaptors?
If so, how the hell do you get it to work!
I get the same errors (directory corrupting after a while) whether I
connect on the SCSI or DMA side of the Host (I have 2 hosts)

Help!
Thanks to all those who requested overscan details- I will post them as
soon as I can make my hard drive behave properly!!

Thanks in advance...

<<<<<<<<<<<<<<<<<<<<<<<<<<<<=Marcus Bointon=>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<< Consultant, Campaign for the Reduction of Entropy (C.R.E. Group(U.K.)) >>
<< Campaign HQ: JANET%ZDAC810@UK.AC.KCL.CC.OAK or bointon@kcl.cs.UUCP >>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
<< Disclaimer: This message has been treated with flame-resistant chemicals >>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

422. What's ST's resolution

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-17 12:33:36 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <3419@vela.acs.oakland.edu>
Source record: 50061

I am spending the day today making up chains of fbm1 files on unix for the various art and scanning files that I have. I am also planning on making one for converting my gif files to the most readily usable sizes and color palette for the ST. I do not have all of my reference manuals yet, and I would appreciate anyone who could send the me the pixel resolution and color limitations of a 520STfm running tos 1.1....(In know, rainbow 1.4 is my next buy)

Also, as long as I am talking graphics, are there any ways to get the older ST's modified 'all' the way (or at least most of the way) up to the newer STe's? Or do I have to start saving for a new machine?

swood
--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

423. Re: The program's name and path - how can I get them?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-17 13:17:43 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2729@laura.UUCP>
Source record: 50062

Thanks to all how replied to my query. Here is an outline of what I think is the best solution. I implemented in Arcgsh 3.2 coming soon on comp.binaries.atari.st.

First I try to find the program's path with the shel_find() function. The parameter is the basename of the resource file. (I know at this point that the resource file exists because it has been loaded with rsrc_load() already.)

If shel_find() succeeds it returns either a full path or the filename as I handed it to shel_find. In the latter case the file is in the current directory on the current drive, and I can construct the full path myself.

If shel_find() fails I do the same as shel_find() for the directories in the PATH environment variable: PathFind() takes a filename and searches all directories in the PATH for that file. If it is found its full path is returned.

Here is a piece of source code from Arcgsh 3.2 showing the principle:

```
strcpy (buffer, "arcgsh.rsc");
if (shel_find (buffer) != 0)
{
if (buffer[1] != ':')
getpath (arcgshDirectory);
else
strcpy (arcgshDirectory, dirname (buffer));
i = strlen (arcgshDirectory) - 1;
if (arcgshDirectory[i] != '\\')
strcat (arcgshDirectory, "\\");
}
else
{
if (PathFind (buffer) != 0)
{
strcpy (arcgshDirectory, dirname (buffer));
strcat (arcgshDirectory, "\\");
}
else
*arcgshDirectory = '\0';
};
```

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663

D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

424. Re: Zubair Z-Ram

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-17 13:29:40 UTC
From: focke@gmdzi.gmd.de
Message-ID: <3479@gmdzi.gmd.de>
Source record: 50063

kentd@FtCollins.NCR.com (Kent.Dalton) writes:

> 2. Another reason to open up the ST first is that some 520/1040's were
>shipped with an MMU that can only address 1Mb max. I don't have the part
>number memorized but if anyone is interested I can post the part number
>of the "Good" MMU.
>
Please tell us the part number of good MMUs.

Thanks
Stefan

Stefan Focke Tel. 02241-14-2265
GMD-Z2.W e-mail: focke@gmdzi.uucp
Postfach 1240 focke@gmdzi.gmd.de
5205 St. Augustin 1 ...!{uunet!mcvax!}unido!gmdzi!focke

425. Re: Output to the Atari Laser...

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-17 14:23:31 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <26812@cs.yale.edu>
Source record: 50064

In article <4847@baird.cs.strath.ac.uk> rmacgreg@cs.strath.ac.uk (Sorcerer) writes:
>Does anybody out there know how to direct output the the Laser printer if it's
>hanging on the DMA port from a C program. I'm asking as I want to have the
>option of printing to the serial port, the parallel port or a laser and I
>can't find anything telling me how to address the DMA port for printing :-(

The DMA port is not like the parallel or serial ports. You can't just
ship a stream of ASCII characters to an Atari laser printer and expect
anything meaningful to print, for the Atari laser printer expects bit
images only. The Diablo 630 emulator, which Atari furnishes for use
with the SLM804 laser printer, works by intercepting output intended
for the parallel or serial ports (as selected by the user). It then
prepares a bitmap of the output page and ships it off to the laser
printer via the DMA port. While the emulator is active, the port that
it is intercepting is disabled.

The question you are asking, assuming you are using the emulator, is
how a C program can change the port that the emulator is intercepting.
The only way I know to do that is manually from a menu using the
"setup630.prg" program that configures the emulator, but there must be
a way to do the same thing from your own program.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

426. Re: Atari ST emulator for the Amiga: Atari's position

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-17 17:22:39 UTC
From: papa@pollux.usc.edu
Message-ID: <27583@usc.edu>
Source record: 50065
Cross-posted to: comp.sys.amiga,comp.sys.amiga.tech,comp.sys.atari.st.tech

I am sorry but I have to concur with Atari's position. These emulators are
indeed a flagrant copyright violation, and the BBS sysops should be held
responsible and liable for their action of not policing the download
of software from their machines.

-- Marco

--
-=-=-=

427. Re: Atari ST emulator for the Amiga: Atari's position

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-17 19:07:36 UTC
From: aiajms@castle.ed.ac.uk
Message-ID: <6737@castle.ed.ac.uk>
Source record: 50066
Cross-posted to: comp.sys.amiga,comp.sys.amiga.tech,comp.sys.atari.st.tech

In this months Amiga Format magazine there is a review of the Medusa ST emulation system. This comprises of a hardware gizzmo to emulate the STs I/O and a software emulator. From what I have seen of the review it does not fair much better than the version on xanth.

Now for the interesting part. The method of getting TOS is to go to an ST and use an included utility called gettos. This has the effect of copying the TOS from ROM into an image file. This company is about to market this product! I am quite sure they would not be so naive as to market a utility of this sort without checking the legal circumstances behind it!!!

I personally agree with what a guy said on comp.sys.atari.st concerning Apple and GNU. GNU do not port their stuff onto Apple because of the aggressive attitude they take to people emulating their products (NOT PIRACY WHICH IS QUITE DIFFERENT) and the law suits that follow. If the emulator contains an image of TOS then it is illegal. If however it is merely functionally isomorphic to the original then I personally (before the flames come rolling in this is MY opinion) congratulate the programmer on a well written piece of software.

One last twist! As a footnote in Amiga Format stated, there is a German software ST emulator coming out called Chameleon. I know nothing about this except it is meant to cost 30 pounds (=$60) whereas the Medusa hardware/software emulator costs 200 pounds (=$400). I hope the atari emulator on xanth is not the same as this reported chameleon. Things are starting to get out of hand...lock up your daughters ...call in the judges, the lawyers and the House Of Lords! Nobody is safe!!!!!!

Well thats my halfpenny !

-=Andy=-

PS the ST version of SIM City runs ok on the emulator!

==
Name : A Mcsherry
Degree: Computer Science & Artificial Intelligence //
Univ : University Of Edinburgh, Scotland. \\ //
Mail : aiajms%uk.ac.ed.castle@nsfnet-relay \X/
Motd : Don't be STingy, buy a decent computer --> AMIGA
==

428. Re: spl or snd file format

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-17 19:46:23 UTC
From: scott@tab00.larc.nasa.gov
Message-ID: <SCOTT.90Oct17154623@tab00.larc.nasa.gov>
Source record: 50067

>Does anyone know the format of .spl or .snd files? I am attempting to
>create samples in files, which I can play back with David Bagget's
>play.ttp.

Speaking of digistuf...
whenver I used beep.prg or click.prg I get an error that says:
Apparently *.inf is empty.

I followed the instructions, I put click,prg in my c:\auto and
click.inf in c:\ but it still gives the error. This happens with no
matter what I put in the *.inf file and no matter how I start the
program (auto, gulam, same dir / different dir)

--
Signature follows. [Skip now]

Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/
----

429. Re: 5 1/4" drives

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-17 22:11:35 UTC
From: adamd@rhi.hi.is
Message-ID: <2313@krafla.rhi.hi.is>
Source record: 50068

In <1231@hexagon.se> alkman@hexagon.se (Stefan Alkman) writes:

>In article <3468@mindlink.UUCP> a1076@mindlink.UUCP (Robert Bell) writes:
>>can anyone tell me how to connect a teac FD-55BR-578-U 5 1/4" floppy drive to
>>my ST.I've got the cable set up right,but what i need to know is what resisters
>>if any,need to be removed or replaced and what links have to be set.At the
>>moment the drive light comes on but the head remains still and i get various
>>error messages.

>I have connected a 5 1/4" to my ST, byt the st don't get the select signal
>low enought, so i just removed the resistors on the drive that "pull it up".
>(It was two on my drive, one in a socket and one who was soulded on the bord)

I've done this several times, the drives are not very consistent. One even had to be exchanged because it refused to work with the ST. Basically the procedure I used was such:

1) remove the resistor pack from the socket on the rear of the drive and see if the drive works like this. Some drives work fine this way.

2) use 330-ohm resitors (low wattage to avoid damaging the socket) between opposite holes in the socket and experiment to determine which resistors of the 8-pack are needed so that disks can be formatted 40 tracks, read and written properly. Different drives needed different combinations.

3) bend out the pins on one side of the resistors which cause trouble and make sure of leaving in the ones that are necessary.

When I rewired my ST so that both drive select lines were taken out to the ST's external diskdrive connector, A: as DS0 and B: as DS1 a drive which didn't need any resistors wouldn't work without them and a drive which did need them wouldn't work with them. Some of the signals seem to be a bit flakey if rerouting a couple of wires can make this difference.

Hope this helps.

adamd@rhi.hi.is

430. Making timer-based interrupts work

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-18 04:18:42 UTC
From: jpexg@ai.mit.edu
Message-ID: <11428@life.ai.mit.edu>
Source record: 50069

I'd very much like the ability to write interrupt routines in Laser C which could be set up to occur at a given frequency while a program runs. A block of C code would execute, and then control would return to wherever it jumped from. Obviously, such a function wouldn't be able to use arguments or return anything, but it could operate on global variables.

Assembly language fragments are fine, but I'm not an assembly programmer. If anyone has written something that works, I'd like to try it.

John Purbrick
jpexg@ai.mit.edu

431. Re: Cookie Jar

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-18 04:30:56 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <15403@hydra.gatech.EDU>
Source record: 50070

In article <7204.27062454@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca
(Eric Smith) writes:

> ... (some text and source code)
>/*
> * A pointer to the cookie jar is found at 0x5a0. If there is no cookie jar
> * installed, this pointer will be 0. The cookie jar itself is an array
> * of cookies, with the last cookie having a "tag" of 0x00000000. (The value
> * of this cookie is the number of slots left in the cookie jar.)
> */

and in article <3142@medusa.informatik.uni-erlangen.de>
csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:

> ... (original post and other cookie jar info)
>some program-specific info follows the ID). The ID part of the
>last cookie is always a zero longword, and its data part gives
>you the size of the current cookie jar in units of cookies (8 bytes).

So what is the value/data part of the last cookie "officially" supposed
to be, the number of cookie slots remaining or the size of the cookie
jar in cookies?

David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

432. Re: Atari ST emulator for the Amiga: Atari's position

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-18 04:59:19 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <40310@shemp.CS.UCLA.EDU>
Source record: 50071
Cross-posted to: comp.sys.amiga,comp.sys.amiga.tech,comp.sys.atari.st.tech

In article <6737@castle.ed.ac.uk> aiajms@castle.ed.ac.uk (-=Andy=-) writes:
[some opinions and descriptions deleted]
>I personally agree with what a guy said on comp.sys.atari.st concerning
>Apple and GNU. GNU do not port their stuff onto Apple because of the
>aggressive attitude they take to people emulating their products (NOT
>PIRACY WHICH IS QUITE DIFFERENT) and the law suits that follow.

Nope. As I understand it, the GNU issue had _nothing_ to do with emulation.
It was a result of Apple's look-and-feel bull regarding the appearance
of competing products such as MS Windows, HP New Wave, and earlier, GEM.
Apple _popularized_ the use of a mouse and windows, but did not _invent_ it.

Although the Free Software Foundation (creators of GNU and the associated
utilities) do not claim a copyright to their work (in fact, they have a
"copyleft"), they do not oppose others protecting their work. Apple
has not bothered those who market Macintosh emulators based on legal copies
of their ROMs.

>-=Andy=-
>
>
>PS the ST version of SIM City runs ok on the emulator!
>
>
>==
>Name : A Mcsherry
>Degree: Computer Science & Artificial Intelligence //
>Univ : University Of Edinburgh, Scotland. \\ //
>Mail : aiajms%uk.ac.ed.castle@nsfnet-relay \X/
>Motd : Don't be STingy, buy a decent computer --> AMIGA
>==

--
Steve Whitney "It's never _really_ the last minute" ())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

433. Re: Atari ST emulator for the Amiga: Atari's position

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-18 09:21:07 UTC
From: jwright@cfht.hawaii.edu
Message-ID: <jwright.656241667@catfish>
Source record: 50073
Cross-posted to: comp.sys.amiga,comp.sys.atari.st.tech

apratt@atari.UUCP (Allan Pratt) writes:

> Atari ST emulator for the Amiga: Atari's position

> This message represents my opinions and things I believe to be true,
> but it is not to be considered a legal opinion from Atari's legal
> department or anybody else but me.

Obvious conclusion: Allan Pratt *IS* Atari.

--
Jim Wright
jwright@cfht.hawaii.edu
Canada-France-Hawaii Telescope Corp.

434. HELP : rainbow 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-18 09:37:13 UTC
From: glazou@mowitz.pdc.kth.se
Message-ID: <GLAZOU.90Oct18103705@mowitz.pdc.kth.se>
Source record: 50074

Hi everybody... I heard about Rainbow 1.4. Can someone tell me EXACTLY
what it is ? Do you know if I can find it in Europe and where ?

Thanx.
/Daniel/


```
+------------------+-----------------------------------------------+
| Let the pixels | Daniel Glazman - Etudiant de 3eme annee |
| live on the | Telecom Paris - Ingenierie du Logiciel |
| screens... | E_Mail actuel : glazou@mowitz.pdc.kth.se |
+------------------+-----------------------------------------------+
_____________________________________________________________________
/ / \
| Daniel Glazman, Ing. Dipl. Ecole Polytechnique Palaiseau France | |
| Kungl. Tekniska H\gskolan, Telekommunikations- och DatorSystem | |
| S-100 44 STOCKHOLM, SWEDEN | |
\_____________________________________________________________\__/
```


--


```
+------------------+-----------------------------------------------+
| Let the pixels | Daniel Glazman - Etudiant de 3eme annee |
| live on the | Telecom Paris - Ingenierie du Logiciel |
| screens... | E_Mail actuel : glazou@mowitz.pdc.kth.se |
+------------------+-----------------------------------------------+
_____________________________________________________________________
/ / \
| Daniel Glazman, Ing. Dipl. Ecole Polytechnique Palaiseau France | |
| Kungl. Tekniska H\gskolan, Telekommunikations- och DatorSystem | |
| S-100 44 STOCKHOLM, SWEDEN | |
\_____________________________________________________________\__/
```

435. Re: Atari ST emulator for the Amiga: Atari's position

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-18 15:29:44 UTC
From: gunda@cbmehq.UUCP
Message-ID: <1834@cbmehq.UUCP>
Source record: 50075
Cross-posted to: comp.sys.amiga,comp.sys.amiga.tech,comp.sys.atari.st.tech

In article <6737@castle.ed.ac.uk> aiajms@castle.ed.ac.uk (-=Andy=-) writes:
>
>One last twist! As a footnote in Amiga Format stated, there is a German
>software ST emulator coming out called Chameleon. I know nothing about
>this except it is meant to cost 30 pounds (=$60) whereas the Medusa
>hardware/software emulator costs 200 pounds (=$400). I hope the atari
>
If you talk about the MEDUSA from MacroSystem (ex- Combitec), the price
is DM 436,00, that's appr. $ 290,00.
(as per Developers Application Form June 1990)
>
>-=Andy=-
--
Gunda O'Neal, Assistant
Commodore European Support & Coordination Office (ESCO)
UUCP: {uunet|pyramid|rutgers}!cbmvax!cbmehq!gunda
"I am easy to please, as long as things go my way ..."

436. Re: Atari ST emulator for the Amiga: Atari's position

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-18 18:44:18 UTC
From: scott@tab00.larc.nasa.gov
Message-ID: <SCOTT.90Oct18144418@tab00.larc.nasa.gov>
Source record: 50076
Cross-posted to: comp.sys.amiga,comp.sys.amiga.tech,comp.sys.atari.st.tech

```
> does not fair much better than the version on xanth.
[DELETED]
> emulator on xanth is not the same as this reported chameleon. Things are
> starting to get out of hand...lock up your daughters ...call in the judges

I just want to clear things up....

xanth.cs.odu.edu is no longer the Amiga archive site (that it used to be).
I could not find any atari emulator on xanth.cs.odu.edu...

However, there used to be an apple][ emulator and root@xanth.cs.odu.edu DID
receive a letter from apple.com :-(

--
Signature follows. [Skip now]

-------------------------------------------------------------------------------
Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/
-------------------------------------------------------------------------------
```

437. Re: Atari ST emulator for the Amiga: Atari's position

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-18 20:10:45 UTC
From: apratt@atari.UUCP
Message-ID: <2712@atari.UUCP>
Source record: 50077
Cross-posted to: comp.sys.amiga,comp.sys.amiga.tech,comp.sys.atari.st.tech

aiajms@castle.ed.ac.uk (-=Andy=-) writes:
>[Medusa's] method of getting TOS is to go to an
>ST and use an included utility called gettos. This has the effect of
>copying the TOS from ROM into an image file.

That does not constitute legal use of the TOS operating system.

>This company is about to
>market this product! I am quite sure they would not be so naive as to
>market a utility of this sort without checking the legal circumstances
>behind it!!!

You're the one being naive. They certainly could go to market with a
product without checking on its legality. Or, they could have checked,
but decided the potential profit is worth the risk.

>If the
>emulator contains an image of TOS then it is illegal.

It does, so it is.

I think people should get this kind of elementary fact straight before
commenting on Atari's position. I am tired of "I don't know anything
about it, but here's my opinion" postings.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

438. Re: Cookie Jar

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-18 20:13:53 UTC
From: apratt@atari.UUCP
Message-ID: <2713@atari.UUCP>
Source record: 50078

gt1448b@prism.gatech.EDU (David P. Forrai) writes:
>In article <7204.27062454@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca
>(Eric Smith) writes:
>>The ID part of the
>>last cookie is always a zero longword, and its data part gives
>>you the size of the current cookie jar in units of cookies (8 bytes).

>So what is the value/data part of the last cookie "officially" supposed
>to be, the number of cookie slots remaining or the size of the cookie
>jar in cookies?

I think it was perfectly obvious from Eric Smith's posting: the "value"
part of the zero cookie contains the size of the cookie jar, in cookies.
Multiply by 8 for the size of the cookie jar in bytes. This is regardless
of how many slots are actually USED. To install a cookie into a
cookie jar which has one or more slots available, you move the zero cookie
down one, and put your new cookie in just before it. You don't change
the value of the zero cookie, because you didn't change the size of
the cookie jar.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

439. Re: Atari ST emulator for the Amiga: Atari's position

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-18 21:21:10 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Oct18.212110.23843@doe.utoronto.ca>
Source record: 50079
Cross-posted to: comp.sys.amiga,comp.sys.amiga.tech,comp.sys.atari.st.tech

In article <40310@shemp.CS.UCLA.EDU> stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
>In article <6737@castle.ed.ac.uk> aiajms@castle.ed.ac.uk (-=Andy=-) writes:
>>GNU do not port their stuff onto Apple because of the
>>aggressive attitude they take to people emulating their products (NOT
>>PIRACY WHICH IS QUITE DIFFERENT) and the law suits that follow.
>
>Nope. As I understand it, the GNU issue had _nothing_ to do with emulation.

Emulating as in "copying the look and feel," I'd imagine. Certainly, Gnu does
believe in free software (free from restrictions, not free in price), but
their beef with Apple is that they have tried to keep other people from using
the GUI concept at all, not that they have tried to keep people from
pirating their own software. Most Gnu stuff is reverse-engineered from Unix
tools, but none of it is stolen. If (to give a hardware example) Atari
decided to run off and sue any micro supplier who sold PCs with a MIDI
port built-in (an original selling point for the ST), the FSF might get
upset.

Atari has a right to protect its software, just like Apple does. I like
free software and free movies, but I don't get upset because Cineplex
keeps me from sneaking in.

David Megginson
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

440. Re: Atari ST emulator for the Amiga: Atari's position

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-19 03:51:18 UTC
From: v092mgp5@ubvmsd.cc.buffalo.edu
Message-ID: <41568@eerie.acsu.Buffalo.EDU>
Source record: 50080
Cross-posted to: comp.sys.amiga,comp.sys.amiga.tech,comp.sys.atari.st.tech

>I think people should get this kind of elementary fact straight before
>commenting on Atari's position. I am tired of "I don't know anything
>about it, but here's my opinion" postings.
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Regarding this entire thread of messages...Does it really matter what
Atari's position is about the emulator? Whether the emulator is illegal
or not doesn't change the fact that there are thousands of potential
users of the emulator, and since there is no DEFINITIVE proof that it is
illegal, those same users will most likely feel no guilt in using the
emulator. As far as I am concerned, the program is a novelty, something to
show you "ST friends" when they start bad-mouthing the Amiga. As far as
usefullness: Why do Amiga users want to emulate an ST? There is NOTHING the
ST can do that the Amiga can't do hundreds of times better. That's why you
bought the Amiga, right?

Scott
BITNET: v092mgp5@ubmvs.bitnet
INTERNET : v092mgp5@ubvmsd.cc.buffalo.edu

441. Re: Cookie Jar

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-19 08:13:25 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3179@medusa.informatik.uni-erlangen.de>
Source record: 50081

gt1448b@prism.gatech.EDU (David P. Forrai) writes:

>So what is the value/data part of the last cookie "officially" supposed
>to be, the number of cookie slots remaining or the size of the cookie
>jar in cookies?

Sorry if I wasn't clear enough. The value part of the last cookie
contains the size of the cookie jar in cookies.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

442. Re: Atari ST emulator for the Amiga: Atari's position

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-19 08:59:57 UTC
From: dac@ukc.ac.uk
Message-ID: <5799@harrier.ukc.ac.uk>
Source record: 50082
Cross-posted to: comp.sys.amiga,comp.sys.amiga.tech,comp.sys.atari.st.tech

Atari's position on this matter is correct. Although it may be considered flattering for someone to emulate an ST on an Amiga (with all the "mine is better than yours" type arguments around), the software copyright position is clear - that software is illegal.

If you wrote a commercial piece of software and someone, without your permission, ported this software to another machine would you not be phoning your lawyer the instance you discovered it? Even worse, if your software wasn't even ported - just binary copied and the target machine hacked a bit so your software would work...

Whether or not there is a potential for loss of profit is not really the issue. The issue is software copyright which is being breached. End of story.

Dave.
--
% cc life.c | David Clear dac@ukc.ac.uk +44 227 764000x7592
% a.out | Local Area Networks, Computing Laboratory,
Segmentation fault (core dumped) | University of Kent, Canterbury, England.
>>> Kernel R0M. His Mission: To rid the world of wobbly ZX-81 16K RAM packs. <<<

443. Re: HELP : rainbow 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-19 11:30:31 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <90292.133031GERLOFF@DB0TUI11.BITNET>
Source record: 50083

In article <GLAZOU.90Oct18103705@mowitz.pdc.kth.se>, glazou@mowitz.pdc.kth.se (Daniel Glazman) says:
>
> Hi everybody... I heard about Rainbow 1.4. Can someone tell me EXACTLY
>what it is ? Do you know if I can find it in Europe and where ?
>
> Thanx.
> /Daniel/
>
Hello Daniel!

Rainbow 1.4 is another name for the version 1.4 of TOS. You can get the new ROM's from your local Atari dealer.

Greetings, Olaf

444. Re: PPM to Degas ?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-19 19:35:57 UTC
From: seb3@GTE.COM
Message-ID: <9918@bunny.GTE.COM>
Source record: 50084

In article <1990Oct16.020304.25998@pinet.aip.org> rdf@pinet.aip.org (Robert Feinman) writes:
>I thought I saw something about a utility being available that could
>convert between standard atari graphics formats (Degas,Spectrum)
>and the PBMPlus standard. If so could someone please tell me where to
>get a copy.

You may be thinking of a set of programs I wrote and submitted to comp.sources.misc with the collective name "ataritoppm". You should be able to dig them up if you can find a site that archives c.s.misc, otherwise I'd be happy to email them to you.

Here's the announcement I posted to comp.sys.atari.st a few months ago:

In case anyone is interested, I've just submitted the following programs to comp.sources.misc. They convert between two Atari image file formats and Jef Poskanzer's pbmplus format:

pi1toppm.c -- Reads low-resolution Degas and writes ppm
ppmtopi1.c -- Reads ppm and writes low-resolution Degas
spctoppm.c -- Reads compressed Spectrum 512 and writes ppm
sputoppm.c -- Reads uncompressed Spectrum 512 and writes ppm
ppmtospu.c -- Reads ppm and writes uncompressed Spectrum 512

I wrote these originally on an Amiga (don't shoot!). They should compile just fine on any Un*x platform. I haven't used C on the ST for a while, but I imagine they should compile easily enough.

If you are unfamiliar with pbmplus, it is a wonderful graphics manipulation package, written by Jef Poskanzer, which, in addition to being able to read and write many different image formats, can perform many useful manipulations such as scaling, rotation, etc. For more information on pbmplus, check the frequently-asked questions article in comp.graphics.

Steve Belczyk CIS: 75126,515 BBS: +1 508 664-0149 (2400 bps)
seb3@gte.com GEnie: sbelczyk UUCP: {harvard,vaxine}!bunny!seb3

445. Re: SCSI drives (also overscan)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-19 21:11:14 UTC
From: fortinp@bwdls56.bnr.ca
Message-ID: <1990Oct19.211114.28191@bnrgate.bnr.ca>
Source record: 50085

In article <1610@xenon.kcl-cs.UUCP>, bointon@kcl-cs.UUCP (Marcus Barnaby Bointon) writes:
> Does anyone out there use more than one hard drive on their ST?

I use three HDs 20, 40 & 80 Megs.

> Does anyone do this with GE-Soft host adaptors?

Never heard of it.

> If so, how the hell do you get it to work!

I use an ICD HA and two Adaptec 4000A controllers with ICD 4,8,4 s/w.

[...stuff deleted...]
>
> Thanks in advance...
>
> <<<<<<<<<<<<<<<<<<<<<<<<<<<<=Marcus Bointon=>>>>>>>>>>>>>>>>>>>>>>>>>>>>
> << Consultant, Campaign for the Reduction of Entropy (C.R.E. Group(U.K.)) >>
> << Campaign HQ: JANET%ZDAC810@UK.AC.KCL.CC.OAK or bointon@kcl.cs.UUCP >>
> <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
> << Disclaimer: This message has been treated with flame-resistant chemicals >>
> <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

you're welcome...
Cheers,
Pierre Fortin Bell-Northern Research I know, my postings are
Internet Systems P.O.Box 3511, Stn C terse and humourless. So?
(613)763-2598 Ottawa, Ontario RIP: aptly named protocol
fortinp@bnr.ca Canada K1Y 4H7 AppleTalk: Adam&Eve's design

446. How do I detect the presence of a carrier?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-20 03:03:24 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <65827@iuvax.cs.indiana.edu>
Source record: 50086

Well, the subject states the question. I actually want to know if
I've lost the carrier during a modem connection. Also, what do
the parameters UCR, RSR, TSR, and SCR represent in the call to
the XBIOS when configuring the RS232 port?

---

kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLAST BBS - (812) 332-0573 BLAST member
"I want someone like you, only nicer."

447. Need help with hard drive (URGENT)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-20 04:14:57 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Oct20.041457.18263@doe.utoronto.ca>
Source record: 50087

I bought a new ICD 85-meg hard drive today. I changed the SCSI device number on the back to '1' (my megafile 30 is '0') and hooked it up. Unfortunately, the hard drive still thought that it was device '0'. By the time I realised this, I had badly damaged information on my megafile 30, _including_ several weeks' work on the English translation for the new Calamus SL manual.

My megafile had 3 partitions, C:, D: and E:. C: is pretty trashed (the FAT is in bad shape), but that's OK. E: is fine, but it shows up as D:, and D: is missing altogether. When I use hdx, it knows that there are three partitions on the drive, but the (former) D: partition seems to be invisible to GEMDOS. That's where I have the Calamus manual which I (foolishly) did not back up to floppy.

Please, how do I get GEM/GEMDOS/BIOS to recognise the partition? This is a fairly serious emergency, and I would appreciate any and all help. Please respond by mail as soon as possible, and I will summarise to the net. Thank you.

David Megginson

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

448. Re: How do I detect the presence of a carrier?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-20 04:29:11 UTC
From: logajan@ns.network.com
Message-ID: <1990Oct20.042911.7249@ns.network.com>
Source record: 50088

```
kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:
>I actually want to know if
>I've lost the carrier during a modem connection. Also, what do
>the parameters UCR, RSR, TSR, and SCR represent in the call to
>the XBIOS when configuring the RS232 port?

Controlling the RS232 port from GFA Basic. An actual example.

Void Xbios(15,7,0,&H88,1,1,-1) ! RS232 configuration/baud rate. (See below.)
Rem
Rem Configure RS232 - Xbios(15,baud,ctrl,ucr,rsr,tsr,scr).
Rem baud = 0/19200, 1/9600, 4/2400, 7/1200, 9/300, 13/110.
Rem ctrl = 0/None, 1/XOFF-XON, 2/RTS-CTS(doesn't work), 3/both.
Rem ucr = 8bits, 1stop, noparity.
Rem rsr = recv enabled.
Rem tsr = xmit enabled.
Rem scr = not used.
Rem

Note the use of -1, above, to RETAIN current variable settings.

0 19200
1 9600
2 4800
3 3600
4 2400
5 2000
6 1800
7 1200
8 600
9 300
10 200
11 150
12 134
13 110
14 75
15 50

ucr bits:
0 not used
1 0=odd 1=even parity
2 0=no parity 1=parity
3,4 (in 4,3 order -->) 00-sync,01-async/1stopbit,10-async/1.5,11-2stopbits
5,6 (6,5 order) 00-8bits,01-7bits,10-6bits,11-5bits.
7 0=direct clock, 1=divide by 16 (use div/16 to get correct baud rates!)
```

```
rsr bits:
0 1=receiver enable
1 1=syncronous strip?
2 1=start bit detected
3 1=break detected
4 1=frame error
5 1=parity error
6 1=overrun error
7 1=buffer full

tsr bits:
0 1=transmitter enable (else see state below!)
1,2 (2,1 order) 00=output high,01=high,10=low,11=loop back.
3 1=force break
4 end of transmission ?
5 auto turnaround ?
6 1=underrun error
7 1=buffer empty

scr: Some sort of syncronous data i/o port.

Peek(&HFFFA01)

Bit 0: Centronics busy
Bit 1: RS232 data carrier detect - input <<<<<----- *this is it* * * *
Bit 2: RS232 clear to send (CTS) - input
Bit 3: reserved
Bit 4: keyboard and MIDI interrupt
Bit 5: FDC and HDC interrupt
Bit 6: RS232 ring indicator
Bit 7: Monochrome monitor detect (1=color)

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853
```

449. Re: How do I detect the presence of a carrier?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-20 08:32:46 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <35068@cup.portal.com>
Source record: 50089

John Logajan wrote...

>scr: Some sort of syncronous data i/o port.

Actually this is a register to hold the "sync" character for syncronous serial I/O. This character is sent automatically at the beginning of each data transmission, and is used by the receiver to synchronize with the recieved data.

In asynchonous modes this is not used (the start bit performs this function instead, but needs to appear on each byte. You only need one "sync" character per data block and a block might have thousands of characters)

Of course in synchronous mode you also need to send a clock with the data and in asynchronous mode no clock is needed

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

450. Missing partition on HD (part 2)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-20 15:52:03 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Oct20.155203.4378@doe.utoronto.ca>
Source record: 50090

I recently posted about my hard drive woes, especially the magic vanishing partition which (holds? held?) about 60 pages of the English translation of a new Calamus manual.

The partition still exists, and its statistics (size, etc.) are correct. However, GEMDOS/BIOS will not read it, because its type has been mutated to EEM instead of GEM!

How can I change the partition sector without wiping the whole partition? If I can get it back to GEM, I might be able to recover some files before I redo the partition. All help appreciated. Thanks.

David Megginson
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

451. Hard Drive interferring w Mono Monitor. Solution Sought

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-21 06:14:00 UTC
From: moses@hao.ucar.edu
Message-ID: <8905@ncar.ucar.edu>
Source record: 49991

A fellow in our user group has a very unusual problem involving
his new external hard drive and his monochrome monitor.

The PROBLEM:
Copying of some files to or from his hard disk drive causes the
vertical sync on his monochrome monitor to be lost.

The CONDITIONS are:

- Latest ICD host adapter and booter.
- Seagate ST177N drive.
- Any ST computer (we tested a couple).
- Only Monochrome monitors (we tested 3 monos). Problem does
not exist when a color monitor is connected.

The files that are copied to/from the hard drive and cause the
vertical sync to be lost are successfully copied (even successive
files in a multiple copy). The files that cause the problem have
nothing in common; for example, one file is a desk accessory and
another is a resource file to a different program. These 'problem
files' (the problem is not the files but something to do with the
hardware) will cause the vertical sync on the mono monitor to be
lost everytime. With one file we were able to isolate a particular
block of the file as the culprit by saving the block as a new file.

Has anyone experienced this problem before? Does anyone have an
solution to the problem?

A technically inclined fellow in our ST community has been conferred
and he thinks that somehow these problem files have a bit pattern in
them that when transfered into or out of the hard drive create
interference with the vertical sync of a monochrome monitor.

The poor guy with this problem has lost 2 months getting his new
hard drive mechanism working. He has shipped it back and forth
twice now. There was one other problem with this external hard drive
system that was finally solved by replacement but this remaining
problem is something really unusual indeed.

J. Moses

452. Replacing more in Gulam . . .

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-21 07:44:36 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9010210743.AA13555@fsucs.cs.fsu.edu>
Source record: 49992

Is there:

1. A TOS type more program with the same look and feel (and most of
the functions!) of the unix binary 'more'?

2. Is there any way to replace the more in Gulam with it?

I am a vi-guy, and do not like the emacs clone that Gulam uses for it's more
function. Please include a filename and ftp site (if applicable). Thanks
in advance!!
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein
---------------------------------+-------------------------------------

453. Re: Missing partition on HD (part 2) (Solution!!!)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-21 15:44:11 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Oct21.154411.18598@doe.utoronto.ca>
Source record: 49993

Thank you to all those who helped me save my hard drive partition.
What I had to do was edit sector 0 of the physical drive and change
the partition type from EEM back to GEM. There was minor FAT damage,
but I retrieved all of my important files onto floppy.

To edit physical sector 0, I had a friend and registered developer
use her/his (sorry, Atari, no hints as to the person's identity)
CHKDISK3 program to change the partition type.

I am still having problems. The Megafile 30 is SCSI device 1 (LUN 0),
and the FAST 85 meg ICD drive is SCSI device 0. I am having EXTREME
problems writing to or reading from the megafile 30 (more than about
10 bytes, and there is corruption). It works fine hooked directly to
the computer, but poorly chained through the ICD drive. Do I need
to use shorted DMA cables?

David Megginson
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

454. Re: Replacing more in Gulam . . .

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-21 20:48:36 UTC
From: rosenkra@convex.com
Message-ID: <107451@convex.convex.com>
Source record: 49994

In article <9010210743.AA13555@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>Is there:
>
> 1. A TOS type more program with the same look and feel (and most of
> the functions!) of the unix binary 'more'?

forget more...use less.ttp. it allows you to scroll backwards which is a huge gain over more. you can probably find it at atari.archives.umich.edu. the latest version is v97, though i do remember v123 posted quite some time ago in alt.sources (beta). in fact, you can modify your desktop.inf to use less as the pager for the desktop itself.

> 2. Is there any way to replace the more in Gulam with it?

i generally alias "t" to "less" and just type "t filename" which is faster than "more filename". i believe that aliases take precedence over built-ins so aliasing more to c:\bin\more.ttp (or whatever) will probably work. "t" stands for "type" (ala MS-DOS and VMS, though i don't use either much if at all, prefering unix look/feel and correct byte order in words :-).

>I am a vi-guy, and do not like the emacs clone that Gulam uses for it's more

too bad, that's your loss... *8^)

actually, i don't like the gulam emacs clone either. there are superior alternatives: 1) MicroEMACS (i use v3.9i over v3.10), 2) a port of real GNU emacs (which is big and somewhat flakey in a "normal" CR-LF TOS environment). the former loads in about a second from a ramdisk, so there is no real speed improvement of gulam emacs. gulam emacs does let you fg/bg the editor, though, which is nice. there are other emacses (jove, MWC emacs, micrognuemacs, etc), but i think (for me) MicroEMACS is the best all around. language context sensitivity and multiple windows make emacs superior for me. and the argument for portability of vi over emacs is waning: emacs is supplied/available by/for most (unix) vendors these days including convex, cray (soon?), sun, dec, AIX (?), etc, etc, etc).

-bill
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

455. ST DMA to SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-21 23:30:17 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1990Oct21.233017.6924@monu6.cc.monash.edu.au>
Source record: 49995

Maybe some one out there can help me on this.

How do these STDMA to SCSI adapter boards really work. I have seen a few
and it all looks so trivial but without any info on the ST DMA port I cannot
work out how its all done. The best that I have seen so far are the BMS200
which really does seem to support the full (well almost) SCSI (I) command
set and the new ICD adapter which is so small, you plug it onto the back
of a SCSI drive. These two boards don't have all that much on board. So
if its legally possible to disclose such info (which iI think it is) could
some kind soul kindly enlighten me as to what is actually done. I would like
to try it as a hardware project and hopefully get somewhere.

Thanks in advance.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * against ignorance' *
* 900 Dandenong Rd, Caulfield East * *
* VIC, 3145. Tel (03) 573 2355/2519 * *
* Australia * *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *
---

456. Three Bombs on Boot (Help!)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-22 01:26:05 UTC
From: onders@obee.ipl.rpi.edu
Message-ID: <SM3%$%$@rpi.edu>
Source record: 49996

My ST is being flakey. When I turn it on, the screen is blank, the drive
starts spinning, and after about a second, three bombs come up. Sometimes
it makes it all the way to the desktop before bombing, but very rarely.
Anyone have any ideas before I shell out sever hundred $$$ for a professional
to take a look at it?
-Tim Onders
onders@ipl.rpi.edu

457. Re: SCSI drives (also overscan)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-25 04:04:15 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Oct25.040415.3684@santra.uucp>
Source record: 49997

I have that GE-Soft host-adapter and I am planning to install an another drive to keep company for my Seagate ST296N.
How? Get a 50 lead flat and connectors or just a connector and press it in between the host-adapter and the existing drive, if you have room in the housing for second drive (do you have GE-Megadrive?).
If there is no room, connect that flat to the host-adapter and the drive.
Yes, it works! My drive is the M-Drive by Digital-Systems, using the same host-adapter type as GE.
Did you remember to set the SCSI device number of the second drive.
Can be from 0 to 7. So, you have 8 DMA devices possible, each of them can be a host adapter. To a host-adapter you can connect up to 8 SCSI devices.
Total of 64 HDs! Thinking about 64x1200 Mb CDC, 9 ms...

Jari Lehto, s37837k@saha.hut.fi
jartsu@otax.hut.fi (for E-mail)
****MIDI over mind in musical expression of inner visions****

458. Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-25 13:16:01 UTC
From: mjducey@rodan.acs.syr.edu
Message-ID: <1990Oct25.131601.23973@rodan.acs.syr.edu>
Source record: 49998

I am on my second mouse. I think it's called Genius and it has built in
accelarators in it. It just runs off the screen at will. Drives me nuts.
Now the left button needs to be beaten to operate. When I send it back
to RIO Computers, I swear I'm getting the same mouse back(no, I didn't
remember to write the serial number down) it comes back just as crazy.
What is a good mouse to get next time?

--
But I still like my ST... GEnie M.DUCEY
SOCEUR (A) Bitnet mjducey@suvm
"But Sgt. Airborne, look how high we are!" mjducey@rodan.acs.syr.edu
Anyone ever been to the Chobe Game Park in Botswana?

459. Re: GDOS printer drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-25 19:13:48 UTC
From: PMR2@psuvm.psu.edu
Message-ID: <90298.151348PMR2@psuvm.psu.edu>
Source record: 49999

Yes! Any information on where to obtain GDOS printer drivers would be useful.

Paul Ricker (PMR2@PSUVM)

460. Re: Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-26 03:47:45 UTC
From: boyd@fsucs.UUCP
Message-ID: <585@fsucs.UUCP>
Source record: 50000

In article <1990Oct25.131601.23973@rodan.acs.syr.edu>, mjducey@rodan.acs.syr.edu (Matthew J. Ducey) writes:
>What is a good mouse to get next time?
>
>--
> But I still like my ST... GEnie M.DUCEY
> SOCEUR (A) Bitnet mjducey@suvm
> "But Sgt. Airborne, look how high we are!" mjducey@rodan.acs.syr.edu
> Anyone ever been to the Chobe Game Park in Botswana?

Well, I hear the mouse offering by Konyo is essentially a Microsoft mouse, and the MS mice are very durable (can anyone confirm/deny the Konyo=MS mouse statement?). You could also hack a Microsoft Mouse (bus version) to work with the ST. I intend to do this if my ST one ever dies. If you did not know, the Atari mouse design changed (at least) once, the new one has nice big teflon sleeves on the rollers. I have one of these, and it has worked great for over 2 years (of HEAVY use).
--
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein

461. Re: Hard Drive interferring w Mono Monitor. Solution Sought

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-26 10:40:12 UTC
From: kawakami@earthquake.Berkeley.EDU
Message-ID: <1990Oct26.104012.15218@agate.berkeley.edu>
Source record: 50001

I think I have experienced this loss of vsynch as well. My setup is:

520ST
JRI simm board + 2megs
ICD Host Adap. + ST157N drive (the olde ICD board)

etc.

I did not think it was caused by file copies (or I guess reads or writes) but
I get the feeling you all might be right. I have no idea how to deal with
this problem other than RESET.

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami
Amateur crank! My Atari Macks!

462. Re: Three Bombs on Boot (Help!)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-26 14:24:02 UTC
From: nazareth@Informatik.TU-Muenchen.DE
Message-ID: <1990Oct26.152402@Informatik.TU-Muenchen.DE>
Source record: 50002

Tim Onders (onders@ipl.rpi.edu) writes:
>My ST is being flakey. When I turn it on, the screen is blank, the drive
>starts spinning, and after about a second, three bombs come up. Sometimes
>it makes it all the way to the desktop before bombing, but very rarely.
>Anyone have any ideas before I shell out sever hundred $$$ for a professional
>to take a look at it?

Pete Fenelon (pete@minster.york.ac.uk) writes:
>...
>I suspect that it's one of the ROMS -- there was a day when if I put a TOS
>disk the machine bombed; if I put Minix (which makes minimal use of ROM
>after the ST has loaded the boot sector) in it works perfectly!
>
>Must get it fixed properly though - I suspect this is just a matter of
>checking all the ROMs and RAMs are sitting there firmly.....

Yes, I also think that you have problems with your ROM sockets,
because Atari has used the cheapest available sockets ("power without
the price"). But you can test whether the ST bombs because of bad
contact. If you boot with a RAM TOS from disk the ST must not bomb.

Fixing the ROMs properly is only a quick solution to this problem.
If you often move your ST, the bombs will return. It is better to
exchange the cheap sockets for high quality sockets. I have done this
on my ST, because I had the same problems, and the ST works fine up to
now.

Dieter Nazareth

>>>>>>>>>>>>>>> This is not a bug, this is a feature <<<<<<<<<<<<<<<

463. Re: Hard Drive interferring w Mono Monitor. Solution Sought

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-26 19:32:17 UTC
From: tdrga@walt.cc.utexas.edu
Message-ID: <38754@ut-emx.uucp>
Source record: 50003

I have had my Toadfile 44 removable hard drive for about a month now, and
I have noticed the interference problem on many occasions.

Here is a typical session that results in the interference: (from memory)

1. I have an ARC, ZOO, or LZH'd file on drive G:

2. I run the respective un-archiving program...

3. About 50% of the time, sometime during the time the files are being un-
archived, I hear a 'pop' from my 1040 stf and the monitor goes bonkers.

4. The un-archiving continues and finishes with no problem (unless I turn
off the computer).

The hypothesis posted earlier that it had something to do with sequential
reads/writes and the ICD adapter sounds like what is happening. I have not
opened up my Toadfile, but I assume it has the latest ICD adapter as of the
date it was shipped. Other than this, my drive has performed perfectly.

The problem seems to be the horizontal sync on the mono monitor. This is
_my_ guess... it just looks like tthat to me based upon my experience, I
have not attempted to trace it and can't say exactly...

The interference has also occurred on one occasion when I copied many files
from my floppy to the HD.

Anyone know of a fix for this? Has anyone heard from ICD on this?

oh, BTW, my setup is a stock 1040stf, the HD, color and mono monitors,
printer, and modem.

E-mail for more info if you need it...

Thanks,
Todd

= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =
= ' Do you hear the people sing... Will you join in our crusade... =
= Somewhere beyond the barricade / Is there a world you long to see? ' =
= _Les_Miserables_ =
= "Warning pyro 10... Pyro 10 - Go... Hey guys, is something burning?!" =
= -- almost my famous last words =

464. Re: Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-27 07:03:38 UTC
From: pv@polari.UUCP
Message-ID: <2618@polari.UUCP>
Source record: 50004

In article <585@fsucs.UUCP> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>>>What is a good mouse to get next time?
I would like to add to reccomedations on this subject of good mouse controllers
for the ST: The Jim "Golden" mouse, and "Best" from Best Electronics unless
you want to go wireless or optical.
-PV-

```
/+=+=+=
```

465. Quien es mas macho? (HD caching)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-27 16:27:23 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Oct27.162723.2834@doe.utoronto.ca>
Source record: 50005

Both of my hard drives, the ICD F.A.S.T. 85 and the Megafile 30,
have finally learned to live together in peace, harmony and
sibdom (brother/sisterhood).

Now, how should I set up caching for the best effect under TOS 1.4?
I have turned off write caching in the ICDBOOT driver (it scares
the dung out of me), but I have to choose among using only
Atari's CACHEnnn.PRG (which is _very_ fast), ICDBOOT's built-in
read caching, or some combination of the two. Any suggestions? Is
CACHEnnn.PRG safe to use with ICDBOOT, or does it need AHDI?

This question is probably of enough general interest to warrant
replies directly to the net. Thanks.

David Megginson

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

466. Re: Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-27 22:44:30 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <1990Oct27.224430.23729@ux1.cso.uiuc.edu>
Source record: 50006

boyd@fsucs.UUCP (Mickey Boyd) writes:

>statement?). You could also hack a Microsoft Mouse (bus version) to work with
>the ST. I intend to do this if my ST one ever dies. If you did not know,

I have a three button Logitech bus mouse that I am trying to get to work
on my ST. up-down/right-left is trivial, but getting button response is
not (yes I know I can only use 2 buttons). It is _not_ just a matter of
connecting the right wires. Can anyone help?

(why don't I just buy a cheap mouse? 'cause I just about can't afford
blank floppies right now, that's why.)

chuck@mrcnext.cso.uiuc.edu

467. Re: Quien es mas macho? (HD caching)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-29 08:59:08 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <90302.105908GERLOFF@DB0TUI11.BITNET>
Source record: 50012

In article <1990Oct27.162723.2834@doe.utoronto.ca>, david@doe.utoronto.ca (David Megginson) says:
>
>Now, how should I set up caching for the best effect under TOS 1.4?
>I have turned off write caching in the ICDBOOT driver (it scares
>the dung out of me), but I have to choose among using only
>Atari's CACHEnnn.PRG (which is _very_ fast), ICDBOOT's built-in
>read caching, or some combination of the two. Any suggestions? Is
>CACHEnnn.PRG safe to use with ICDBOOT, or does it need AHDI?
>

Hello David!

CACHEnnn.PRG from Atari increases the number of disk-buffers which will be used by GEMDOS to cache the FAT- and DATA-sectors (including the directory-sectors). I don't know the ICD-driver, but I think it will cache the HD-sectors internally, so if you use CACHEnnn.PRG and the cache in the ICD-driver you wast only memory. The search-algorithm for cached-sectors is very good in TOS 1.4, so I prefered it.

Greetings, Olaf

468. Bug in sozobon top

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-29 11:13:04 UTC
From: lrh@ukc.ac.uk
Message-ID: <5940@harrier.ukc.ac.uk>
Source record: 50008

I have just found a bug in sozobon top:-

If dlibs is compiled with the -O flag then the library becomes completely broken

If sprintf.c is compiled with cc -S -O sprintf.c then the following code is produced:-

```
_sputc:
link a6,#0
move.l 10(a6),a0
move.l (a0),a0
addq.l #1,(a0)
move.b 9(a0),d0
move.b d0,(a0)
ext.w d0
unlk a6
rts
```

If compiled without the optimiser switch then the following code is produced:-

```
_sputc:
link a6,#0
move.l 10(a6),a0
move.l (a0),d0
addq.l #1,(a0)
move.l d0,a0
move.b 9(a6),(a0)
move.b (a0),d0
ext.w d0
unlk a6
rts
```

Is there a fix for this bug. (I wont fix(I'm not an expert at C))

Luke.

469. WANTED: Hardware specs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-29 12:04:22 UTC
From: J.Derrick@newcastle.ac.uk
Message-ID: <1990Oct29.120422.21737@newcastle.ac.uk>
Source record: 50015
Cross-posted to: comp.sys.atari.st.tech,comp.periphs.scsi,comp.periphs

Has any kind soul out there got details/know of a ftp site with hardware
details for any of the following:

Shugart floppy drive connections [are datalines TTL? {for muxing}]
Details of high density drives [to design a interface for the STe]
SCSI hard drive connections

PC keyboard for the ST [I heard of this ages ago- anyone know?]
STe alog joysticks/lightpen [no joy even after tracing the board!]

Also I'm after an inexpensive SCSI harddrive to go with a ICD host adapter
[about 60Mb ->ST177N?] -anyone got a dusty mac they don't want anymore... :-)

I'm currently converting my STe to a Towercase with a harddrive and switches
for booting, extra drives, reset, drive track monitor, coffee machine
controller, etc and would find these details very usefull.

BTW, tower case conversions are quite easy [I'm addicted to the smell of
burning solder flux!]. Get a case and recover half of your desk!

Thanks in advance,
James.

| James Derrick PtIV Microelectronics Newcastle Univ. 'Don't Panic: |
| 'Bringing you the future as soon as we understand today' computers can |
| JANET: J.Derrick@uk.ac.newcastle smell panic!' |
| SNAIL: Ethel Williams Hall, Eastfield Road, Benton. NE12 9TY. ENGLAND |

470. Re: Quien es mas macho? (HD caching)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-29 14:37:56 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3198@medusa.informatik.uni-erlangen.de>
Source record: 50009

david@doe.utoronto.ca (David Megginson) writes:

>Now, how should I set up caching for the best effect under TOS 1.4?
>I have turned off write caching in the ICDBOOT driver (it scares
>the dung out of me), but I have to choose among using only
>Atari's CACHEnnn.PRG (which is _very_ fast), ICDBOOT's built-in
>read caching, or some combination of the two. Any suggestions? Is
>CACHEnnn.PRG safe to use with ICDBOOT, or does it need AHDI?

You can combine all those caching mechanisms without danger for your
data. CACHEnnn is no separate cache program; it just extends
GEMDOS' internal sector buffer list. This won't collide with any
external caching by hard disk drivers etc. (if properly done, of
course).

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

471. Compatibility of DC software and the STE....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-29 15:25:34 UTC
From: John.Bunch@samba.acs.unc.edu
Message-ID: <1463@beguine.UUCP>
Source record: 50011
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I would like to know if anyone knows if DC Sea is not workable on the STE,
My father just got an ste because his 520 died. And he is not able to run
the self-extracting archive on his start disks on his ste. He brought them
to my house and I was able to run them? Is there a known problem with
DC Sea and the ste? Also, if there is a known problem, is there any way to
patch the arcs to be un-arcable on the ste, or is there a version of arc
that will unarc these files.....????

John Bunch

John.Bunch@samba.acs.unc.edu
--

472. Box w/o form_do() causing PRG lock up. Solution sought.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-29 18:05:25 UTC
From: moses@hao.ucar.edu
Message-ID: <8978@ncar.ucar.edu>
Source record: 50013

I have a program in which one of the dialogue boxes are handled without using form_do(). Yes, form_do() is the easiest way to handle dialogue boxes but I am doing some trickier things than what form_do() can handle.

Problem - If I depress the mouse button outside the dialogue box which is being handled without form_do() and atop the slider bars, or GEM dropdowns (anything GEM itself is taking care of through evnt_messages), it locks up the program completely; only the mouse can move yet do nothing.

Ques. -How is it I can disable GEM so that this will be prevented while I am using this dialogue box?

Thanks,

J.Moses

473. Re: Quien es mas macho? (HD caching)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-29 23:14:18 UTC
From: andyc@hplsla.HP.COM
Message-ID: <13510003@hplsla.HP.COM>
Source record: 50007

david@doe.utoronto.ca (David Megginson) asks:
|
| Now, how should I set up caching for the best effect under TOS 1.4?
| I have turned off write caching in the ICDBOOT driver (it scares
| the dung out of me), but I have to choose among using only
| Atari's CACHEnnn.PRG (which is _very_ fast), ICDBOOT's built-in
| read caching, or some combination of the two. Any suggestions? Is
| CACHEnnn.PRG safe to use with ICDBOOT, or does it need AHDI?
|

Good questions! It will be interesting to hear what folks have to say.

I use a cache mostly to speed up compiles, so that's how I test a cache.
Otherwise, I'm not an expert on this topic, so if I make some erroneous
statements, take it easy, ok?

I find the ICDBOOT built-in cache, Atari's CACHEnnn, and the cache included
with DiamondBack 2.xx to be roughly equivalent in performance for compiling. I
understand that DiamondBack has special hooks into it's cache that allows for
faster backups than could be obtained with the other caches. I haven't tested
this. I only use the DiamondBack cache now, because it's desk accessory
allows for the most convenient adjustments to the configuration, and because
I can always be ready for a quick back-up. Also, the desk acc maintains
some statistics so it is easier to optimize the configuration. I also
like the fact that I can pick which drives will be cached. ICD's and Atari's
caches will cache everything - including a RAM disk, which is pointless.

%%%

474. Re: WANTED: Hardware specs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-29 23:42:58 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct29.234258.22858@math.lsa.umich.edu>
Source record: 50016
Cross-posted to: comp.sys.atari.st.tech,comp.periphs.scsi,comp.periphs

In article <1990Oct29.120422.21737@newcastle.ac.uk> J.Derrick@newcastle.ac.uk (James Derrick) writes:
>Has any kind soul out there got details/know of a ftp site with hardware
>details for any of the following:

> Shugart floppy drive connections [are datalines TTL? {for muxing}]

The spec sheet for the WD1770/1772 floppy controller, which is used in the ST, says the 8-bit databus is capable of driving 1 standard TTL load or 3 LS loads.

> Details of high density drives [to design a interface for the STe]

High density floppy drives can be driven directly, merely by replacing the 8MHz clock feeding the WD1772 with a 16MHz clock. Note that the WD1772 chips are only spec'd for up to 10MHz operation, so this isn't a sure-fire solution. I don't know what kind of replacement controller is supplied with, say, the PowerDrive kit. Btw, I see in Computer Shopper that 2.88MB floppy drives are now available for around $150 each. Given the average price of 1.44MB drives at around $65-90, that's not too bad. If I knew enough about these I'd consider sticking one of 'em in...

> SCSI hard drive connections

Read the comp.periphs.scsi newsgroup. They're full of SCSI info, and can also point you to archives with the full SCSI spec and lots of other stuff.

> PC keyboard for the ST [I heard of this ages ago- anyone know?]

Bleah. PC keyboards are disgusting. (Oh, sorry. "IMHO". }-)

> STe alog joysticks/lightpen [no joy even after tracing the board!]

Dunno, have you tried just plugging in, say, Apple or PC analog sticks?

>Also I'm after an inexpensive SCSI harddrive to go with a ICD host adapter
>[about 60Mb ->ST177N?] -anyone got a dusty mac they don't want anymore... :-)

Lessee... In Computer Shopper I see that a 60MB ST177N, bare, is $349. Not bad. 20ms access, also not bad. I just ordered a Syquest (44MB cartridge) drive for $530. Slower, and more expensive to start, but I figure it'll be a win by the time I buy my second cartridge. (Heck. The atari.archive stuff won't even fit onto 1 cartridge now. Guess I should've ordered extra carts at the outset... }-)

>I'm currently converting my STe to a Towercase with a harddrive and switches
>for booting, extra drives, reset, drive track monitor, coffee machine
>controller, etc and would find these details very usefull.

Coffee machine controller?? Geeze..... }-) Can't you get that sort of
functionality using a BSR-X10 Powerhouse controller?

>BTW, tower case conversions are quite easy [I'm addicted to the smell of
>burning solder flux!]. Get a case and recover half of your desk!

Sounds cool. Got any notes you could share?

>Thanks in advance,
>James.
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

475. Re: Bug in sozobon top

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-30 02:03:30 UTC
From: nisimura@srava.sra.co.jp
Message-ID: <4730@srava.sra.co.jp>
Source record: 50010

In article <5940@harrier.ukc.ac.uk>, L.R.Henry writes;

I have just found a bug in sozobon top:-

If dlibs is compiled with the -O flag then the library becomes completely broken
If sprintf.c is compiled with cc -S -O sprintf.c then the following code is
produced:-
....

Do you use top v1.20, don't you ?
top v1.20 sometimes does his work under erroneus conditions.
When I got Sozobon v1.2 and recompiled my programs, I encountered the
same top's bug.

Is there a fix for this bug. (I wont fix(I'm not an expert at C))
....

Yes, I have it. I looked the output of top v1.20 closely, which was
more improved than top v1.01. Next, I inspected source codes of top,
and I found that there was room for more optimizations as well as its
bug.

I modified peephole optimization routines extensively. My personal
version top, namely v1.2x is currently stable, can produce an
(quite a bit) smaller/faster executables, and is free from the
above-mentioned bug.

I enclose a change note at the tail of this article.
Caution: the version is not official.

Other bugs:
In the course of my hack, I found other bugs of SozobonC. First,
jas generates incorrect codes for bit instructions: bchg, bclr, bset, btst
It is well-known bug. And, some routines in dlib1.2 have coding errors.
bzero.s has two errors, and memcpy.s does one.

Tohru NISHIMURA
Software Research Associates, Tokyo, Japan
Internet: nisimura@sra.co.jp

```
============================================================
Sozobon Optimizer v1.2x Change Notes
-- Oct 1, 1990 by Tohru NISHIMURA, SRA Inc., Tokyo
============================================================
```

This notes describes modifications about Sozobon Optimizer "top" v1.2x.

o General
Peep hole optimization is modified extensively.
a. chances to optimize are extended.
b. cases which seldom happen were deleted.
c. orders of case analysis were changed for fast decisions.
d. case analysis bugs were fixed.
e. "address register indirect with index" addressing mode
is used as much as possible.

o Problems & Fixes
1. top v1.20 sometimes does his work under unnecessary conditions.

=> Just a case analysis error: fixed.

2. Sozobon Compiler, "hcc", is too innocent about effective address
calculation scheme, especially for an element of structure array.
Array reference is done as follows;

a. calculate index
b. extend the value to long (with/without sign-extent)
c. add base address
d. move the result to one address register
e. make a reference using either register indirect mode or register
indirect with displacement mode.

This procedure is simplified with a MC68000 versatile addressing mode;
"address register indirect with index" mode. With this mode,
a reference to an element of struct array is done intuitionally.

top v1.2x uses the addressing mode as much as possible.
In best case, the optimizing effort saves 2 words space and a few
clocks for each instance. In worst case, it results in just an
exchange of operands between two instructions.

3. top v1.20 sometimes fails to optimize in spite of that it is
coded to do.

=> Some are due to case analysis error, others due to Sozobon C
convention. Former was fixed, latter not.

Description of latter problem: d0 register is used for returning
function result. top v1.20 blindly assumes that rts/rtd/rte
instructions refer to sp and d0, even if the function type is
void. This infers top's optimizing procedure. If a function
actually returns a value, there is no problem. Because value
assignment to d0 register is always preceding to rts/rtd/rte
(that is, d0 becomes "dead" near at the end of function),
thus intermediate d0 can be subject to optimize for top.
If the function returns no value, top would think d0 register is
being alive until the end of function. In this case, every
d0-relating optimization instances just preceding to rts/rtd/rte
will fail to work. To solve this problem completely, hcc must be
modified.

o Open problems

1. hcc should use "address register indirect with index" mode
for oneself. The efforts of top v1.2x will not work well in some
cases.

2. hcc does not utilize contents of registers at all. Effective
addresses are calculated on every instances, even if the same
value is alive in registers. This approach simplifies hcc,
but the elimination of common expressions should be done in
compiler, rather than optimizer.

3. code reduction with bit instruction; some code sequences can be
optimized using bit instructions, btst, bset.
For example,
if ((x & (1 << y)) == 0) ...
x |= (1 << y);
bit instructions cannot be used via C language directly, this kind of
optimization may be actually what optimizers should do.

4. register a2 and d2 are never used for any purpose. They may be
reserved for scratch registers, but I have never seen hcc used them.
top does not utilize them for "registerising".

--- end of change ---

476. SCSI Device ID#

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-30 05:45:49 UTC
From: paulm@ccicpg.UUCP
Message-ID: <786@ccicpg.UUCP>
Source record: 50014
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am currently writing a driver for my scsi cartridge tape drive.
I have it working doing tar's and other stuff as Device ID# 0 but
I want it to work with my hard disk pluged in also. I have written
a lot of disk code in assembler based on some code from an Abacas
book but I can't get it to talk to anything but ID 0. Is the BMS100
capable of talking to other IDs (preferably #6) ?

If and when I get this working I'll release my code here as PD.
Any help would be apreciated.

Here is a little code segment:

```
scsi_read:
movea.l #$ffff8604,a0 ; WDC
st $043e ; flock
[....] ; move the buffer address in 3 DMA addrs
move.w #$88,2(a0) ;

lea CDB,a2 ; get CDB pointer
clr.l d0 ;
move.w #5,d1 ; CDB size

10$: move.b (a2)+,d0 ; get CDB byte
swap d0 ; put it in upper 16 bits
move.w #$8a,d0 ; get ?
move.l d0,(a0) ; write it to WDC
brs short_wait ; short wait for intr
dbf d1,10$ ; loop for 6 CDB bytes

......
```

The code was from memory so probably is not very correct but hopefully
it will give you some idea on where I need to work on this for the ID.

Well, Thanx in advance, Paul Moreau.

```
---
.=========================================================.
| ### ######## ### | N O R T H | /==============\ |
| ### #### ### | A M E R I C A |< An STC Company >|
| ### ######## ######## | (was CCI) | \==============/ |
|---------------------------------------------------------|
| UUCP: ..uunet!ccicpg!dl2!paulm | Paul L. Moreau |
| or ..uunet!ccicpg!dl1!paulm | Sr. Diag Software Eng. |
| or ..uunet!ccicpg!paulm | Irvine, California |
`=========================================================='
```

477. Re: Box w/o form_do() causing PRG lock up. Solution sought.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-30 11:07:56 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3200@medusa.informatik.uni-erlangen.de>
Source record: 50021

moses@hao.ucar.edu (Julie Moses) writes:

>Problem - If I depress the mouse button outside the dialogue box
>which is being handled without form_do() and atop the slider bars,
>or GEM dropdowns (anything GEM itself is taking care of through
>evnt_messages), it locks up the program completely; only the mouse
>can move yet do nothing.

Use wind_update(BEG_UPDATE) and wind_update(END_UPDATE) to prevent
the AES screen manager from taking care of menus and the like while
you are doing your dialog tricks on the screen. This hint is valid
for any situation where you are doing something on the screen (VDI
calls, but objc_change() calls also).

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

478. Homebrew SIMM expansion.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-30 12:43:51 UTC
From: tmp@doc.ic.ac.uk
Message-ID: <2408@gould.doc.ic.ac.uk>
Source record: 50017

In my never ending quest for memory (without the price :^) I tried a simple experiment on my ST.

What I did was to remove the 8 highest bits from bank 1 in my ST and wire up a SIMM socket so that the corresponding data, address, cas, ras & write lines went to those which the 41256's had occupied.
I triple checked this, plugged a 256k SIMM into the socket, powered up and... BINGO!! the ST couldn't see the top bank.

I plugged the original 41256s back and then powered up to find that the top bank was there again.
The SIMM was a 256k * 8 150nS (the original 41256s are 150nS).

I was hoping to find that this works, so that I could wire it all up and buy some 1M SIMMs to plug in (with A9 wired up of course).

As I understand it, the SIMM should be equivalent to the 8 41256s, except that the address, cas, ras & write lines are tied in parallel. I kept the wires as short as possible etc, so I don't think that this was the problem.

Does anyone else have any experience with this - or any suggestions why it didn't work?

Trev..

Trevor Peacock, | Tel : 071 589 5111 X 5052 | JANET : tmp@uk.ac.ic.doc
Department of Computing, | DARPA : tmp@doc.ic.ac.uk
Imperial College, \ or tmp%uk.ac.ic.doc@nsfnet-relay.ac.uk
180 Queens Gate,London SW7 2BZ | UUCP : tmp@icdoc.UUCP or ..!ukc!icdoc!

479. Monitor port pinout

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-30 17:01:30 UTC
From: wao@cbnewsm.att.com
Message-ID: <1990Oct30.170130.20681@cbnewsm.att.com>
Source record: 50026

Does anyone on the net know the pinouts for the monitor port on
the ST. I'm thinking about wiring an AT&T PC6300 mono monitor
to my ST. Thank in advance

Bill Oswald
aloft!wao

480. Re: GDOS printer drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-30 17:37:42 UTC
From: schultzd@kira.uucp
Message-ID: <1990Oct30.173742.7201@msuinfo.cl.msu.edu>
Source record: 50018

While we are on the subject of GDOS drivers:

I have the GDOS printer driver for an Epson FX printer. However,
MS-Write will still not print in fonts. Has anyone gotten this to
work? (Note: I have heard people flame the crap out of MS-Write.
I've already bought it, so please don't bother. Yes, it is flaky, BUT
it is better than First-Word.)

Thanks for any help!
--
----- David W. Schultz -----
----- schultzd@egr.msu.edu -----
----- Work Phone: (517)-353-8891 -----
-- "Since my opinions are mine, I won't tell you who I work for." --

481. Re: Hard Drive interferring w Mono Monitor. Solution Sought

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-30 19:14:11 UTC
From: steveg@com.com
Message-ID: <STEVEG.90Oct30141411@narnia.com.com>
Source record: 50019

I had a similar problem with my Mega 4 and my mono monitor.
Color worked fine, but accessing either of my hard drives
(a Seagate 277N and a Syquest 44meg cart) with my *NEW*
ICD Advantage ST (no plus) adapter would make the mono monitor
APPEAR to lose both horizontal and vertical sync. I played around
with the monitor adjustments and was able to stabilize vertical
hold for both normal and "Weird" mode, but the horizontal display
was still flaked out - seems like there were the right number of
black and white dots per scan line, but they were garbled.

Anyway, the nice guys at ICD suggested I check my adapter for
a daughterboad with two blue capacitors underneath it. Sure
enough they were there. Clipping BOTH of them off improved the
situation, but not completely. Replacing the ICD (long) DMA cable
with a short (Atari size) cable seems to have done the trick for
me. Before you start mucking with your host adapter, try a short
DMA cable as I'm not sure if removing the caps was really necessary.

Steve Goldstein steveg@cseic.saic.com
--

Stephen Goldstein steveg@saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

482. Serial Interrupt Vectors/TSR/ISRs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-30 19:22:24 UTC
From: newton@ils.nwu.edu
Message-ID: <2380@anaxagoras.ils.nwu.edu>
Source record: 50020

Hate to be dumb, but, apparently having lost a number of reference notes and stuff in a move, I'd like to know the following:

How do you do a ISR on an ST (i.e. replacing the serial interrupt handler for AUX:)? What trap does this? (I assume/vaguely recall it was a trap anyway)
What vector is currently used for the RS232 receive/transmit interrupts? Or how do I get it?

Obviously, I'm doing some serial stuff, but I'm way lost for some reason, probably lack of time and info. And don't tell me to buy ST internals, I have no money.

David L. Newton | Work: (708) 491-4791 | VR is great!! I died in one-
ILS, Room 327 | Home: (708) 332-2321 | (with virtual insurance, of
1890 Maple St. |------------------------| course) collected it, and am
Evanston, IL 60201 | Gumby Cyberdeck Jockey | now virtually happy. I think.

483. Re: Quien es mas macho? (HD caching)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-30 22:08:31 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Oct30.220831.17172@math.lsa.umich.edu>
Source record: 50022

In article <13510003@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>david@doe.utoronto.ca (David Megginson) asks:
>like the fact that I can pick which drives will be cached. ICD's and Atari's
>caches will cache everything - including a RAM disk, which is pointless.

Hm. With sufficient memory and a good cache, isn't the whole idea of a
RAMdisk pointless?

I'm hearing conflicting info on Atari's CACHENNN.PRG. Does it only cache
FAT and directory info, or also data sectors? The behavior appears a little
erratic to me, showing disk hits when I wouldn't expect any to occur...
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

484. (unofficial) Patches for Sozobon TOP v1.2 (2/2)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-31 01:30:21 UTC
From: nisimura@srava.sra.co.jp
Message-ID: <4732@srava.sra.co.jp>
Source record: 50033

```
This is source & context-diff part of Sozobon TOP v1.2x.
Bug report/fix are welcome. I have never modified other part of TOP codes.
I'm sure there is more room to be hacked. (It seems that the original author,
Tony Andrews, has an intend to apply register colouring scheme).

Tohru Nishimura
Software Research Associates, Tokyo, Japan
INTERNET: nisimura@sra.co.jp

-------------- >8 -------- zip zip ----------- 8< ---------------

#! /bin/sh
# This is a shell archive, meaning:
# 1. Remove everything above the #! /bin/sh line.
# 2. Save the resulting text in a file.
# 3. Execute the file with /bin/sh (not csh) to create:
# change1.2x
# peep1.c
# peep2.c
# peep3.c
# health.dif
# main.dif
# This archive created: Wed Oct 31 10:01:53 JST 1990
export PATH; PATH=/bin:/usr/bin:$PATH
if test -f 'change1.2x'
then
echo shar: "will not over-write existing file 'change1.2x'"
else
cat << \SHAR_EOF > 'change1.2x'
============================================================
Sozobon Optimizer v1.2x Change Notes
-- Oct 1, 1990 by Tohru NISHIMURA, SRA Inc., Tokyo
============================================================

This notes describes modifications about Sozobon Optimizer "top" v1.2x.

o General
Peep hole optimization is modified extensively.
a. chances to optimize were extended.
b. cases which seldom happen were deleted.
c. orders of case analysis were changed for fast decisions.
d. case analysis bugs were fixed.
e. "address register indirect with index" addressing mode
is used as much as possible.
```

o Problems & Fixes
1. top v1.20 sometimes does his work under unnecessary conditions.

=> Just a case analysis error: fixed.

2. Sozobon Compiler, "hcc", is too innocent about effective address
calculation scheme, especially for an element of structure array.
Array reference is done as follows;

a. calculate index
b. extend the value to long (with/without sign-extent)
c. add base address
d. move the result to one address register
e. make a reference using either register indirect mode or register
indirect with displacement mode.

This procedure is simplified with a MC68000 versatile addressing mode;
"address register indirect with index" mode. With this mode,
a reference to an element of struct array is done intuitionally.

top v1.2x uses the addressing mode as much as possible.
In best case, the optimizing effort saves 2 words space and a few
clocks for each instance. In worst case, it results in just an
exchange of operands between two instructions.

3. top v1.20 sometimes fails to optimize in spite of that it is
coded to do.

=> Some are due to case analysis error, others due to Sozobon C
convention. Former was fixed, latter not.

Description of latter problem: d0 register is used for returning
function result. top v1.20 blindly assumes that rts/rtd/rte
instructions refer to sp and d0, even if the function type is
void. This infers top's optimizing procedure. If a function
actually returns a value, there is no problem. Because value
assignment to d0 register is always preceding to rts/rtd/rte
(that is, d0 becomes "dead" near at the end of function),
thus intermediate d0 can be subject to optimize for top.
If the function returns no value, top would think d0 register is
being alive until the end of function. In this case, every
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will fail to work. To solve this problem completely, hcc must be
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for oneself. The efforts of top v1.2x will not work well in some
cases.

2. hcc does not utilize contents of registers at all. Effective
addresses are calculated on every instances, even if the same
value is alive in registers. This approach simplifies hcc,
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```
compiler, rather than optimizer.

3. code reduction with bit instruction; some code sequences can be
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For example,
if ((x & (1 << y)) == 0) ...
x |= (1 << y);
bit instructions cannot be used via C language directly, this kind of
optimization may be actually what optimizers should do.

4. register a2 and d2 are never used for any purpose. They may be
reserved for scratch registers, but I have never seen hcc used them.
top does not utilize them for "registerising".

--- end of change ---
SHAR_EOF
fi
if test -f 'peep1.c'
then
echo shar: "will not over-write existing file 'peep1.c'"
else
cat << \SHAR_EOF > 'peep1.c'
/* Copyright (c) 1988 by Sozobon, Limited. Author: Tony Andrews
*
* Permission is granted to anyone to use this software for any purpose
* on any computer system, and to redistribute it freely, with the
* following restrictions:
* 1) No charge may be made other than reasonable charges for reproduction.
* 2) Modified versions must be clearly marked as such.
* 3) The authors are not responsible for any harmful consequences
* of using this software, even if they result from defects in it.
*
* Modified by Tohru Nishimura, Software Research Associates, Tokyo, Oct 1990.
*/

/*
* Single-instruction peephole optimizations and the overall driver routine.
*/

#include "top.h"

void
peep(bp)
register BLOCK *bp;
{
bool peep1(), peep2(), peep3();
extern BLOCK *fhead;
register bool changed;

peep1(bp);

/*
* Loop until no more changes are made. After each change, do
```

```
* live/dead analysis or the data gets old. In each loop, make
* at most one change.
*/
do {
changed = peep3(bp);

if (!changed)
changed = peep2(bp);

if (!changed)
changed = peep1(bp);

rhealth(fhead, FALSE);

} while (changed);
}

/*
* ipeep1(ip) - check for changes to the instruction 'ip'
*/
static bool
ipeep1(bp, ip)
register BLOCK *bp;
register INST *ip;
{
/*
* clr.l Dn => moveq.l #0, Dn
*/
if ((ip->opcode == CLR) && (ip->flags & LENL) &&
(ip->src.amode == REG) && ISD(ip->src.areg)) {
ip->opcode = MOVEQ;
ip->dst = ip->src; /* we'll have two operands now */
ip->src.amode = IMM;
ip->src.disp = 0L;
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* move.x #n,Dn => moveq.l #n, Dn
*
* moveq is always a long operation, but as long as the immediate
* value is appropriate, we don't care what the original length
* was. Clearing upper bytes won't matter.
*/
if ((ip->opcode == MOVE) &&
(ip->src.amode == IMM) && D8OK(ip->src.disp) &&
(ip->dst.amode == REG) && ISD(ip->dst.areg)) {
ip->opcode = MOVEQ;
ip->flags = LENL;
DBG(printf("%d ", __LINE__))
return TRUE;
```

```
}

/*
* add.x #n, X => addq.x #n, X
*
* where 1 <= n <= 8
*/
if ((ip->opcode == ADD) && (ip->src.amode == IMM) &&
(ip->src.disp <= 8L) && (ip->src.disp >= 1L)) {
ip->opcode = ADDQ;
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* sub.x #n, X => subq.x #n, X
*
* where 1 <= n <= 8
*/
if ((ip->opcode == SUB) && (ip->src.amode == IMM) &&
(ip->src.disp <= 8L) && (ip->src.disp >= 1L)) {
ip->opcode = SUBQ;
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* movem.x Reg, -(sp) => move.x Reg, -(sp)
*/
if ((ip->opcode == MOVEM) && (ip->src.amode == REG) &&
(ip->dst.areg == SP) && (ip->dst.amode == (REGI|DEC))) {
ip->opcode = MOVE;
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* movem.x (sp)+, Reg => move.x (sp)+, Reg
*/
if ((ip->opcode == MOVEM) && (ip->dst.amode == REG) &&
(ip->src.areg == SP) && (ip->src.amode == (REGI|INC))) {
ip->opcode = MOVE;
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* add[q] #?, Rn
*
* Remove instruction if Rn is dead. This is most often used
* to eliminate the fixup of SP following a function call when
* we're just about to return, since the "unlk" clobbers SP
```

```
* anyway.
*/
if ((ip->opcode == ADDQ ||
(ip->opcode == ADD && ip->src.amode == IMM)) &&
(ip->dst.amode == REG)) {

if ((ip->live & RM(ip->dst.areg)) == 0) {
delinst(bp, ip);
DBG(printf("%d ", __LINE__))
return TRUE;
}
}

/*
* move.x X, X
*
* Delete as long as X isn't INC or DEC
*/
if ((ip->opcode == MOVE) && opeq(&ip->src, &ip->dst) &&
((ip->src.amode & (INC|DEC)) == 0)) {

delinst(bp, ip);
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* move.x Rm, Rn
*
* Delete if Rn is dead.
*/
if ((ip->opcode == MOVE) &&
(ip->src.amode == REG) && (ip->dst.amode == REG)) {

if ((ip->live & RM(ip->dst.areg)) == 0) {
delinst(bp, ip);
DBG(printf("%d ", __LINE__))
return TRUE;
}
}

/*
* cmp.x #0, X => tst.x X
* beq/bne beq/bne
*
* Where X is not An
*/
if ((bp->last == ip) &&
(bp->bcode == BEQ || bp->bcode == BNE) &&
(ip->opcode == CMP) &&
(ip->src.amode == IMM) && (ip->src.disp == 0L) &&
(ip->dst.amode != REG || ISD(ip->dst.areg))) {
```

```
ip->opcode = TST;
ip->src = ip->dst;
ip->dst.amode = NONE;
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* add.x #n, Am => lea n(Am), Am
*
* Where 'n' is a valid [-32768..32767] displacement
*/
if ((ip->opcode == ADD) &&
(ip->src.amode == IMM) && DOK(ip->src.disp) &&
(ip->dst.amode == REG) && ISA(ip->dst.areg)) {
ip->opcode = LEA;
ip->src.amode = REGID;
ip->src.areg = ip->dst.areg;
ip->flags = 0;
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* lea 0(Am,Rn.?), Am => add.? Rn, Am
*
* This is the result of 2nd stage
*/
if ((ip->opcode == LEA) &&
(ip->src.amode == REGIDX || ip->src.amode == (REGIDX|XLONG)) &&
(ip->src.disp == 0L) &&
(ip->src.areg == ip->dst.areg)) {
ip->opcode = ADD;
ip->flags = (ip->src.amode & XLONG) ? LENL : LENW;
ip->src.amode = REG;
ip->src.areg = ip->src.ireg;
DBG(printf("%d ", __LINE__))
return TRUE;
}

return FALSE;
}

/*
* peep1(bp) - peephole optimizations with a window size of 1
*/
static bool
peep1(bp)
register BLOCK *bp;
{
register INST *ip;
```

```
register bool changed = FALSE;
register bool bchange;

DBG(printf("p1: "))
for (; bp != NULL ;bp = bp->next) {
bchange = FALSE;
for (ip = bp->first; ip != NULL ;ip = ip->next) {
if (ipeep1(bp, ip)) {
s_peep1++;
changed = TRUE;
bchange = TRUE;
}
}
if (bchange)
bprep(bp);
}
DBG(printf("\n"); fflush(stdout))
return changed;
}
SHAR_EOF
fi
if test -f 'peep2.c'
then
echo shar: "will not over-write existing file 'peep2.c'"
else
cat << \SHAR_EOF > 'peep2.c'
/* Copyright (c) 1988 by Sozobon, Limited. Author: Tony Andrews
*
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* of using this software, even if they result from defects in it.
*
* Modified by Tohru Nishimura, Software Research Associates, Tokyo, Oct 1990.
*/

/*
* 2-instruction peephole optimizations
*/

#include "top.h"

/*
* ipeep2(bp, i1) - look for 2-instruction optimizations at the given inst.
*/
static bool
ipeep2(bp, i1)
BLOCK *bp;
```

```
register INST *i1;
{
register INST *i2; /* the next instruction */
register int op1, op2; /* opcodes, for speed */

i2 = i1->next;
op1 = i1->opcode;
op2 = i2->opcode;

/*
* Avoid stack fix-ups after a call if possible.
*/

/*
* add[q].l #N, sp ...deleted...
* ... stuff ... ... stuff ...
* move.x ?, -(sp) => move.x ?, (sp)
*
* where N is
* 2, then x should be w
* 4, then x should be l
* Nothing in "stuff" can use SP.
*/
if ((op1 == ADDQ || (op1 == ADD && i1->src.amode == IMM)) &&
(i1->src.disp == 2L || i1->src.disp == 4L) &&
(i1->dst.areg == SP) && (i1->dst.amode == REG)) {

register INST *ti2 = i2;
int len = i1->src.disp & (LENW|LENL);

while (!uses(ti2, SP)) {
if (ti2->next == NULL)
goto end1;
ti2 = ti2->next;
}
if ((ti2->opcode == MOVE) && (ti2->flags & len) &&
(ti2->dst.areg == SP) && (ti2->dst.amode == (REGI|DEC))) {

ti2->dst.amode = REGI;
delinst(bp, i1);
DBG(printf("%d ", __LINE__))
return TRUE;
}
}
end1:
/*
* Avoid "tst" instructions following instructions that
* set the Z flag.
*/

/*
* move.x X, Y => move.x X, Y
```

```
* tst.x X or Y ...deleted...
* beq/bne beq/bne
*
* where Y is not An, because "movea" doesn't set the
* zero flag.
* Also "tst" is must not be DEC nor INC.
*/
if ((bp->last == i2) && (bp->bcode == BEQ || bp->bcode == BNE) &&
(op1 == MOVE) && (op2 == TST) &&
(i1->flags == i2->flags) &&
(i1->dst.amode != REG || ISD(i1->dst.areg)) &&
(opeq(&i1->src, &i2->src) || opeq(&i1->dst, &i2->src)) &&
(i2->src.amode & (DEC|INC)) == 0) {

delinst(bp, i2);
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* and.x X, Y => and.x X, Y
* tst.x Y ...deleted...
* beq/bne beq/bne
*
*/
if ((bp->last == i2) && (bp->bcode == BEQ || bp->bcode == BNE) &&
(op1 == AND) && (op2 == TST) &&
(i1->flags == i2->flags) &&
opeq(&i1->dst, &i2->src)) {

delinst(bp, i2);
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* ext.x Dn => ext.x Dn
* tst.x Dn ...deleted...
* beq/bne beq/bne
*
* "ext" implies that its operand is data register direct.
*/
if ((bp->last == i2) && (bp->bcode == BEQ || bp->bcode == BNE) &&
(op1 == EXT) && (op2 == TST) &&
(i1->flags == i2->flags) &&
(i1->src.areg == i2->src.areg)) {

delinst(bp, i2);
DBG(printf("%d ", __LINE__))
return TRUE;
}
```

```
/*
* move.x X, Dn => move.x X, Dn
* ext.y Dn ...deleted...
* beq/bne beq/bne
*
* where Dn is dead after the "ext".
*/
if ((bp->last == i2) && (bp->bcode == BEQ || bp->bcode == BNE) &&
(op1 == MOVE) && (op2 == EXT) &&
(i1->dst.areg == i2->src.areg) &&
(i2->live & RM(i2->src.areg)) == 0) {

delinst(bp, i2);
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* ext.l Dm => ...deleted...
* tst.l Dm tst.w Dm
*
* where Dm is dead after the "tst".
*/
if ((op1 == EXT) && (op2 == TST) &&
((i1->flags & i2->flags) & LENL) &&
(i2->src.areg == i1->src.areg) &&
(i2->live & RM(i2->src.areg)) == 0) {

i2->flags = LENW;
delinst(bp, i1);
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* Avoid intermediate registers.
*/

/*
* move.x X, Dm => INST.x X, Dn
* INST.x Dm, Dn ....deleted....
*
* where Dm is dead, and INST is one of: add, sub, and, or, cmp
*/
if ((op1 == MOVE) &&
((op2==ADD)||(op2==SUB)||(op2==AND)||(op2==OR)||(op2==CMP)) &&
(i1->flags == i2->flags) &&
(i1->dst.amode == REG) && ISD(i1->dst.areg) &&
(i2->src.areg == i1->dst.areg) &&
(i2->dst.amode == REG) && ISD(i2->dst.areg) &&
(i2->live & RM(i2->src.areg)) == 0) {
```

```
i1->opcode = i2->opcode;
i1->dst.areg = i2->dst.areg;
delinst(bp, i2);
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* Silly moves
*/

/*
* move.x X, Y => move.x X, Y
* move.x Y, X ...deleted...
*/
if ((op1 == MOVE) && (op2 == MOVE) &&
(i1->flags == i2->flags) &&
opeq(&i1->src, &i2->dst) && opeq(&i1->dst, &i2->src) &&
((i1->src.amode & i1->dst.amode) & (INC|DEC)) == 0) {

delinst(bp, i2);
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* move.x X, Y => move.x X, Rn
* move.x Y, Rn move.x Rn, Y
*
* where Y isn't INC or DEC, and not register direct
*/
if ((op1 == MOVE) && (op2 == MOVE) &&
(i1->flags == i2->flags) &&
(i1->dst.amode != REG) && ((i1->dst.amode & (INC|DEC)) == 0) &&
(i2->dst.amode == REG) && opeq(&i1->dst, &i2->src)) {

i1->dst = i2->dst;
i2->dst = i2->src;
i2->src = i1->dst;
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* move.x Rn, X => move.x Rn, X
* move.x X, Y move.x Rn, Y
*
* where X isn't INC or DEC, and not register direct
*/
if ((op1 == MOVE) && (op2 == MOVE) &&
(i1->flags == i2->flags) &&
(i1->src.amode == REG) &&
(i1->dst.amode != REG) && ((i1->dst.amode & (DEC|INC)) == 0) &&
```

```
opeq(&i1->dst, &i2->src)) {

i2->src = i1->src;
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* move.x Rm, Rn => move.x Rm, Rn
* ... stuff ... ... stuff ...
* move.x Rm, Rn
*
* where "stuff" doesn't set Rm nor Rn. Also make sure that
* the second move isn't followed by a conditional branch.
* In that case leave everything alone since the branch
* probably relies on flags set by the move.
*/
if ((op1 == MOVE) &&
(i1->src.amode == REG) && (i1->dst.amode == REG)) {

register INST *ti2 = i2;
register int sreg = i1->src.areg;
register int dreg = i1->dst.areg;

while (!sets(ti2, dreg)) {
if (sets(ti2, sreg) || ti2->next == NULL)
goto end2;
ti2 = ti2->next;
}
if ((ti2->opcode == MOVE) &&
(ti2->flags == i1->flags) &&
(ti2->src.amode == REG) && (ti2->src.areg == sreg) &&
(bp->last != ti2 || bp->bcond == NULL)) {

delinst(bp, ti2);
DBG(printf("%d ", __LINE__))
return TRUE;
}
}
end2:

/*
* move.x Dm, X => move.x Dm, X
* cmp.x #N, X cmp.x #N, Dm
*
* where X isn't INC or DEC, and not register direct.
*
* Since X generally references memory, we can compare
* with the register faster.
*/
if ((op1 == MOVE) && (op2 == CMP) &&
(i1->flags == i2->flags) &&
```

```
(i1->src.amode == REG) && ISD(i1->src.areg) &&
(i1->dst.amode != REG) && ((i1->dst.amode & (INC|DEC)) == 0) &&
(i2->src.amode == IMM) &&
opeq(&i2->dst, &i1->dst)) {

i2->dst.amode = REG;
i2->dst.areg = i1->src.areg;
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* INST X, An => INST X, Ao
* lea (An), Ao
*
* where An is dead after the second instruction.
*/
if ((op2 == LEA) &&
(i1->dst.amode == REG) && ISA(i1->dst.areg) &&
(i2->src.amode == REGI) && (i2->src.areg == i1->dst.areg) &&
(i2->live & RM(i2->src.areg)) == 0) {

i1->dst.areg = i2->dst.areg;
delinst(bp, i2);
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* lea X, An => ....deleted....
* INST (An) [, ..] INST X [, ..]
*
* where An is either dead after the second instruction or
* is a direct destination of the second instruction.
* or,
* lea X, An => ....deleted....
* INST Y, (An) INST Y, X
*
* where Y doesn't refer to An, and An is dead after the
* second instruction.
*/
if (op1 == LEA) {
if ((i2->src.amode == REGI) &&
(i2->src.areg == i1->dst.areg) &&
((i2->live & RM(i1->dst.areg)) == 0 ||
(i2->dst.amode == REG && i2->dst.areg == i1->dst.areg))) {

i2->src = i1->src;
delinst(bp, i1);
DBG(printf("%d ", __LINE__))
return TRUE;
}
```

```
if ((i2->dst.amode == REGI) &&
(i2->dst.areg == i1->dst.areg) &&
((i2->live & RM(i1->dst.areg)) == 0)) {

int i2src = chkref(&i2->src, TRUE);

if (i2src == 0 || (i2src & RM(i1->dst.areg)) == 0) {

i2->dst = i1->src;
delinst(bp, i1);
DBG(printf("%d ", __LINE__))
return TRUE;
}
}
}

/*
* lea N(Am), An => lea N(Am,Ro.l), An
* add.l Ro, An ....deleted....
*
*/
if ((op1 == LEA) && (op2 == ADD) &&
(i1->src.amode == REGID) && D8OK(i1->src.disp) &&
(i2->src.amode == REG) &&
(i2->dst.amode == REG) &&
(i2->dst.areg == i1->dst.areg)) {

i1->src.amode = REGIDX | XLONG;
i1->src.ireg = i2->src.areg;
delinst(bp, i2);
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* An array element reference is done by;
* 1. calculate its index value
* 2. make the result be sign-extented long
* 3. sum it with base address
* 4. access the target via the result with REGI or REGID mode
* In most cases, procedure 2,3,4 are reduced to
* a single REGIDX.w mode access.
*/

/*
* add.l Am, Rn => ....deleted....
* move.l Rn, Ao lea 0(Am,Rn.l), Ao
*
* add.l X, Rn => move.l X, Ao
* move.l Rn, Ao lea 0(Ao,Rn.l), Ao
*
* where Rn is dead after the second instruction.
```

```
* X is not address register direct, predec, postinc.
*/
if ((op1 == ADD) && (op2 == MOVE) &&
((i1->flags & i2->flags) & LENL) &&
(i1->dst.amode == REG) &&
(i2->src.amode == REG) && (i2->src.areg == i1->dst.areg) &&
(i2->dst.amode == REG) && ISA(i2->dst.areg) &&
(i2->live & RM(i2->src.areg)) == 0) {

if ((i1->src.amode == REG) && ISA(i1->src.areg)) {

i2->opcode = LEA;
i2->src.amode = REGIDX | XLONG;
i2->src.areg = i1->src.areg;
i2->src.ireg = i1->dst.areg;
i2->src.disp = 0L;
i2->flags = 0;

delinst(bp, i1);
DBG(printf("%d ", __LINE__))
return TRUE;
}
else if ((i1->src.amode & (DEC|INC)) == 0) {

i2->opcode = LEA;
i2->src.amode = REGIDX | XLONG;
i2->src.areg = i2->dst.areg;
i2->src.ireg = i1->dst.areg;
i2->src.disp = 0L;
i2->flags = 0;

i1->opcode = MOVE;
i1->dst.areg = i2->dst.areg;

DBG(printf("%d ", __LINE__))
return TRUE;
}
}

/*
* lea 0(Am,Rn.?), An => ....deleted....
* INST N(An) [, ..] INST N(Am,Rn.?) [, ..]
*
* where An is either dead after the second instruction or
* is a direct destination of the second instruction.
* or,
* lea 0(Am,Rn.?), An => ....deleted....
* INST X, N(An) INST X, N(Am,Rn.?)
*
* where X doesn't refer to An, and An is dead after the
* second instruction.
* N(An) is REGID mode with [-128..127] displacement.
```

```
*/
if ((op1 == LEA) &&
(i1->src.amode == REGIDX || i1->src.amode == (REGIDX|XLONG)) &&
(i1->src.disp == 0L)) {

int reg = i1->dst.areg;

if ((i2->src.amode == REGID) && D8OK(i2->src.disp) &&
(i2->src.areg == reg) &&
((i2->live & RM(reg)) == 0 ||
(i2->dst.amode == REG && i2->dst.areg == reg))) {

i1->src.disp = i2->src.disp;
i2->src = i1->src;
delinst(bp, i1);
DBG(printf("%d ", __LINE__))
return TRUE;
}
if ((i2->dst.amode == REGID) && D8OK(i2->dst.disp) &&
(i2->dst.areg == reg) &&
((i2->live & RM(reg)) == 0)) {

int i2src = chkref(&i2->src, TRUE);

if (i2src == 0 || (reg & RM(i1->dst.areg)) == 0) {

i1->src.disp = i2->dst.disp;
i2->dst = i1->src;
delinst(bp, i1);
DBG(printf("%d ", __LINE__))
return TRUE;
}
}
}
end4:
/*
* ext.l Dn => ...deleted...
* ... stuff ... ... stuff ...
* INST N(Am,Dn.l) [, ..] INST N(Am,Dn.w) [, ..]
*
* where An is either dead after the second instruction or
* is a direct destination of the second instruction.
*/
if ((op1 == EXT) && (i1->flags & LENL)) {

register INST *ti2 = i2;
register int reg = i1->src.areg;

while (!uses(ti2, reg)) {
if (ti2->next == NULL)
goto end3;
ti2 = ti2->next;
}
```

```
if ((ti2->src.amode == (REGIDX|XLONG)) &&
((ti2->live & RM(reg)) == 0 ||
(ti2->dst.amode == REG && ti2->dst.areg == reg))) {

ti2->src.amode &= ~XLONG;
delinst(bp, i1);
DBG(printf("%d ", __LINE__))
return TRUE;
}
}
end3:
/*
* Try to use the pre-decrement modes
* whenever possible.
*
* sub.l #N, Am ...deleted...
* ... stuff ... ... stuff ...
* ???.x ..(Am).. => ???.x ..-(Am)..
*
* Where N is
* 1, then x should be b
* 2, then x should be w
* 4, then x should be l
* Nothing in "stuff" can use Am.
*/
if ((op1 == SUBQ || (op1 == SUB && i1->src.amode == IMM)) &&
(i1->flags & LENL) &&
(i1->src.disp == 1L || i1->src.disp == 2L || i2->src.disp == 4L) &&
(i1->dst.amode == REG) && ISA(i1->dst.areg)) {

register INST *ti2 = i2;
register int reg = i1->dst.areg;
int len = i1->src.disp & (LENB|LENW|LENL);

do {
if ((ti2->src.amode == REGI) &&
(ti2->src.areg == reg)) {
if ((ti2->flags & len) == 0)
break;

ti2->src.amode |= DEC;
delinst(bp, i1);
DBG(printf("%d ", __LINE__))
return TRUE;
}
if ((ti2->dst.amode == REGI) &&
(ti2->dst.areg == reg)) {
if ((ti2->flags & len) == 0)
break;

ti2->dst.amode |= DEC;
delinst(bp, i1);
```

```
DBG(printf("%d ", __LINE__))
return TRUE;
}
if (uses(ti2, reg))
break;
} while ((ti2 = ti2->next) != NULL);
}

return FALSE;
}

/*
* peep2(bp) - scan blocks starting at 'bp'
*/
bool
peep2(bp)
register BLOCK *bp;
{
register INST *ip;
register bool changed = FALSE;

DBG(printf("p2: "))
while (bp != NULL) {
ip = bp->first;
while (ip != NULL && ip->next != NULL) {
if (ipeep2(bp, ip)) {
changed = TRUE;
s_peep2++;
bprep(bp);
/*
* If we had a match, then either instruction
* may have been deleted, so the safe thing to
* do is to go to the next block.
*/
break;
}
ip = ip->next;
}
bp = bp->next;
}
DBG(printf("\n"); fflush(stdout))
return changed;
}
SHAR_EOF
fi
if test -f 'peep3.c'
then
echo shar: "will not over-write existing file 'peep3.c'"
else
cat << \SHAR_EOF > 'peep3.c'
/* Copyright (c) 1988 by Sozobon, Limited. Author: Tony Andrews
```

```
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*
* Modified by Tohru Nishimura, Software Research Associates, Tokyo, Oct 1990.
*/

/*
* 3-instruction peephole optimizations
*/

#include "top.h"

/*
* ipeep3(bp, ip) - look for 3-instruction optimizations at the given inst.
*/
static bool
ipeep3(bp, i1)
register BLOCK *bp;
register INST *i1;
{
register INST *i2 = i1->next; /* the next instruction */
INST *i3 = i1->next->next; /* the third instruction */

register int op1 = i1->opcode;
register int op2 = i2->opcode;
register int op3 = i3->opcode;

/*
* move.l Am, Dn => ...deleted...
* add.l #N, Dn ...deleted...
* move.l Dn, Ao lea N(Am), Ao
* or,
* move.l X, Dn => move.l X, Ao
* add.l #N, Dn ...deleted...
* move.l Dn, Ao lea N(Ao), Ao
*
* Also, Dn must be dead after the third instruction.
* Where, X is not address register direct.
*/
if ((op1 == MOVE) &&
((op2 == ADD && i2->src.amode == IMM && DOK(i2->src.disp)) ||
(op2 == ADDQ)) &&
(op3 == MOVE) &&
((i1->flags & i2->flags & i3->flags) & LENL) &&
(i1->dst.amode == REG) && ISD(i1->dst.areg) &&
(i2->dst.amode == REG) && (i2->dst.areg == i1->dst.areg) &&
```

```
(i3->src.amode == REG) && (i3->src.areg == i1->dst.areg) &&
(i3->dst.amode == REG) && ISA(i3->dst.areg)
) { DBG(putchar('.')) if (
((i3->live & RM(i3->src.areg)) == 0)) {

if ((i1->src.amode == REG) && ISA(i1->src.areg)) {

i3->opcode = LEA;
i3->src.amode = REGID;
i3->src.areg = i1->src.areg;
i3->src.disp = i2->src.disp;
i3->flags = 0;

delinst(bp, i1);
delinst(bp, i2);
DBG(printf("%d ", __LINE__))
return TRUE;
}
else {

i3->opcode = LEA;
i3->src.amode = REGID;
i3->src.areg = i3->dst.areg;
i3->src.disp = i2->src.disp;
i3->flags = 0;
i1->dst.areg = i3->dst.areg;

delinst(bp, i2);
DBG(printf("%d ", __LINE__))
return TRUE;
}
}}

/*
* move.l Am, Dn => ...deleted...
* add.l Xn, Dn ...deleted...
* move.l Dn, Ap lea 0(Am,Xn.l), Ap
* or,
* move.l Y, Dn => move.l Y, Ap
* add.l Xn, Dn ...deleted...
* move.l Dn, Ap lea 0(Ap,Xn.l), Ap
*
* Also, Dn must be dead after the third instruction.
* Y is not address register direct, preinc, postdec.
*/
if ((op1 == MOVE) && (op2 == ADD) && (op3 == MOVE) &&
((i1->flags & i2->flags & i3->flags) & LENL) &&
(i1->dst.amode == REG) && ISD(i1->dst.areg) &&
(i2->src.amode == REG) && (i2->src.areg != i1->dst.areg) &&
(i2->dst.amode == REG) && (i2->dst.areg == i1->dst.areg) &&
(i3->src.amode == REG) && (i3->src.areg == i1->dst.areg) &&
(i3->dst.amode == REG) && ISA(i3->dst.areg) &&
```

```
((i3->live & RM(i3->src.areg)) == 0)) {

if ((i1->src.amode == REG) && ISA(i1->src.areg)) {

i3->opcode = LEA;
i3->src.amode = REGIDX | XLONG;
i3->src.areg = i1->src.areg;
i3->src.ireg = i2->src.areg;
i3->src.disp = 0L;
i3->flags = 0;

delinst(bp, i1);
delinst(bp, i2);
DBG(printf("%d ", __LINE__))
return TRUE;
}
else if ((i1->src.amode & (DEC|INC)) == 0) {

i3->opcode = LEA;
i3->src.amode = REGIDX | XLONG;
i3->src.areg = i3->dst.areg;
i3->src.ireg = i2->src.areg;
i3->src.disp = 0L;
i3->flags = 0;
i1->dst.areg = i3->dst.areg;

delinst(bp, i2);
DBG(printf("%d ", __LINE__))
return TRUE;
}
}

/*
* move.l Am, Dn => lea -N(Am), Ao
* sub.l #N, Dn
* move.l Dn, Ao
*
* Also, Dn must be dead after the third instruction.
*/

if ((op1 == MOVE) && (op2 == SUB || op2 == SUBQ) && (op3 == MOVE) &&
((i1->flags & i2->flags & i3->flags) & LENL) &&
(i1->src.amode == REG) && ISA(i1->src.areg) &&
(i1->dst.amode == REG) && ISD(i1->dst.areg) &&
(i2->src.amode == IMM) && DOK(i2->src.disp) &&
(i2->dst.amode == REG) && (i2->dst.areg == i1->dst.areg) &&
(i3->src.amode == REG) && (i3->src.areg == i1->dst.areg) &&
(i3->dst.amode == REG) && ISA(i3->dst.areg) &&
((i3->live & RM(i3->src.areg)) == 0)) {

/*
* rewrite i1 and delete i2 and i3
*/
```

```
i1->opcode = LEA;
i1->flags = 0;
i1->dst.areg = i3->dst.areg;

i1->src.amode = REGID;
i1->src.disp = -i2->src.disp;

delinst(bp, i2);
delinst(bp, i3);
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* move.x X, Dn => move.x X, Do
* ext.y Dn ext.y Do
* move.y Dn, Do
*
* Where Dn is dead.
*/

if ((op1 == MOVE) && (op2 == EXT) && (op3 == MOVE) &&
(i1->dst.amode == REG) && ISD(i1->dst.areg) &&
(i2->src.amode == REG) && (i2->src.areg == i1->dst.areg) &&
(i3->flags == i2->flags) &&
(i3->src.amode == REG) && (i3->src.areg == i1->dst.areg) &&
(i3->dst.amode == REG) && ISD(i3->dst.areg)) {

if ((i3->live & RM(i3->src.areg)) == 0) {
i1->dst.areg = i3->dst.areg;
i2->src.areg = i3->dst.areg;

delinst(bp, i3);
DBG(printf("%d ", __LINE__))
return TRUE;
}
}

/*
* move.l X, Dm => move.l X, An
* INST INST
* move.l Dm, An ...deleted...
*
* where INST doesn't use Dm, and Dm is dead after i3.
* Further, X should not be An (for safe).
*/
if ((op1 == MOVE) && (op3 == MOVE) &&
((i1->flags & i3->flags) & LENL) &&
(i1->dst.amode == REG) && ISD(i1->dst.areg) &&
(i3->src.amode == REG) && (i3->src.areg == i1->dst.areg) &&
(i3->dst.amode == REG) && ISA(i3->dst.areg) &&
(i3->dst.areg != i1->src.areg) &&
```

```
!uses(i2, i1->dst.areg) &&
(i3->live & RM(i3->src.areg)) == 0) {

i1->dst.areg = i3->dst.areg;

delinst(bp, i3);
DBG(printf("%d ", __LINE__))
return TRUE;
}

/*
* move.l Am, An ...deleted...
* add.l #N, Am ...deleted...
* ... stuff ... ... stuff ...
* ???.x ..(An).. => ???.x ..(Am)+..
*
* Where, #N is
* 1, then x must be b
* 2, then x must be w
* 4, then x must be l
* Nothing in "stuff" can use Am, nor An.
* An must be dead after the last instruction.
*/
if ((op1 == MOVE) && (op2 == ADD || op2 == ADDQ) &&
((i1->flags & i2->flags) & LENL) &&
(i1->src.amode == REG) && ISA(i1->src.areg) &&
(i1->dst.amode == REG) && ISA(i1->dst.areg) &&
(i2->src.amode == IMM) &&
(i2->src.disp == 1L || i2->src.disp == 2L || i2->src.disp == 4L) &&
(i2->dst.amode == REG) && (i2->dst.areg == i1->src.areg)) {

int rm = i1->src.areg;
int rn = i1->dst.areg;
int len = i2->src.disp & (LENB|LENW|LENL);

do {
if (uses(i3, rm))
break;
if (i3->src.amode == REGI && i3->src.areg == rn) {
if ((i3->flags & len) == 0)
goto end7;
if (i3->live & RM(rn))
goto end7;

i3->src.amode |= INC;
i3->src.areg = rm;

delinst(bp, i1);
delinst(bp, i2);
DBG(printf("%d ", __LINE__))
return TRUE;
}
```

```
if (i3->dst.amode == REGI && i3->dst.areg == rn) {
if ((i3->flags & len) == 0)
goto end7;
if (i3->live & RM(rn))
goto end7;

i3->dst.amode |= INC;
i3->dst.areg = rm;

delinst(bp, i1);
delinst(bp, i2);
DBG(printf("%d ", __LINE__))
return TRUE;
}
if (uses(i3, rn))
break;
} while ((i3 = i3->next) != NULL);
}
end7:
return FALSE;
}

/*
* peep3(bp) - scan blocks starting at 'bp'
*/
bool
peep3(bp)
register BLOCK *bp;
{
register INST *ip;
register bool changed = FALSE;

DBG(printf("p3: "))
for (; bp != NULL ;bp = bp->next) {
ip = bp->first;
while (ip!=NULL && ip->next != NULL && ip->next->next != NULL) {
if (ipeep3(bp, ip)) {
s_peep3++;
bprep(bp);
changed = TRUE;
/*
* If we had a match, then any instruction
* could have been deleted, so the safe thing
* to do is to go to the next block.
*/
break;
}
ip = ip->next;
}
}
DBG(printf("\n"); fflush(stdout))
```

```
return changed;
}
SHAR_EOF
fi
if test -f 'health.dif'
then
echo shar: "will not over-write existing file 'health.dif'"
else
cat << \SHAR_EOF > 'health.dif'
*** top1.2/health.c Fri Aug 24 17:07:04 1990
--- health.c Tue Oct 2 10:15:06 1990
***************
*** 7,12 ****
--- 7,14 ----
* 2) Modified versions must be clearly marked as such.
* 3) The authors are not responsible for any harmful consequences
* of using this software, even if they result from defects in it.
+ *
+ * Modified by Tohru Nishimura, Software Research Associates, Tokyo, Oct 1990.
*/

/*
***************
*** 160,172 ****
*/
for (ip = bp->last; ip != NULL ;ip = ip->prev) {
ip->live = live;
!
! for (reg = FIRSTREG; reg <= LASTREG ;reg++) {
! if (ip->rref & RM(reg))
! live |= RM(reg);
! else if (ip->rset & RM(reg))
! live &= ~RM(reg);
! }
}
}

--- 162,169 ----
*/
for (ip = bp->last; ip != NULL ;ip = ip->prev) {
ip->live = live;
! live |= ip->rref;
! live &= ip->rref | ~ip->rset;
}
}

SHAR_EOF
fi
if test -f 'main.dif'
then
echo shar: "will not over-write existing file 'main.dif'"
```

```
else
cat << \SHAR_EOF > 'main.dif'
*** top1.2/main.c Fri Aug 24 17:07:19 1990
--- main.c Tue Oct 2 10:15:14 1990
***************
*** 7,13 ****
--- 7,16 ----
* 2) Modified versions must be clearly marked as such.
* 3) The authors are not responsible for any harmful consequences
* of using this software, even if they result from defects in it.
+ *
+ * Modified by Tohru Nishimura, Software Research Associates, Tokyo, Oct 1990.
*/
+
#include "top.h"

FILE *ifp, *ofp; /* input/output file pointers */
***************
*** 43,49 ****
int use_temp = FALSE; /* using temporary file */

char *Version =
! "top Version 1.20 Copyright (c) 1988,1989 by Sozobon, Limited.";

usage()
{
--- 46,52 ----
int use_temp = FALSE; /* using temporary file */

char *Version =
! "top Version 1.2x Copyright (c) 1988,1989 by Sozobon, Limited.";

usage()
{
SHAR_EOF
fi
exit 0
# End of shell archive
```

485. Internal drive replacement

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-31 06:15:55 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Oct31.061555.5232@ecst.csuchico.edu>
Source record: 50023

A friend of mine needs to replace his internal drive on his 1040.
Which drives are best to use? Thanks!

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

486. More on multisyncs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-31 06:20:28 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Oct31.062028.5300@ecst.csuchico.edu>
Source record: 50024

I'm back on the hunt for multisyncs. Here's more info on the Wuztek. If anyone sees any deficiencies in the specs, I'd like to know. Moreover, Paul, the technician I talked to at Wuztek, said that LeRoy Valley for ST Informer and Greg (missed his last name) from STart are doing reviews on this monitor; the STI article should be published in the next issue. Paul said that they use a Japanese monitor that a lot of OEMs, like Unisys, use.

Here are the specs for the Omnimon Rainbow:

Picture tube: 14 inch, dark-tint, non-glare, 0.31mm dot pitch, 90 degree deflection 55% transmission
Resolution: Maximum 1024x768 dots
Display colors : TTL: 64/16/8/4
Analog: unlimited
Scanning frequency: vertical: 45Hz to 90Hz
Horizontal: 15Khz to 36Khz
Display area: 245mm x 180mm
Power input: 90-130V AC (60Hz)
180-260V AC (50Hz)
Power consumption: 85W
Environmental: Operation: 0-40 degrees C
Storage : -30 to 60 degrees C
Dimension: 360W x 335H x 375D mm

If you see anything out of the ordinary, let me know. From looking at my notes from other posts, the scanning freq. ranges are right. Chris Karchnak on Fidonet and a couple people here have seen Panasync's and like them. The Panasync's have 0.28mm dot pitch and the Wuztek has 0.31. Does it make a difference? Which one would be preferable?

The way I see it is, the Omnimon would cost $599 or I could go for a Panasync (approx. $450 plus Omniswitch ($80); roughly $550). The Omnimon comes with a switcher and a TSR for running mono and color at the same time via Revolver. Revolver doesn't work on the STe, so that does me no good.

Anyway, this compares well against a mono/color combo. Someone I know is willing to buy my color for $250. A mono monitor would cost, at best, $150 and then Monitor Master for $30. So, to round it off, it comes to around $450. The multisyncs have a 14" screen, which is considerably larger than the mono and even the color monitors. I use my ST a lot, so it may be worth the extra $100-$150. It's just a matter of figuring out which monitor to use.

There is also a Sony monitor, which I'm told is pretty good, so I'm looking into that one as well.

Before I decide, I think I'm going to wait for the reviews in the mags and try to get a look at that Sony.

Thanks for all your help!!

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

487. How much stack space do system calls need

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-31 09:26:45 UTC
From: teexand@ioe.lon.ac.uk
Message-ID: <1990Oct31.092645.28872@ioe.lon.ac.uk>
Source record: 50039

Is there a defined figure somewhere that specifies how much stack space is needed for TOS/GEM calls? When writing TSRs and Desk Accessories I don't want to waste more space than is really necessary. Obviously I need enough to stack the call arguments plus the SR and return address, but how much more is then required for the call itself - Rwabs() for instance, seems to need quite a lot of space. Any ideas?

==========
Andrew Dawson, Computer Unit, Windeyer Building, University College & Middlesex School of Medicine, Cleveland Street, London W1P 6DB, England.
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INTERNET: andrew%uxm.sm.ucl.ac.uk@nsfnet-relay.ac.uk
UUCP: ...!ukc!uxm.sm.ucl.ac.uk!andrew
==========

488. Re: Quien es mas macho? (HD caching)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-31 09:58:42 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3201@medusa.informatik.uni-erlangen.de>
Source record: 50036

hyc@math.lsa.umich.edu (Howard Chu) writes:

>I'm hearing conflicting info on Atari's CACHENNN.PRG. Does it only cache
>FAT and directory info, or also data sectors? The behavior appears a little
>erratic to me, showing disk hits when I wouldn't expect any to occur...

It buffers both. Well, to be more correct: CACHEnnn itself buffers nothing
at all. It just extends the internal GEMDOS sector buffer list. So if
you find any erratic behavior concerning caching, blame it on GEMDOS.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

489. Re: Hard Drive interferring w Mono Monitor. Solution Sought

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-31 10:04:08 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3202@medusa.informatik.uni-erlangen.de>
Source record: 50037

steveg@com.com (Stephen Harold Goldstein) writes:

>I had a similar problem with my Mega 4 and my mono monitor.
>Color worked fine, but accessing either of my hard drives
>(a Seagate 277N and a Syquest 44meg cart) with my *NEW*
>ICD Advantage ST (no plus) adapter would make the mono monitor
>APPEAR to lose both horizontal and vertical sync. I played around
>with the monitor adjustments and was able to stabilize vertical
>hold for both normal and "Weird" mode, but the horizontal display
>was still flaked out - seems like there were the right number of
>black and white dots per scan line, but they were garbled.

Perhaps this has something do to with spikes on the RESET line
on the DMA bus. Since RESET is connected to nearly everything inside
your ST, those spikes can severely influence the behavior of your
computer. Especially the shifter custom chip doesn't like spikes.

This might or might not be the explanation of 'weird mode' (still
wonder how many colors you could get in this hyper-interlace
kind of mode 8-); due to the somewhat unstable design of the DMA
bus, there are probably other possible reasons.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

490. Re: Quien es mas macho? (HD caching)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-31 10:16:00 UTC
From: ngse18@castle.ed.ac.uk
Message-ID: <6948@castle.ed.ac.uk>
Source record: 50025

hyc@math.lsa.umich.edu (Howard Chu) writes:

>Hm. With sufficient memory and a good cache, isn't the whole idea of a
>RAMdisk pointless?

Not in all cases (and that's true, even on machines with virtual memory). To take the example of compilation: most compilers produce a significant number of temporary files at various stages, which persist for only a few seconds before they are deleted. [GNU cc is an exception here - this is one of the reasons it's a memory hog]. At the same time, to the best of my knowledge, all the software caches for the ST are 'write-through'. This means that all files are actually written out to disk as they are made. [Again, if there are 'intelligent' caches out there, given TOS's insecurity, *I* wouldn't risk my data by using them in a development environment]. So, during a typical compilation, even though a cache will generally give an improvement in runtimes over no cache, use of a RAM-disk for temporary files will (except in some *very* particular cases) be even faster.

The choice as to whether to use a cache and/or a RAM-disk is very dependent on the particular work being performed. Especially on a single user machine like the ST, the appropriate choice will probably be different for the same user on different occasions [I certainly adjust these choices on my ST system - often several times within a session]. This is an example of system tuning. As an illustration of how bizarre it can get, I have an old PDP-11 which is largely used for program development. Of 4Mb memory, 3Mb is used as a RAM-disk, 740k as disk cache, and only 256kb as system memory space - odd, but that's the way it functions best *for that application*.

Russ

491. Re: Monitor port pinout

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-31 15:04:57 UTC
From: rrowland@attcan.UUCP
Message-ID: <12901@vpk2.UUCP>
Source record: 50027

> Does anyone on the net know the pinouts for the monitor port on
> the ST. I'm thinking about wiring an AT&T PC6300 mono monitor
> to my ST. Thank in advance
>
> Bill Oswald
> aloft!wao

I don't have the pinouts handy, but before attempting this venture, you should be aware that the atari st requires an analog monitor (color and/or mono), of which the AT&T 313 (314) is definitely not suited for

492. Re: Homebrew SIMM expansion.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-31 15:50:37 UTC
From: don@milton.u.washington.edu
Message-ID: <10317@milton.u.washington.edu>
Source record: 50028

In article <2408@gould.doc.ic.ac.uk> tmp@doc.ic.ac.uk (Trevor Peacock) writes:
>
>I was hoping to...
>buy some 1M SIMMs to plug in (with A9 wired up of course).
>
>Does anyone else have any experience with this - or any suggestions why it
>didn't work?
>

Several months ago I removed 16 of the 256k RAM chips from my 1040, wired
in a SIMM dual SIMM socket, and inserted 2 1Meg (80ns) SIMMs. I now have
2.5Megs of memory that works great!

I don't know what you did wrong, but it should work.

493. The movep instruction & a strange display

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-31 15:56:03 UTC
From: mlake@irscscm.UUCP
Message-ID: <1990Oct31.155603.4066@irscscm.UUCP>
Source record: 50029

Greetings everyone.

I am having a problem with a 68000 program where the screen goes kaflooey at a certain point. I'm not fooling with the screen in my code, only the MFP and the sound chip. The program works ok except for the fact that it screws the display. I've traced the cause of the problem down to a movep instruction that occurs during a timer A interrupt. The movep is a weird instruction where it moves every other segment (depending upon the mode) of the source to the destination. Is it possible that my assemblers (the only ones I have are MADMAC and the MWC assembler, the latter being a real trip of an assembler) do not handle the movep instruction correctly? The same thing happens with both of the assemblers. I've seen the same code in other programs that work properly.

I'm open to any and all explanations and/or suggestions. Thanks.

--
Marshall Lake
mlake@irscscm.UUCP
...!uunet!media!ka3ovk!irscscm!mlake

494. Re: Quien es mas macho? (HD caching)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-31 16:28:31 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1990Oct31.162831.10747@cs.ucla.edu>
Source record: 50030

In article <1990Oct30.220831.17172@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>
...
>Hm. With sufficient memory and a good cache, isn't the whole idea of a
>RAMdisk pointless?
>
Well, I use one on my four meg STE for all of the obnoxious temporary files that Mark Wiliams C insists on writing all the time. The GEMDOS caching scheme is a write-through cache (which I appreciate whenever I crash my system testing a program or someone turns my machine off!), but that means that You still at least have to write the temporary files out to disk before they get cached.

In an ideal worls, the compiler would see tht it had enough memory and use it. No, I take that back. In an ideal world, we'd have virtual memory so the compiler could _always_ use RAM... The OS would decide when it should go to disk!

> -- Howard Chu @ University of Michigan
>
>Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
> McThanks, McYou MacToo!

--
Steve Whitney "It's never _really_ the last minute" ())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

495. Re: Re: GDOS printer drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-31 16:35:16 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <16620002@hpfcso.HP.COM>
Source record: 50031

> I have the GDOS printer driver for an Epson FX printer. However,
> MS-Write will still not print in fonts. Has anyone gotten this to
> work?

Check your printer setup. Mine worked perfectly. ('Course, I was using a
DeskJet with an Epson cartridge, so my observations may not count...)

> Thanks for any help!

Such as it was... Email if youy still have problems.

Regards

Ray
rrd@hpfitst1.hp.com

496. Re: How much stack space do system calls need

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-31 17:47:34 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3204@medusa.informatik.uni-erlangen.de>
Source record: 49941

teexand@ioe.lon.ac.uk (Andrew Dawson) writes:

>Is there a defined figure somewhere that specifies how much stack space is
>needed for TOS/GEM calls? When writing TSRs and Desk Accessories I don't want to
>waste more space than is really necessary. Obviously I need enough to
>stack the call arguments plus the SR and return address, but how much more

As far as I know, there is no defined upper limit for the stack space needed.
Note that there may be other TSRs installed and linked into several vectors.
When you call Rwabs() for some hard disk partition, for example, the hard
disk driver is invoked which might use lots of stack space.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

497. Re: Quien es mas macho? (HD caching)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-31 20:47:12 UTC
From: andyc@hplsla.HP.COM
Message-ID: <13510004@hplsla.HP.COM>
Source record: 50032

Howard Chu asks:

> Hm. With sufficient memory and a good cache, isn't the whole idea of a
> RAMdisk pointless?

Not entirely. I use Mark Williams C, which, as a three pass compiler writes lots of temporary files, not to mention the object files and the link file. I use a RAM disk to minimize the fragmentation on my hard drive, caused by all this file creation/deletion. The cache is to speed up access of the various programs, include files and libraries that the compilation needs.

%%%

498. computer power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1990-10-31 23:52:10 UTC
From: sslee@polyslo.CalPoly.EDU
Message-ID: <272f63aa.3a3@petunia.CalPoly.EDU>
Source record: 49948

Does anyone know where I can order a generic (ie cheap) power supply for my Atari 1040ST? I hate to have to pay $70 (or more) by ordering directly from Atari.

Steven

499. Sozobon C - Latest versions?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-01 01:05:59 UTC
From: clive@aldetec.oz.au
Message-ID: <284@aldetec.oz.au>
Source record: 49947
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello world
I have started using GEMINI and am finding it VERY good BUT (and this is
a big BUT)

My version of the Sozobon compiler (1.0?) bombs whenever I run any part of
it..

I replaced hcc, jas, and top with version 1.2 that i downloaded from some BB
a year or so ago and all the Sozobon bins still bomb.

Any applications produced with my version of the copilier bomb...

I have had a couple of hints about the problem (memcpy or something)..

BUT 'TOHRU NISIMURA's' new and improved version 1.2x of top doesn't bomb
under GEMINI - so, here is a guy who knows where his towell is!
Congratulations TOHRU

SO, is there somewhere in netland, a set of sozobon bins that all work with
GEMINI, or a set of sources and instructions....

Here's hoping
..Clive

--
_____
Clive Salvidge ACSnet : clive@aldetec.oz | Internet : clive@aldetec.oz.au
Aldetec Pty Ltd. Voice : +61-9-4451888 0900 - 1700 WST
_____< Got to think of something to put in here! >_____

500. Re: Box w/o form_do() causing PRG lock up. Solution sought.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-01 01:21:48 UTC
From: mui@atari.UUCP
Message-ID: <2728@atari.UUCP>
Source record: 50034

in article <8978@ncar.ucar.edu>, moses@hao.ucar.edu (Julie Moses) says:
>
>
> I have a program in which one of the dialogue boxes are handled
> without using form_do(). Yes, form_do() is the easiest way to
> handle dialogue boxes but I am doing some trickier things than
> what form_do() can handle.
>
> Problem - If I depress the mouse button outside the dialogue box
> which is being handled without form_do() and atop the slider bars,
> or GEM dropdowns (anything GEM itself is taking care of through
> evnt_messages), it locks up the program completely; only the mouse
> can move yet do nothing.
>
> Ques. -How is it I can disable GEM so that this will be prevented
> while I am using this dialogue box?
>
>
> Thanks,
>
> J.Moses

Use the wind_update(TRUE) in the beginning of your function
and use wind_update(FALSE) at the end of it.

==========
Derek Mui, Atari Corp, 1196 Borregas Ave, Sunnyvale, CA 94086

UUCP: {..ames!atari!mui}

Disclaimer: Opinions expressed here are my own and they may be
hazardous to your mind.
==========

501. Re: Quien es mas macho? (HD caching)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-01 02:01:26 UTC
From: apratt@atari.UUCP
Message-ID: <2729@atari.UUCP>
Source record: 50035

People seem a little unsure of how GEMDOS's cache (the one CACHEXXX.PRG adds to) works.

There are two lists of buffers. CACHE030.PRG, for example, will add 30 buffers to each list. You can give it arguments to explicitly give a certain number to each list.

Both lists are write-through: all writes happen right away.

The first list caches FAT and root directory sectors. Any FAT or root directory access will use this cache.

The second list caches data sectors, defined as those which aren't FAT or root directory. Subdirectory sectors always use this cache. Normal file data sectors only use this cache if your program doesn't do reads and writes of complete sectors. Then the data sector is read into the cache, and the piece your program wanted is copied.

Whole-sector or multi-sector reads and writes don't use the GEMDOS cache at all. They always go straight to disk. That's where the other caches in the world can help.

With enough cache buffers, all of the FATs and root directories on all of the drives on your system will end up in the first cache and never be replaced. It's a waste of space to have more sectors in the first list than you have FAT and root directory sectors.

Having a lot of buffers in the data-cache list will mean that all your subdirectory sectors will get cached, and in addition the parts of files that get accessed as fragments, not as whole sectors. One example of this kind of access is in GEMDOS itself: Pexec reads the header of a file to find out how big it is, and since the Pexec routine only wants $1c bytes of data, the sector lands in the cache. Then, Pexec reads the text+data part of the file, and since it probably doesn't end on a sector boundary that last sector winds up in the cache. Finally, Pexec reads the fixup information, and that probably doesn't begin or end on sector boundaries, resulting in two more fragments. (The end of the text+data and the beginning of the fixups will be the same place unless there are symbols in the file.)

You can tell if you have "enough" sectors in each list by doing a "show info" from the Desktop on all your drives, then doing it again. If the second time doesn't actually hit any disks, it means all the FAT, root directory, and subdirectory sectors are in the cache.

Both caches are managed LRU: each time there is a "cache hit" on a buffer, it gets moved to the beginning of the list, and when the time

comes to replace a buffer, the replacement is chosen from the end of the list.

All this information is subject to change: I make no guarantees about the workings of GEMDOS's cache system past, present, or future.

==========

Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

502. Re: Quien es mas macho? (HD caching)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-01 05:55:27 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Nov1.055527.498@murdoch.acc.Virginia.EDU>
Source record: 49952

In article <6948@castle.ed.ac.uk> ngse18@castle.ed.ac.uk (J R Evans) writes:

> At the same time,
>to the best of my knowledge, all the software caches for the ST are
>'write-through'. This means that all files are actually written out
>to disk as they are made. [Again, if there are 'intelligent' caches out
>there, given TOS's insecurity, *I* wouldn't risk my data by using them
>in a development environment].

Laser C has a file-level cache which is write-through for your source
code and delayed write-back for temporary files, object files, and
executables. It's amazingly easy to use, and much better than a RAM
disk as it's dynamic and you don't have to set anything up to use it.
On a 1 meg ST with floppies it must be a godsend -- even with a HD,
it's quite nice.

503. Re: The movep instruction & a strange display

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-01 07:21:36 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov1.072136.24326@math.lsa.umich.edu>
Source record: 50038

In article <1990Oct31.155603.4066@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake) writes:
>Greetings everyone.

>I am having a problem with a 68000 program where the screen goes
>kaflooey at a certain point. I'm not fooling with the screen in my
>code, only the MFP and the sound chip. The program works ok except for
>the fact that it screws the display. I've traced the cause of the
>problem down to a movep instruction that occurs during a timer A
>interrupt. The movep is a weird instruction where it moves every other
>segment (depending upon the mode) of the source to the destination. Is
>it possible that my assemblers (the only ones I have are MADMAC and the
>MWC assembler, the latter being a real trip of an assembler) do not
>handle the movep instruction correctly? The same thing happens with
>both of the assemblers. I've seen the same code in other programs that
>work properly.

I know that incorrect code is generated for movep by both the 2.0 and
3.0 MWC assemblers. (Different incorrect code, too!) However, I'm pretty
sure that MADMAC handles movep correctly. (I've used it a number of times
with MADMAC and never had any trouble.) You can verify the correctness
of the MADMAC object code just by looking at it in the Atari debugger.
If it doesn't disassemble to what you're expecting, mebbe you're behind
a rev or two on MADMAC?
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

504. Re: The movep instruction & a strange display

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-01 09:47:21 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3206@medusa.informatik.uni-erlangen.de>
Source record: 50040

mlake@irscscm.UUCP (Marshall Lake) writes:

>interrupt. The movep is a weird instruction where it moves every other
>segment (depending upon the mode) of the source to the destination. Is
>it possible that my assemblers (the only ones I have are MADMAC and the
>MWC assembler, the latter being a real trip of an assembler) do not
>handle the movep instruction correctly? The same thing happens with

I used MADMAC to implement some screen manipulations a while ago, with
quite a few MOVEPS thrown in for that purpose. No problems.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

505. Re: SCSI Device ID#

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-01 11:14:56 UTC
From: jvt@its.bt.co.uk
Message-ID: <FM9%AN#@uzi-9mm.fulcrum.bt.co.uk>
Source record: 49942

In article <786@ccicpg.UUCP> paulm@ccicpg.UUCP (Paul Moreau) writes:
>
> I am currently writing a driver for my scsi cartridge tape drive.
> I have it working doing tar's and other stuff as Device ID# 0 but
> I want it to work with my hard disk pluged in also. I have written
> a lot of disk code in assembler based on some code from an Abacas
> book but I can't get it to talk to anything but ID 0. Is the BMS100
> capable of talking to other IDs (preferably #6) ?
>
> If and when I get this working I'll release my code here as PD.
> Any help would be apreciated.

Sorry I can't answer your question. I look forward to you releasing the
code as I am very interested. Can I offer this observation. The ICD
board uses SCSI ID6 for the clock chip and & believe 7 is used by
Atari's laser printer. If you possibly use another ID or can you make
the code configurable at install time.

Regards - John

--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

506. Sozobon C and Mupfel

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-01 11:42:24 UTC
From: jvt@its.bt.co.uk
Message-ID: <0M9%LP#@uzi-9mm.fulcrum.bt.co.uk>
Source record: 49943
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I hope someone out there can point me in the right direction to solve
this one.

I have been running Sozobon C under Gulam quite successfully for
some time now. Just recently I loaded Gemini (UK version) and
tried my applications under mupfel. They bombed (3)!

Wondering if it was my code, I wrote a trivial program "Hello World".
It also bombed no matter how I declared main().

Feeling rather devilish, I ran the compiler under Mupfel and it too
bombed. At least there's hope that it may not be just me.

However, the author of cmd.prg (sorry I've forgotten the name) announces
his code is compiled by Sozobon. It runs OK!

This last point makes me think its me & not the compiler of Mupfel.
Has anybody had this experience & know how to stop it? Kit is 1040STE.

Answers by e-mail preferred as my newsfeed has been disrupted of late.
I will summarize any replys this way.

John.
--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

507. Box w/o form_do() causing PRG lock up. Solution FOUND!!

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-01 14:33:35 UTC
From: moses@hao.ucar.edu
Message-ID: <9022@ncar.ucar.edu>
Source record: 49951

```
>
> I have a program in which one of the dialogue boxes are handled
> without using form_do(). Yes, form_do() is the easiest way to
> handle dialogue boxes but I am doing some trickier things than
> what form_do() can handle.
>
> Problem - If I depress the mouse button outside the dialogue box
> which is being handled without form_do() and atop the slider bars,
> or GEM dropdowns (anything GEM itself is taking care of through
> evnt_messages), it locks up the program completely; only the mouse
> can move yet do nothing.
>
> Ques. -How is it I can disable GEM so that this will be prevented
> while I am using this dialogue box?
>
```

Several people sent me private mail and altogether I was directed to using wind_update() with the parameters BEG_MCTRL and END_MCTRL.

I am familiar with the parameters BEG_UPDATE and END_UPDATE but had not tried the other pair due to the lack of information on the differences in their function.

As you might already know AES is multi-tasking - it handles the GEM window and menu in conjunction with the functions built into ones program. BEG_MCTRL (and END_) disables the AES more than BEG_UPDATE; it prevents any dropdown, slider bar or window button from being controlled by the AES. If you use BEG_MCTRL then there is no need to also call wind_update with the parameters BEG_UPDATE (END_); the former is a superset of BEG_UPDATE functionality.

Case closed. FYI. Thanks.

J.Moses

508. ROM links on '85 vintage ST

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-01 14:53:32 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov1145332@ghiggins.hpl.hp.com>
Source record: 49944

Does anyone happen to know the board reference IDs of the links
which need to be changed in order to install a 6-chip TOS 1.4
into a 2-chip TOS 1.0, 1985-vintage 520 STFM?

[I'm asking for a friend without usenet access]

Graham
======

509. Re: Homebrew SIMM expansion.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-01 16:10:27 UTC
From: stigvi@Siri.Unit.NO
Message-ID: <1990Nov1.161027.8847@ugle.unit.no>
Source record: 49954

In article <2408@gould.doc.ic.ac.uk>, tmp@doc.ic.ac.uk (Trevor Peacock) writes:
|>
|> In my never ending quest for memory (without the price :^) I tried a simple
|> experiment on my ST.
|>
|> What I did was to remove the 8 highest bits from bank 1 in my ST and wire up
|> a SIMM socket so that the corresponding data, address, cas, ras & write lines
|> went to those which the 41256's had occupied.
|> I triple checked this, plugged a 256k SIMM into the socket, powered up and...
|> BINGO!! the ST couldn't see the top bank.
|>
|>
|> --
|> Trevor Peacock, | Tel : 071 589 5111 X 5052 | JANET : tmp@uk.ac.ic.doc
|> Department of Computing, | DARPA : tmp@doc.ic.ac.uk
|> Imperial College, \ or tmp%uk.ac.ic.doc@nsfnet-relay.ac.uk
|> 180 Queens Gate,London SW7 2BZ | UUCP : tmp@icdoc.UUCP or ..!ukc!icdoc!

I have just wired up 2 1MB SIMMs in my 520STF, and together with the old
memory my ST have a total of 2.5MB. I used SIMMs with a 9bit databus, but
2 8bit SIMMs should work fine too.
You must have done something wrong. Maybe you should triple check it twice.

Stig Vidar Hovland - stigvi@siri.unit.no

510. Re: Quien es mas macho? (HD caching)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-01 18:01:00 UTC
From: woju@mist.UUCP
Message-ID: <A0avg4qi@mist.UUCP>
Source record: 49945

In <1990Oct30.220831.17172@math.lsa.umich.edu>, Howard Chu writes:
}In article <13510003@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
}>david@doe.utoronto.ca (David Megginson) asks:
}>like the fact that I can pick which drives will be cached. ICD's and Atari's
}>caches will cache everything - including a RAM disk, which is pointless.
}
}Hm. With sufficient memory and a good cache, isn't the whole idea of a
}RAMdisk pointless?
}
}I'm hearing conflicting info on Atari's CACHENNN.PRG. Does it only cache
}FAT and directory info, or also data sectors? The behavior appears a little
}erratic to me, showing disk hits when I wouldn't expect any to occur...

It should does both ! But i don't know if the CACHEXXX.prg will work
with the BGM Partitions, which will be created for Partitions >32 MB
So be careful!

By

--
Bye,...
Don't trust your eyes. It's just an imagination of your brain !

woju@mist.UUCP(only subnet),
woju@image.in-berlin.de
woju@neon.in-berlin.de

(c) by Wolfgang Jung, Berlin (date look at header !!)

511. Reading both buttons from Eventmulti

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-01 18:14:09 UTC
From: dcrevier@jarthur.Claremont.EDU
Message-ID: <9479@jarthur.Claremont.EDU>
Source record: 49953

I remember a while ago people were discussing how to get an event from the right button _or_ the left button. I wasn't paying attention then, but now I have found I want to do that, and I can only seem to read events from both buttons pressed together. I think I remember the solution being simple. Could someone post the solution?

Dan

dcrevier@jarthur.claremont.edu

512. MS-DOS Disk Compatibility?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-01 19:06:35 UTC
From: whinery@hale.ifa.hawaii.edu
Message-ID: <10122@uhccux.uhcc.Hawaii.Edu>
Source record: 49955

Greetings, ST-ites;

I am a non-ST person with a question. I have heard that ST disks
are compatible with MSDOS disks, and I thought I would make sure of that
before trying to send some GIF pics to my friend in New York who owns an
ST. Can I write GIF files to 720K 3.5" floppies and have him read them
with no problems? WHat considerations should I make? I might also ftp a
viewer for him, (he has not Internet connection) do executable need
special attention?

Alan
whinery@hale.ifa.hawaii.edu

E-Mail Preferred.

513. Re: More on multisyncs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-01 22:01:43 UTC
From: boyd@fsucs.UUCP
Message-ID: <598@fsucs.UUCP>
Source record: 49946

In article <1990Oct31.062028.5300@ecst.csuchico.edu>, ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>I'm back on the hunt for multisyncs. Here's more info on the Wuztek.
>[.....]
>--
> Ed Krimen .....
> ||| Video Production Major, California State University, Chico
> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

I have a friend that has a Wuztek setup. He has problems with some programs causing a system crash. What seems to happen is the program in question attempts to change the scan rate on the monitor, and the monitor switches into mono mode (causing a system reboot). One such program is Altered Beasts. You may want to talk to the Wuztek folks about this before buying.

--
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein

514. MiNT vs TDI Modula-2

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-02 00:40:07 UTC
From: ersys!arktik@nro.cs.athabascau.ca
Message-ID: <k2gZR1w163w@ersys.uucp>
Source record: 49949

I am really impressed with the MiNT kernel, however, I am still waiting for some brilliant Modula-2 programmer to create some modules to access the calls from this system. The reason it presents a problem is that the version of TDI Modula-2 I am using (Release 2.00a, I got it second hand, so I don't know anything about the upgrade policy, can anyone fill me in on this?) will not let me do GEMDOS calls via their number, they must be the ones prepackaged in the GEMDOS library.

I know it could be done with the CODE and SETREG statements, but I really do not want, or feel a need, to fire up Devpac, assembly up some code, dissasembly, and fool around for several hours, just to do something that TDI should already have packaged in with the system.

It would sure be nice to have a MiNT library for Modula-2, has anybody done this yet? Will anybody do this? Or am I on my own? In my opinion the language (which is Multitasking in nature in the first place) and MiNT are a perfect combination.

Thanks ahead of time,

```
_____________________________________________
//\\...Liberty...Equality...Fraternity...Atarity...\ ||| All opinions,
\__/_____________________________________________/ / | \ expressed
[=FoReM-Net:Arktik=Patriot=@=Node=171=The Outland==] herein are always
[=UUCP:ersys!arktik@nro.cs.athabasca.ca============] true, as I am
[=Ryan Daum=======================================] Divinity.
```

515. Sozobon C fixes for JAS and dlib1.2

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-02 03:02:40 UTC
From: nisimura@srava.sra.co.jp
Message-ID: <4735@srava.sra.co.jp>
Source record: 49950

In article <284@aldetec.oz.au>, Clive Salvidge writes;

> I have started using GEMINI and am finding it VERY good BUT (and this is
> a big BUT)
> ....
> ....
> SO, is there somewhere in netland, a set of sozobon bins that all work with
> GEMINI, or a set of sources and instructions....

I have never played with GEMINI yet, thus I'm not sure this helps you.

Here is fixes to
o Sozobon Assembler, jas 1.1 .
o some routines in dlib1.2 .

Sozobon assembler sometimes produces incorrect codes for bit instructions;
bchg, bclr, bset, btst.

For example, in the case of "btst #4, d0", Sozobon asm would produce

```
+----------------------------+
| BTST d0 |
+----------------------------+
| 0 |
+----------------------------+
| 0 | bit number=4 |
+----------------------------+
```

instead of

```
+----------------------------+
| BTST d0 |
+----------------------------+
| 0 | bit number=4 |
+----------------------------+
```

The bit number word that shifted would be interpreted as a corrupted
branch inst. (WAO !!)

The bug exists in "opcodes.h"
the definition of btst is not correct.

```
{"btst$s", O_IMM, O_DN, S_L, "x0o40%1e", F_L },
^^^
F_B
```

the last field says "its immediate value should be coded in LONG."

Originally bit-instruction does have no size field.
Its operation size is implied by its second operand; data register

or memory data.

I changed "opcodes.h" table so as bit instructions must not have
size specifiers and their default sizes are F_B.

Also, some dlib1.2 routines have bugs. Worst one is in bzero.s.
bzero would make bombs in many cases. Fixes to them are simple.

Try to apply following patches, and recompile your jas and dlib1.2.

Tohru Nishimura
Software Research Associates, Tokyo, Japan
Internet: nisimura@sra.co.jp

---------- >8 ------------------------- 8< --------

```
#! /bin/sh
# This is a shell archive, meaning:
# 1. Remove everything above the #! /bin/sh line.
# 2. Save the resulting text in a file.
# 3. Execute the file with /bin/sh (not csh) to create:
# jas.dif
# dlib.dif
# This archive created: Fri Nov 2 11:52:45 1990
export PATH; PATH=/bin:/usr/bin:$PATH
if test -f 'jas.dif'
then
echo shar: "will not over-write existing file 'jas.dif'"
else
cat << \SHAR_EOF > 'jas.dif'
*** opcodes.h Sat Jun 9 18:45:56 1990
--- /tmp/opcodes.h Tue Sep 18 11:58:17 1990
***************
*** 40,63 ****
{"as$d$s", O_DN, O_DN, S_BWL, "xe%r$d$so4%1r",F_W },
{"as$d$s", O_IMM, O_DN, S_BWL, "xe%q$d$so0%1r",F_W },
{"as$d$s", O_DMEM, O_NONE, S_W, "xeo0$d11%e", F_W },
! {"bchg$s", O_DN, O_DN, S_L, "x0%ro5%1e", F_L },
! {"bchg$s", O_DN, O_DMEM, S_B, "x0%ro5%1e", F_B },
! {"bchg$s", O_IMM, O_DN, S_L, "x0o41%1e", F_L },
! {"bchg$s", O_IMM, O_DMEM, S_B, "x0o41%1e", F_B },
! {"bclr$s", O_DN, O_DN, S_L, "x0%ro6%1e", F_L },
! {"bclr$s", O_DN, O_DMEM, S_B, "x0%ro6%1e", F_B },
! {"bclr$s", O_IMM, O_DN, S_L, "x0o42%1e", F_L },
! {"bclr$s", O_IMM, O_DMEM, S_B, "x0o42%1e", F_B },
{"bra$s", O_LAB, O_NONE, S_BW, "x60%d", F_PC|F_TXT },
! {"bset$s", O_DN, O_DN, S_L, "x0%ro7%1e", F_L },
! {"bset$s", O_DN, O_DMEM, S_B, "x0%ro7%1e", F_B },
! {"bset$s", O_IMM, O_DN, S_L, "x0o43%1e", F_L },
! {"bset$s", O_IMM, O_DMEM, S_B, "x0o43%1e", F_B },
{"bsr$s", O_LAB, O_NONE, S_BW, "x61%d", F_PC|F_TXT },
! {"btst$s", O_DN, O_DN, S_L, "x0%ro4%1e", F_L },
```

```
! {"btst$s", O_DN, O_MEM, S_B, "x0%ro4%1e", F_B },
! {"btst$s", O_IMM, O_DN, S_L, "x0o40%1e", F_L },
! {"btst$s", O_IMM, O_MEM, S_B, "x0o40%1e", F_B },
{"chk$s", O_NAN, O_DN, S_W, "x4%1ro6%e", F_W },
{"clr$s", O_AN, O_NONE, S_W, "x9%ro3%e", F_W },
{"clr$s", O_AN, O_NONE, S_L, "x9%ro7%e", F_W },
--- 40,63 ----
{"as$d$s", O_DN, O_DN, S_BWL, "xe%r$d$so4%1r",F_W },
{"as$d$s", O_IMM, O_DN, S_BWL, "xe%q$d$so0%1r",F_W },
{"as$d$s", O_DMEM, O_NONE, S_W, "xeo0$d11%e", F_W },
! {"bchg$s", O_DN, O_DN, 0, "x0%ro5%1e", F_B },
! {"bchg$s", O_DN, O_DMEM, 0, "x0%ro5%1e", F_B },
! {"bchg$s", O_IMM, O_DN, 0, "x0o41%1e", F_B },
! {"bchg$s", O_IMM, O_DMEM, 0, "x0o41%1e", F_B },
! {"bclr$s", O_DN, O_DN, 0, "x0%ro6%1e", F_B },
! {"bclr$s", O_DN, O_DMEM, 0, "x0%ro6%1e", F_B },
! {"bclr$s", O_IMM, O_DN, 0, "x0o42%1e", F_B },
! {"bclr$s", O_IMM, O_DMEM, 0, "x0o42%1e", F_B },
{"bra$s", O_LAB, O_NONE, S_BW, "x60%d", F_PC|F_TXT },
! {"bset$s", O_DN, O_DN, 0, "x0%ro7%1e", F_B },
! {"bset$s", O_DN, O_DMEM, 0, "x0%ro7%1e", F_B },
! {"bset$s", O_IMM, O_DN, 0, "x0o43%1e", F_B },
! {"bset$s", O_IMM, O_DMEM, 0, "x0o43%1e", F_B },
{"bsr$s", O_LAB, O_NONE, S_BW, "x61%d", F_PC|F_TXT },
! {"btst$s", O_DN, O_DN, 0, "x0%ro4%1e", F_B },
! {"btst$s", O_DN, O_MEM, 0, "x0%ro4%1e", F_B },
! {"btst$s", O_IMM, O_DN, 0, "x0o40%1e", F_B },
! {"btst$s", O_IMM, O_MEM, 0, "x0o40%1e", F_B },
{"chk$s", O_NAN, O_DN, S_W, "x4%1ro6%e", F_W },
{"clr$s", O_AN, O_NONE, S_W, "x9%ro3%e", F_W },
{"clr$s", O_AN, O_NONE, S_L, "x9%ro7%e", F_W },
SHAR_EOF
fi
if test -f 'dlib.dif'
then
echo shar: "will not over-write existing file 'dlib.dif'"
else
cat << \SHAR_EOF > 'dlib.dif'
*** alloca.s Sat Jun 9 18:52:51 1990
--- /tmp/alloca.s Fri Nov 2 11:49:26 1990
***************
*** 27,32 ****
--- 27,34 ----
move.l (sp),a1 * save return address
clr.l d1 * get requested block size
move.w 4(sp),d1
+ addq.l #1,d1
+ bclr #0,d1 * round up to even value
move.l sp,a0 * calculate new sp
sub.l d1,a0
```

```
cmp.l __break,a0 * if (new sp < __break)
*** bzero.s Sat Jun 9 18:52:54 1990
--- /tmp/bzero.s Fri Nov 2 10:47:39 1990
***************
*** 7,14 ****
_bzero:
move.l 4(a7),a0 ; destination
clr.l d1
! move.l 8(a7),d1 ; number of bytes
! move.l a1,d0
btst #0,d0 ; odd alignment?
beq bzero0
clr.b (a0)+ ; zero first byte
--- 7,14 ----
_bzero:
move.l 4(a7),a0 ; destination
clr.l d1
! move.w 8(a7),d1 ; number of bytes
! move.l a0,d0
btst #0,d0 ; odd alignment?
beq bzero0
clr.b (a0)+ ; zero first byte
*** memcpy.s Sat Jun 9 18:53:08 1990
--- /tmp/memcpy.s Fri Nov 2 10:48:10 1990
***************
*** 9,15 ****
move.l 4(a7),a1 ; destination
move.l 8(a7),a0 ; source
clr.l d1
! move.l 12(a7),d1 ; number of bytes
move.l a1,d0
btst #0,d0 ; odd alignment?
beq memcpy0
--- 9,15 ----
move.l 4(a7),a1 ; destination
move.l 8(a7),a0 ; source
clr.l d1
! move.w 12(a7),d1 ; number of bytes
move.l a1,d0
btst #0,d0 ; odd alignment?
beq memcpy0
SHAR_EOF
fi
exit 0
# End of shell archive
```

516. Re: More on multisyncs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-02 05:30:37 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov02.053037.18504@ecst.csuchico.edu>
Source record: 49956

boyd@fsucs.UUCP (Mickey Boyd) writes:

- I have a friend that has a Wuztek setup. He has problems with some
- programs causing a system crash. What seems to happen is the
- program in question attempts to change the scan rate on the monitor,
- and the monitor switches into mono mode (causing a system reboot).
- One such program is Altered Beasts. You may want to talk to the
- Wuztek folks about this before buying.

Thanks for the info! Does he have an ST/Mega or STe? Does he have the SoftSwitch installed? This may be the problem. From what I understand, you put their SoftSwith TSR before Revolver in the AUTO folder, so when you switch to a partition in mono, it switches automatically. On the other hand, this could hardly be the problem because he wouldn't be able to load Altered Beasts as a Revolver partition -- or could he? In any case, Revolver doesn't work on the STe, so I really wouldn't have a use for SoftSwitch. But thanks for telling me anyway. I'll ask Wuztek about it.

How's the monitor though?? How does it look? Is the color and monochrome good? How does it compare to other multisyncs or the Atari color and mono monitors? Thanks!!

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

517. Re: Reading both buttons from Eventmulti

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-02 07:48:51 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3209@medusa.informatik.uni-erlangen.de>
Source record: 49957

dcrevier@jarthur.Claremont.EDU (Dan Crevier) writes:

>I remember a while ago people were discussing how to get an event from the
>right button _or_ the left button. I wasn't paying attention then, but now
>I have found I want to do that, and I can only seem to read events from both
>buttons pressed together. I think I remember the solution being simple.
>Could someone post the solution?

One method - undocumented though, but valid for all TOS/GEM versions -
is to add 256 to the number of clicks waited for. This negates the condition
for a return from evnt_multi due to clicks. Example:

```
mstate = 0
mclicks = 256+2
mbuttons = 3
```

This means: Wait for 'NOT both buttons released' = 'One button clicked'.

I know this is undocumented stuff but _very_ useful. And I would love it
if Mr Pratt or someone else at ATARI could promise us that this feature
will stay. PLEASE Mr Pratt - do us a favour. The only other way I know
of something like selective mouse click waiting can be done is linking
into the mouse vectors and - whenever the right button is clicked -
pretending that it is indeed the left one. But this causes much trouble
everywhere, and it is not even completely legal - after all, you have
to use those VDI mouse movement vector exchange routines that are
reserved for AES use only.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

518. Re: MS-DOS Disk Compatibility?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-02 07:52:17 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3210@medusa.informatik.uni-erlangen.de>
Source record: 49958

whinery@hale.ifa.hawaii.edu (Alan Whinery) writes:

> I am a non-ST person with a question. I have heard that ST disks
>are compatible with MSDOS disks, and I thought I would make sure of that
>before trying to send some GIF pics to my friend in New York who owns an
>ST. Can I write GIF files to 720K 3.5" floppies and have him read them
>with no problems? WHat considerations should I make? I might also ftp a
>viewer for him, (he has not Internet connection) do executable need
>special attention?

STs can read any 720 KB DOS disk around. The other way it is somewhat
more complicated: Most PCs don't adhere fully to the Microsoft conventions
for identifying disk formats, and early TOS versions produced _slightly_
incompatible disk formats (fixed since TOS 1.4, so this is an old story).
So your friend will be able to read GIF pictures as long as he's got
some GIF viewer program for his ST. If you can ftp him one, do so and
copy it onto the disk. No problems.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

519. Two short questions.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-02 08:26:02 UTC
From: jvl@idca.tds.PHILIPS.nl
Message-ID: <1149@ssp18.idca.tds.philips.nl>
Source record: 49959

Programming some auto-folder programs, I have two short questions:

1. I want to trap some gemdos functions. How can I hang my routine in the system, and where do I find the parameters on the stack?

2. I want to overrule some GEM vectors from my auto-folder program. This has to be done after the desktop has been installed. What is the easiest way to detect the installation of GEM?

Please respond by email.

Thanks in advance,
Jan

##
DISCLAIMER:Unless otherwise stated, the above comments are entirely my own
# #
Jan van Loenen Internet jvl@idca.tds.philips.nl
Philips Information Systems UUCP ....!mcvax!philapd!jvl
##

520. Re Three bombs and Sozobon using Gemini

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-02 09:17:13 UTC
From: lrh@ukc.ac.uk
Message-ID: <6001@harrier.ukc.ac.uk>
Source record: 49960

I also found a bug in Dlibs1.2 in the initargs.c moudule.

It attempts to get the pointer to the parents basepage from the basepage, it then trys copy the environment from the parent if this is zero then it bombs as it is trying to copy memory location zero and to do this you need to be in supervisor mode. The fix is simply to add a line into initargs to check if the pointer is zero and do nothing if it is zero.

The reason that gemini bombs is because it passes zero for the pointer, I found that the debugger i use does this, and it caused programs compiled with sozobon to bomb.

A bug in hcc is after a function call has been made the stack is then tidied up

however this is the code it generates.

```
move.l #10,-(sp)
jsr _function
add.w #4,sp
```

the add.w #4,sp
should be add.l #4,sp

if it is a word sized add then eventually one day when by coinidence the stack crosses a 64k boundary then when it does the add then the stack will become trashed and the computer will crash.

The fix for this is simple - grep for add.w in src\hcc and find the appropriate one and then change it to add.l

then recompile dlibs, then recompile all binaries.

Luke.

521. Re: Homebrew SIMM expansion.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-02 14:55:50 UTC
From: ant@mks.com
Message-ID: <1990Nov2.145550.8845@mks.com>
Source record: 49966

Q: Is there a similar expansion for a MEGA 2 to 4?? Something clean and easy
for a software techno type. And yes I can handle a soldering iron.

-ant
--
__ "So many pedestrians
_ . .-|- / _\ . . |_ _. _ _ . . So little time."
(_\ |\| | |(_/ |\/| |\ _\ o (_ (_) |\/| bumber sticker
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2L 6W9

522. Hard Disk steup

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-02 16:01:13 UTC
From: djd@csug.cs.reading.ac.uk
Message-ID: <1990Nov2.160113.22883@csug.rdg.ac.uk>
Source record: 49961

Hi there.

I have had a Triangle Turbo 3 hard disk (48 MB) for about a year,
and I have decided that my disk 'layout' is hopeless - the sad part
is that I haven't a clue how to set it up. I mostly use gulam and
Sozobon C , and occasionally a word processor.

Would anyone be kind enough to suggest a sensible set-up, ANY suggestions
welcome.

Thanks,

David.

(My email is frazzled, so I'm using a friends ..)

David J Dawkins | Please reply to adp@uk.ac.reading.cs.csug OR
Reading University | adp%uk.ac.reading.cs.csug@uk.ac.nfsnet-relay
---

523. Re: ROM links on '85 vintage ST

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-02 16:39:23 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <27025@cs.yale.edu>
Source record: 49965

In article <GJH.90Nov1145332@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>
>Does anyone happen to know the board reference IDs of the links
>which need to be changed in order to install a 6-chip TOS 1.4
>into a 2-chip TOS 1.0, 1985-vintage 520 STFM?
>
> [I'm asking for a friend without usenet access]
>
>Graham
>======

The early 1985-vintage 520's came with TOS on a floppy. The machines had 6 ROM sockets. Two were filled with a boot ROM and the other four were empty. If this is your friend's situation, he should just unplug the two boot ROM chips and put in the 6-chip TOS 1.4 set. If he really has a later machine with a 2-chip TOS ROM set, then his best bet is to exchange the 6-chip TOS 1.4 for a 2-chip TOS 1.4 set. Both are available from Atari. I replaced a 2-chip TOS 1.2 set with a 6-chip TOS 1.4 set on my Mega-4 when TOS 1.4 first came out, and it was an awful job that involved removing chips on the motherboard, moving jumpers, repairing tiny traces that we accidently damaged, and so forth. I wouldn't do it again unless absolutely necessary.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

524. Re: More on multisyncs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-02 17:57:57 UTC
From: bill@mwca.UUCP
Message-ID: <1736@mwca.UUCP>
Source record: 49969

In article <1990Oct31.062028.5300@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>I'm back on the hunt for multisyncs...
>The way I see it is, the Omnimon would cost $599 or I could go for a
>Panasync (approx. $450 plus Omniswitch ($80); roughly $550)...

The Panasync is available in Santa Clara at Access for $399, $429 several other places. I'm inclined to think a Panasonic with .28 dot pitch would be preferable due to better specs, a better reputation, and lower cost.

>There is also a Sony monitor, which I'm told is pretty good, so I'm
>looking into that one as well.

I've made my ST work with a Sony 1304 monitor - good picture in color, .26mm dot pitch, but the cost is higher ($629 I think is the cheapest I've seen).

> Ed Krimen .....

--

###
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

525. Re: computer power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-02 18:10:53 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <16620003@hpfcso.HP.COM>
Source record: 49962

> Does anyone know where I can order a generic (ie cheap) power supply
> for my Atari 1040ST? I hate to have to pay $70 (or more) by ordering
> directly from Atari.

> Steven

I went looking for hard disk PS's last year, and the ones that were suitable
were in the $90 - $150 range. I'd say $70 sounds pretty good.

Ray
rrd@hpfitst1.hp.com

526. Re: The movep instruction & a strange display

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-02 20:07:47 UTC
From: hojo@cbnewsl.att.com
Message-ID: <1990Nov2.200747.26048@cbnewsl.att.com>
Source record: 49967

In article <1990Oct31.155603.4066@irscscm.UUCP>, mlake@irscscm.UUCP (Marshall Lake) writes:
>
> Greetings everyone.
>
> [is] it possible that my assemblers (the only ones I have are MADMAC and the
> MWC assembler, the latter being a real trip of an assembler) do not
> handle the movep instruction correctly? The same thing happens with
> both of the assemblers. I've seen the same code in other programs that
> work properly.
>
the MWC assembler gets the reg reversed (my memory) on some movep instructions.

When I disassemble a program using certain movep , when reassembled, the
code is wrong. I believe the registers are reversed on movep r1,r2.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

527. Re: Personal Pascal 2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-02 20:25:33 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <16620004@hpfcso.HP.COM>
Source record: 49963

(Sorry to post this to the net, but my email keeps bouncing)

If you don't want the Personal Pascal, I'll take it. Mail it C.O.D. if you like.

Let me know via email, and I'll send you my home address.

Regards
Ray Depew
HP -- IC's by Bill & Dave
rrd@hpfitst1.hp.com

p.s. No tears here if you decide to keep it for yourself.

528. SCSI ID#

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-02 20:26:40 UTC
From: paulm@ccicpg.UUCP
Message-ID: <1293@ccicpg.UUCP>
Source record: 49964

Well after some further study I've come up with the following:
I reversed engineered the adpter board and it works very similar to the way
I've heard the adapter in an SH204 works. There is an adpter address decoder
that is hooked to data bits 5-7 of the ACSI bus. The output of this goes
to the PAL which qualifies this with ACSI CS * A1 and some SCSI signals.
An output from the PAL sets -SEL and SCSI D0 together (they are physically
wired together). On the first write to the host adapter #$88, #$ffff8606
does the host adapter and SCSI selection at the same time. Come to think
of it, I'm not 100% sure this is a BMS100. I got the board from a friend
who's drive box (it might of been an SH204) bit the dust. He just upgraded
to a different and larger drive and gave me the adpater.

Anyway, I think I have two choices:

A. I can alter the design to allow different SCSI selections by adding a
1-of-8 decoder chip ala 74LS138 to ACSI bits 0-2 and send the output
tri-stated by a buffer to the SCSI bus lines. This should maintain
compatibility with the disc driver since for selection a zero is on these
three lines anyways. Just setting them to 6 should set SCSI bit 6 and
due to the 1-of-8 get the radial selection bits.

-- or --

B. I can leave the Tape drive at ID 0 and just use another host adapter set
at a different ACSI address.

Currently I am tending to lean towards B (OK, I'm lazey :^)).

Anyways, what say you guys? A or B. As I said earlier, I'll release the
code to any and all.

The tape drive I am playing with is a Cypher 540 with the Emulex SCSI
'enhancement'. The code has the driver built in and is a klone of the
unix flavor of tar. It will tar in and out complete directory structures
or devices (ie. tar -cv c:) as well as files.

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ..uunet!ccicpg!dl2!paulm	Paul L. Moreau
or ..uunet!ccicpg!dl1!paulm	Sr. Diag Software Eng.
or ..uunet!ccicpg!paulm	Irvine, California
`=='

Nobody wants constructive criticism. It's all we can do to put up with

constructive praise.

529. Sozobon hcc and add.w 'bug'

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-03 14:13:35 UTC
From: hans@wldrdg.UUCP
Message-ID: <420@wldrdg.UUCP>
Source record: 49968

```
Someone recently claimed that the code generated by hcc for the stack
is wrong. I.E.
add.w #4,a6
should be
add.l #4,a6
because you might cross a 64k boundary.

This is NOT a bug. There is no 64k boundary.
I quote from the M68000 programmer's reference manual (ADDA page):

Op-Mode field -- Specifies the size of the operation:
011 -- word operation. The source operand is sign-extended to
a long operand and the operation is performed on the
address register using all 32 bits.

Using 'add.l' instead will only make the instruction 2 bytes longer for no
reason.

Johann Ruegg
Sozobon Ltd.
```

530. Re: Reading both buttons from Eventmulti

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-03 18:45:37 UTC
From: horsch@cs.ubc.ca
Message-ID: <10330@ubc-cs.UUCP>
Source record: 49971

```
In article <3209@medusa.informatik.uni-erlangen.de>
csbrod@medusa.informatik.uni-erlangen.de (Claus Brod ) writes:
:dcrevier@jarthur.Claremont.EDU (Dan Crevier) writes:
:
:>I remember a while ago people were discussing how to get an event from the
:>right button _or_ the left button.
:
:One method - undocumented though, but valid for all TOS/GEM versions -
:is to add 256 to the number of clicks waited for. This negates the condition
:for a return from evnt_multi due to clicks. Example:
:
: mstate = 0
: mclicks = 256+2
: mbuttons = 3
:
:This means: Wait for 'NOT both buttons released' = 'One button clicked'.
:
:I know this is undocumented stuff but _very_ useful. And I would love it
:if Mr Pratt or someone else at ATARI could promise us that this feature
:will stay. PLEASE Mr Pratt - do us a favour. The only other way I know
:of something like selective mouse click waiting can be done is linking
:into the mouse vectors and - whenever the right button is clicked -
:pretending that it is indeed the left one. But this causes much trouble
:everywhere, and it is not even completely legal - after all, you have
:to use those VDI mouse movement vector exchange routines that are
:reserved for AES use only.

So what's wrong with alternating the value of mbuttons in the
loop containing event_multi()? On each pass through the loop,
check for only one button, and at the end of the loop change the
value of mbuttons to the other mouse button (ex-or mbuttons with
3). Easy.

This is completely legal, maintains consistency and context, and
it even works. I've used it myself. I can't think of any reason
that this idea might interfere with any other legal use of AES
stuff.

:-----------------------------------------------------------------------
:Claus Brod, Am Felsenkeller 2, Things. Take. Time.
:D-8772 Marktheidenfeld, West Germany (Piet Hein)
:csbrod@medusa.informatik.uni-erlangen.de
:-----------------------------------------------------------------------

Mike
```

--
Michael C. Horsch Dept. of Computer Science,
horsch@cs.ubc.ca University of British Columbia

531. Using gdb (problems!!!)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-03 18:50:09 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Nov3.185009.7044@doe.utoronto.ca>
Source record: 49972

I have tried using gdb under TOS 1.2 and TOS 1.4, under RTX, Mupfel
and standard TOS, in MT-CShell and Gulam. In every configuration,
it bombs with the command "symbol-file". Here is what I tried:

```
gcc -gg -c hello.c
gcc_ld -o hello.ttp f:\gnu\lib\crt0.o hello.o -lgnu
sym_ld -o hello.sym f:\gnu\lib\crt0.o hello.o -lgnu
[run gdb]
(gdb) exec-file hello.ttp
[no problem]
(gdb) symbol-file hello.sym
[BOMBS!! (2)]
```

When I try it with -g instead of -gg, I get a bogon alert from
gcc_ld (it does not write enough symbols) and the executable is
buggy, but the "symbol-file" command does not crash (the program
will not run, though).

What am I doing wrong? The gdb binary is from atari.archive. Thanks.

David Megginson
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

532. TOS prom/eproms

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-04 02:21:58 UTC
From: TS0026@ohstvma.ircc.ohio-state.edu
Message-ID: <9011051457.AA28768@right.magnus.ircc.ohio-state.edu>
Source record: 49970

Does anyone know what kind of EPROMs would be required to move TOS to faster ones for use with 16Mhz upgrades? I notice my TOS PROMS are not EPROMS. What type EPROM matches? (I have 2 chip TOS 1.4. with a part number of WR269382-20.)

- -

Michael (Mike) L. Fidler (Internet): mlf+@osu.edu
Associate Director for Networking (BITNET): mlf+@ohstmail
The Ohio State University
Instruction & Research Computer Center
1971 Neil Avenue - Rm 406 Voice: 614-292-4843
Columbus, OHio 43210-1210 FAX: 614-292-7081

533. BioNet 100 Ethernet Interface

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-05 14:13:23 UTC
From: seebauer@eos.informatik.uni-bonn.de
Message-ID: <SEEBAUER.90Nov5141323@eos.informatik.uni-bonn.de>
Source record: 49973
Cross-posted to: dnet.atari,comp.sys.atari.st.tech

Hi There.

I got a brandnew BioNet 100 Ethernet Interface, but the software
delivered with it is poorely working. X-Sessions bombing off, file
transfer sessions also.

Is there any public domain software on USENET working on this
interface, especially X-Windows or the like?
Is there PD software for the Atari ethernet interface card (X11
Windows preferred)?

Any help is greatly appreciated. Please respond via mail in regard to
network traffic. If there's interest in the answers, mail me, too.
I'll distribute them.

Thanks all.

Heinrich.

--
==
BBBBBB AAAAAAA RRRRRR DDDDDD EEEEEEE Heinrich Seebauer
B B A A R R D D E Institut fuer Informatik
BBBBBB A A R R D D EEEEEE Abteilung fuer Informatik IV
B B AAAAAAA RRRRR D D E Roemerstrasse 164
B B A A R R D D E D - 5300 Bonn 1
BBBBBB A A R R DDDDDD EEEEEEE x228 / 550 223

BONN AACHEN RECURSIVE DATAFLOW ENGINE dataflow - the better way
==

534. Re: More on multisyncs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-05 15:30:10 UTC
From: pegram@kira.UUCP
Message-ID: <1990Nov5.153010.25114@uvm.edu>
Source record: 49974

From article <1990Nov02.053037.18504@ecst.csuchico.edu>, by ekrimen@ecst.csuchico.edu (Ed Krimen):

> How's the monitor though?? How does it look? Is the color and
> monochrome good? How does it compare to other multisyncs or the
> Atari color and mono monitors? Thanks!!

> Ed Krimen .....

Just a quick note, I saw the Codehead's 16Mhz TT030 at the Boston Atari fest the weekend before last, and it was running with a Panasonic 1381 (the cheaper one that goes to 1024x768 interlaced .28mm dot pitch). There was some bowing of the screen on the far right, but ST Mono looked *great* on it, (as did TT medium rez, 640 x 480 x16 colors). I will be checking out the specs further (does the TT go to 70hz vertical refresh when running duochrome, or does it fake it?), and hopefully see another one running on some "PC" to double check the image quality. Current mail order is as low as $350.00 for the monitor (sans shipping and credit card surcharge?) and you know the prices and capabilities of the adaptor boxes and cables. Hey, I don't really! Could somebody post how those various adaptor cable, box and software combos stack up?? Thanks,

Bob Pegram

Internet Domain: pegram@griffin.uvm.edu
UUCP: ...uvm-gen!pegram

P.S. (and you thought that was a .sig!) email me and I'll summarise if desired.
RBPIII

535. Unofficial patches for Dlibs initargs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-05 15:51:55 UTC
From: lrh@ukc.ac.uk
Message-ID: <6050@harrier.ukc.ac.uk>
Source record: 49975

Here are my patches for Dlibs initargs, this should stop it bombing with Gemini.

```
----------------------cut here-------------------------------------------
*** initargs.c Mon Nov 5 09:12:33 1990
--- oldinit.c Mon Nov 5 09:12:40 1990
***************
*** 118,130 ****
{
p = *(char **)(p+0x7C); /* get parent's saved usp */
p = *(char **)(p+0x36); /* get Pexec'd filename */
! if(p ==NULL)
! _argv[0] = "";
! else
! {
! _argv[0] = _sbrk(strlen(p) + 1);
! strcpy(_argv[0], p); /* copy filename */
! }
}
}
}
--- 118,125 ----
{
p = *(char **)(p+0x7C); /* get parent's saved usp */
p = *(char **)(p+0x36); /* get Pexec'd filename */
! _argv[0] = _sbrk(strlen(p) + 1);
! strcpy(_argv[0], p); /* copy filename */
}
}
}
--
HOW MANY TIMES HAVE YOU HEARD THIS TODAY???
Some stupid sucker says "It's great, we luv ya babe"
```

536. Re: Reading both buttons from Eventmulti

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-05 17:40:39 UTC
From: askrid@netmbx.UUCP
Message-ID: <1355@netmbx.UUCP>
Source record: 49976

```
In article <10330@ubc-cs.UUCP> horsch@cs.ubc.ca (Michael Horsch) writes:
>In article <3209@medusa.informatik.uni-erlangen.de>
>>csbrod@medusa.informatik.uni-erlangen.de (Claus Brod ) writes:
>>One method - undocumented though, but valid for all TOS/GEM versions -
>>is to add 256 to the number of clicks waited for. This negates the condition
>>for a return from evnt_multi due to clicks. Example:
>>This means: Wait for 'NOT both buttons released' = 'One button clicked'.
>
>So what's wrong with alternating the value of mbuttons in the
>loop containing event_multi()? On each pass through the loop,
>check for only one button, and at the end of the loop change the
>value of mbuttons to the other mouse button (ex-or mbuttons with
>3). Easy.
>Michael C. Horsch Dept. of Computer Science,
>horsch@cs.ubc.ca University of British Columbia

The problem is, you got to have an event_timer in your loop otherwise you
will never be able to change the values.
If there is no timed event, why should you specify it, and the gem-dispatcher
is doing more, than he must do.

Since this 'feature' exists since tos 1.0, it needs a simple "we will keep it"
from Atari to avoid 'workarounds' like yours.
If, on the other side, atari sais "this is subject of change" we have to use
this, or any other solution.
But I doubt, there is any solution, that is as elegant as
the above.

Greetings Dirk

--
Askrid netmbx, Jabba the Hutt.
askrid@netmbx.UUCP dirk@opal.cs.tu-berlin.de AHRENS@TUBVM.CS.TU-BERLIN.DE
Dirk Ahrens - Danckelmannstr 46 - 1000 Berlin 19 - Federal Republic of Germs
```

537. Display blues

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-05 20:18:45 UTC
From: bill@mwca.UUCP
Message-ID: <1737@mwca.UUCP>
Source record: 49977

My mono display has been exhibiting weirdness lately - any ideas would be welcome:

The display starts flickering where vertical lines will be drawn approximately every eight characters, heavier at the top of the screen, lighter towards the bottom. It seems to be worst when I first turn on the monitor, although today it hasn't gone away. Fainter vertical lines are drawn between the heavier ones, and at times all the white areas of the display will become black, but there is a fuzzy white shadow near where the text would be.

My assumption is that this is a monitor problem, not an ST problem, for two reasons. First, using the ST with a color monitor works fine. Second, bouncing around the ST has no effect. Also, since the lines are fainter towards the bottom this seems like an analog problem, not a video memory problem.

Do these symptoms sound familiar to anyone? Any suggestions what to replace in the monitor, or should I take it in, or just scrap it?

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

538. Re: I WANT SPICE.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-05 23:53:03 UTC
From: lsh1@ra.MsState.Edu
Message-ID: <lsh1.657849183@ra>
Source record: 49978

In <1990Oct15.115417.29032@lth.se> d88pt@efd.lth.se (Peter Tomaszewski) writes:

>Hi,

>Is there a version of the famous SPICE program for AtariSt?
>If not, is there a simular program?

>Thanks.........

>Peter

I would also like to know if there is such a beast.....

Shane Hebert
lsh1@ra.msstate.edu

539. diff files

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-06 01:46:11 UTC
From: clive@aldetec.oz.au
Message-ID: <287@aldetec.oz.au>
Source record: 49979
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Not wishing to sound too dumb....
But what are you ment to do with .dif files....

puzzled - (what magic utility merges them?)
..Clive

--

_____
Clive Salvidge ACSnet : clive@aldetec.oz | Internet : clive@aldetec.oz.au
Aldetec Pty Ltd. Voice : +61-9-4451888 0900 - 1700 WST
_____< Got to think of something to put in here! >_____

540. Re: Spectre GCR

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-06 05:53:26 UTC
From: selick@bucsf.BU.EDU
Message-ID: <67930@bu.edu.bu.edu>
Source record: 49980
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a spectre gcr and it works fantastically on my 1040st. You MUST buy a monochrome monitor, even though it offers color support, it genuinely sucks. The mono support is unbelievable, and the only thing (aside from only having 832k in mac mode) that didn't work was fastback, a commercial hard disk backup program. The address for the company is:
Gadgets by Small Inc.
40 W. Littleton blvd.,#210-211
littleton, Colorado 80120
phone w03-791-6098

I recommend the product wholeheartedly!

-Steve Selick
selick@bucsf.bu.edu

541. Re: Quien es mas macho? (HD caching)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-06 11:41:28 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <90310.134128GERLOFF@DB0TUI11.BITNET>
Source record: 49981

In article <A0avg4qi@mist.UUCP>, woju@mist.UUCP (Wolfgang Jung) says:
>
>It should does both ! But i don't know if the CACHEXXX.prg will work
>with the BGM Partitions, which will be created for Partitions >32 MB
>

Hello Wolfgang!

CACHEXXX.PRG gets the size of the logical sectors of the HD partitions
from the driver. It will adjust the size of the reserved buffers, so that
it will be the same as the biggest logical sector of your GEM or BGM
partition. I use a 48 MB BGM partition with AHDI 3.01 and CACHEXXX.PRG
and there are no problems.

Greetings, Olaf

542. Re: diff files

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-06 16:56:18 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov6165618@ghiggins.hpl.hp.com>
Source record: 49982
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

++ Not wishing to sound too dumb....
++ But what are you ment to do with .dif files....

++ puzzled - (what magic utility merges them?)
++ ..Clive

I feel it's worth posting a public answer, as it's a non-Gem area really.

Diff files represent the difference between two (text, usually) files.

This a common way of distributing optional patches to sources.

If a diff file represents a set of patches (sometimes across a number of files) the patches can be automagically applied using Larry Wall's "patch" program --- patch < source.dif. Both diff and patch are available on atari.archive.umich.edu

The tos/minix ports of GNU C are embodied in a diff file. Which leads me on ...

Graham (puzzled?, wait till you *use* it!)

543. Mouse vectors etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-06 17:06:25 UTC
From: ge@wn3.sci.kun.nl
Message-ID: <2417@wn1.sci.kun.nl>
Source record: 49983

I'm trying to connect a serial PC mouse to the Atari ST. I've figured out how to read data from the serial port, and how to translate and inject packets into the mouse vector.

My question is: at what time in the OS startup is the mouse vector changed? I've got a driver that works when started from the desktop, but not when started from the AUTO folder. Which is weird, as I only call the routine pointed to by the mouse packet field of the result of Kbdvbase().

I must be one of the few ST users with a 3-button mouse :-).

Ge' Weijers
--
Ge' Weijers Internet/UUCP: ge@cs.kun.nl
Faculty of Mathematics and Computer Science, (uunet.uu.net!cs.kun.nl!ge)
University of Nijmegen, Toernooiveld 1
6525 ED Nijmegen, the Netherlands tel. +3180652483 (UTC-2)

544. Re: More on multisyncs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-06 18:19:20 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov06.181920.12829@ecst.csuchico.edu>
Source record: 49984

pegram@kira.UUCP (Robert B. Pegram) writes:

- Just a quick note, I saw the Codehead's 16Mhz TT030 at the Boston
- Atari fest the weekend before last, and it was running with a
- Panasonic 1381 (the cheaper one that goes to 1024x768 interlaced
- .28mm dot pitch). There was some bowing of the screen on the far
- right, but ST Mono looked *great* on it, (as did TT medium rez, 640
- x 480 x16 colors). I will be checking out the specs further (does
- the TT go to 70hz vertical refresh when running duochrome, or does
- it fake it?), and hopefully see another one running on some "PC" to
- double check the image quality.

Please let me know what you find when you see it running on a PC and about duochrome going to 70hz. A couple of people in c.s.a.s and someone on Fidonet have mentioned this monitor, so I've been looking into it. I picked up Computer Shopper last night and am going to call a couple of places to ask about specific specs of the C1381, like vertical and horizontal frequency ranges and frequency bandwidth, although I'm sure they'll be okay. (It's amazing how much one learns when he wants something good at a good price that works right.) I hope the "bowing" isn't too bad, but that's good to hear that the monochrome looked great.

- Current mail order is as low as $350.00 for the monitor (sans
- shipping and credit card surcharge?) and you know the prices and
- capabilities of the adaptor boxes and cables. Hey, I don't really!
- Could somebody post how those various adaptor cable, box and
- software combos stack up??

If I don't get on of the guys on Fidonet to make a cable for me, I'll probably go for Omniswitch from Talon ($75 mail order), but I really don't need the drive switcher and a couple of the other things it has. E. Arthur Brown has a switcher for $60, but I don't know how good it is. I may just spend the extra $15 for a quality product.

Speaking about stacking up, my monitor is going to be pretty high off my desk with all the things under it. I may need a stool! At the moment, I have an ICD case under my monitor, an under-the-monitor power-pad, and then two two-inch high blocks so the cables from my STe can go underneath everything. With the Omniswitch and the 14" monitor, it's going to be like sitting in the front row of a movie theatre! Just hope the show's good! :^)

--
Ed Krimen .....
||| Video Production Major, California State University, Chico

||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

545. Re: The movep instruction & a strange display

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-06 18:28:39 UTC
From: darekm@microsoft.UUCP
Message-ID: <58845@microsoft.UUCP>
Source record: 49985

In article <1990Nov1.072136.24326@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>I know that incorrect code is generated for movep by both the 2.0 and
>3.0 MWC assemblers. (Different incorrect code, too!) However, I'm pretty
>sure that MADMAC handles movep correctly. (I've used it a number of times
>with MADMAC and never had any trouble.) You can verify the correctness
>of the MADMAC object code just by looking at it in the Atari debugger.
>If it doesn't disassemble to what you're expecting, mebbe you're behind
>a rev or two on MADMAC?

The two versions of MadMac that I have both generate correct code for MOVEP.
But all versions of Megamax C and Laser C generate incorrect code for MOVEP.
(That's if youre using the inline assembler). The inline assembler also
generates incorrect code for DC.B and DC.L and some branch instructions.

- Darek

546. Set HD clock

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-06 19:33:52 UTC
From: 72347.2767@CompuServe.COM
Message-ID: <"901106193351.72347.2767.EHA47-2"@CompuServe.COM>
Source record: 49986

Can someone point me to code or a description of such to read and set the clock on a Supra Hard Drive? Assm or C would be most appreciated.
Thanks

547. GNU s/w

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-06 20:28:15 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov6202815@ghiggins.hpl.hp.com>
Source record: 49987

I received a canonical answer to my broadcast message to jbammi on
comp.sys.atari.st This has turned into a technical issue ...

Jwahar Bammi has left his postgrad position at CWRU and got a job as
a unix guru somewhere. Unless someone else is in a position to do so
and is willing, it means that there ain't gonna be any more updates
to the GNU C suite. (Version 1.37.1 is the last we have).

I have access to a Sun3 running OS4 here and have the GNU C distribution
sources plus JB's diff files for adding the ST-specifics. Unfortunately,
I'm neither C nor Unix literate, so am floundering unless all goes without
a hitch. It used to, but we've had an OS upgrade on the Sun and all bets are
off :-(

Can I invite all you GNU C users out there to join forces to try and keep
the ST versions of the GNU suite alive?

For example, the ST version of gas is 1.34, 1.37 is available and so are
the coff patches for gas 1.37. Does anyone know whether it's worth trying

1. The port of gas 1.37?

2. Applying the coff patches?

Is coff likely to be applicable to the ST architecture?

Is it worth at least getting an email list together?

Gray
====

548. Pari-1.34 Calculator, Atari ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-06 21:21:08 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1990Nov6.212108.9719@monu6.cc.monash.edu.au>
Source record: 49988
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone help with the whereabouts of documentation for Pari-1.34
Calculator for the Atari ST.

Thanks in advance.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * against ignorance' *
* 900 Dandenong Rd, Caulfield East * *
* VIC, 3145. Tel (03) 573 2355/2519 * *
* Australia * *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *
---

549. Re: The movep instruction & a strange display

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-06 22:09:19 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov6.220919.12166@math.lsa.umich.edu>
Source record: 49989

In article <58845@microsoft.UUCP> darekm@microsoft.UUCP (Darek MIHOCKA) writes:
>In article <1990Nov1.072136.24326@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>>I know that incorrect code is generated for movep by both the 2.0 and
>>3.0 MWC assemblers. (Different incorrect code, too!) However, I'm pretty
>>sure that MADMAC handles movep correctly. (I've used it a number of times

>The two versions of MadMac that I have both generate correct code for MOVEP.
>But all versions of Megamax C and Laser C generate incorrect code for MOVEP.
>(That's if youre using the inline assembler). The inline assembler also
>generates incorrect code for DC.B and DC.L and some branch instructions.

Mebbe this explains the phrase in my 68000 book: "the MOVEP instruction
is probably never generated by a compiler..." The compiler writers don't
care about it and then their code can't generate it. Yeehah.
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

550. Top non-scroll region???

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-07 13:13:57 UTC
From: ant@mks.com
Message-ID: <1990Nov7.131357.5463@mks.com>
Source record: 49990

I've ask this question before (before I know about ~.st.tech) and no one said anything and I still haven't gotten around to trying it yet to see if my idea works.

Possibel idea on:

How to get a top non-scroll zone

In browsing SALAD last night I noticed a -ve variable V_CUR_OF (-30) that is the "byte offset from screen base to top of first cell".

Could not this variable offset into the screen where the first (scrolling) screen line would be; ie. a new (0,0) orgin. Then top area from 0 to offset could be used as a status area.

QUESTION: What is this variable actually meant to do??

- ant
--
__ "So many pedestrians
_ . .-|- / _\ . . |_ _. _ _ . . So little time."
(_\ |\| | |(_/ |\/| |\ _\ o (_ (_) |\/| bumber sticker
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2L 6W9

551. Re: I WANT SPICE.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-07 14:05:19 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Nov7.140519.22593@water.waterloo.edu>
Source record: 49891

```
In article <lsh1.657849183@ra> lsh1@ra.MsState.Edu (Shane Hebert) writes:
>In <1990Oct15.115417.29032@lth.se> d88pt@efd.lth.se (Peter Tomaszewski) writes:
>
>
>>Is there a version of the famous SPICE program for AtariSt?
>>If not, is there a simular program?
>
>I would also like to know if there is such a beast.....
>

Something like this *does* exist, and dates back a couple of years.
I seem to recall that the file had "cap" in it's name,
for "Circuit Analysis Program", but I am not sure about this.
```

552. Re: diff files

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-07 16:37:12 UTC
From: roeder@robin.cs.uni-sb.de
Message-ID: <ROEDER.90Nov7173712@robin.cs.uni-sb.de>
Source record: 49892
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <287@aldetec.oz.au> clive@aldetec.oz.au (Clive Salvidge) writes:
> But what are you ment to do with .dif files....
> puzzled - (what magic utility merges them?)

What you are looking for is Larry Wall's patch program. This utility
takes an old file and a diff against the new version as input and
recreates the new version as output.
The source and a st binary can be found for example on cs.uni-sb.de
[134.96.7.254].

> ..Clive

Hope this helps!

- Edgar

553. Re: I WANT SPICE.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-07 23:05:32 UTC
From: techno@lime.in-berlin.de
Message-ID: <IJ5KOHG@lime.in-berlin.de>
Source record: 49901

I am in the posession of a freeware Turbo SPICE, written in the US.
Unfortunatly, even the .zoo file is over 400K long, and the cost
of mailing from Germany is prohibitive. Maybe someone in the US can
help.

By the way, this version works fine.

Techno

PLEASE DO *NOT* MAIL ME !!!

--
| techno@zelator.UUCP ||| Please do not e-mail from outside Germany ! |
| techno@lime.UUCP / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it some- |
| time. (Al Stewart) |

554. RAM Upgrade Horror story

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-08 09:49:19 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Nov8094919@zappa.FtCollins.NCR.com>
Source record: 49893

Hi All,

Since a lot of netters seem interested in RAM upgrades, I thought I'd share my RAM upgrade horror stories with you all (as well as a plea for advice/comments). If you're an accomplished ST technician/ hardware hacker please share some insight with me on this one.

Here's the deal- Machine: 520STfm, Board: Zubair Z-RAM

First, I get the board, plug 2Mb of 80nS DRAMs into it, and do the installation, pretty easy, so far. I boot the machine and notice that as it comes up when the disk drives are active the screen gets darker, but no big deal. I run both of the supplied RAM tests and it passes without a hitch. I'm the proud owner of a 2.5Mb machine. Wrong. After having the thing installed for a while my disk files start to mysteriously become corrupted. Everytime I write something to disk there's a 50% chance that the file I just wrote has been munged. Looking at an ASCII file reveals many of the characters have been incremented by one- i.e. a space turns into a !, a * turns into a +, etc. I check the board for shorts, opens, good connections, etc. Everything looks OK.

So, I call up Zubair with the above story, it sounds like he's seen this problem before. He asks what brand of RAM I'm using.

"OKI", I say.
"There's the problem", he says, "get some low drain DRAMs, like Samsung."

He cheerfully sells me 2Mb of 80nS Samsung chips. I put them in my machine expecting all my troubles to disappear. Nope. Now the thing won't even pass the memory tests. Using one of my OKI chips, I check all the Samsungs to make sure one of them isn't bad. Nope, that's not it.

I call Zubair again: "Try shortening the cable between the MMU and the board". I do this. The board now passes all tests. Great, the ordeal is over. Wrong again. After a couple of minutes of C programming my text files are being trashed again (in exactly the same way they were w/ the OKI chips!)

Yet another call to Zubair... this time they can't come up with any useful suggestions.

What I now have: 4Mb of DRAM, a pcboard, a 512K ST, A lot less money :^{

So, if anyone has suggestions on what can be done, what the problem may be, etc., I'd love to hear them. The only other symptom aside from the disk drive's inability to write are "lines" of pixels that are darker than the others running vertically up and down the mono screen. My current

theory is that my power supply is too weak... but I'm not going to try a new one until I can determine if this is truly the problem.

--

/**/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/**/

555. Re: Re: I WANT SPICE.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-08 15:33:08 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov8153308@ghiggins.hpl.hp.com>
Source record: 49894

```
++ I am in the posession of a freeware Turbo SPICE, written in the US.
++ Unfortunatly, even the .zoo file is over 400K long, and the cost
++ of mailing from Germany is prohibitive. Maybe someone in the US can
++ help.
++
++ By the way, this version works fine.
++
++ Techno
++
++ PLEASE DO *NOT* MAIL ME !!!
```

If you post your address, perhaps one of your fellow Deutschlanders with usenet access could Bundespost you a disk and then post it to usenet. ??? If not, I'll send you a disk and return postage.

Cheers,

Gray
====

556. Re: GNU s/w

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-08 17:08:11 UTC
From: rn@ap.co.umist.ac.uk
Message-ID: <1990Nov8.170811@ap.co.umist.ac.uk>
Source record: 49895

In article <GJH.90Nov6202815@ghiggins.hpl.hp.com>, gjh@hplb.hpl.hp.com (Graham Higgins) writes:

|> the coff patches for gas 1.37. Does anyone know whether it's worth trying
|>
|> 1. The port of gas 1.37?
|>
|> 2. Applying the coff patches?
|>
|> Is coff likely to be applicable to the ST architecture?

-Nope, COFF is just the (common) object file format found on some UNIX systems (eg: Apollo Domain/OS, Sun 386i at 4.0.x) which meant that debuggers couldn't be used (except at assembly level :-) on gcc/g++ objects...

bob

----
bob nutter, computer officer |
UMIST dept of computation | "when father papered the parlour,
po box 88 manchester m60 1qd uk | you couldn't see him for paste..."
tel:+44 61 200 3386 |
email:b.nutter@umist.ac.uk |

557. Re: I WANT SPICE.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-08 17:19:04 UTC
From: stigvi@Siri.Unit.NO
Message-ID: <1990Nov8.171904.9896@ugle.unit.no>
Source record: 49896

You can buy SPICE with GEM interface for DM348,- at:
CAE SYSTEME RUFF Dipl.-Ing.
Tel.07307-24187
Fax.07307-23209
D-7910 Neu-Ulm Pf.1942
Germany

Stig Vidar Hovland stigvi@lise.unit.no

558. Scolling lists in GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-08 17:26:49 UTC
From: adp@csug.cs.reading.ac.uk
Message-ID: <1990Nov8.172649.14731@csug.rdg.ac.uk>
Source record: 49897

Hi there folks.
Just a few questions on some bits and pieces that I need some help with..
(Please)

1. I am currently learning GEM, and want to know how one implements a
scrolling list, as in the file selector. I would be extremely grateful
for any help here.

2. I also asked recently for any help with hard disk set-ups - one chap
replied and said "Not enough info..", so here goes.

520 STFM (to be upgraded to 2.5 MB in a week)
48 MB Triangle Turbo 3 HD
Star LC 24-10 Printer
Mono monitor

I (mainly) use :
Gulam
Sozobon C (and want to use gcc after memory upgrade)
FirstWord (well, it does the job..)

I may use Gemini, Neodesk or my own shell using MiNT.(dunno yet)

All I want is some suggestions for useful (and sensible) partitioning
and directory structures. Ta.

3. When I write my shell using MiNT, I want to use XARGS, but I dont know
the standard implementation details - I guess I mean the standard format.
Can anyone help me here ?

Thanks in advance,
(I saw some guy write 'thaADVANCEnks' - isn't that the wrong way round ?)
Dave Dawkins

David J Dawkins | If you email, please use the following (mine is screwed)
Reading University | adp@uk.ac.reading.cs.csug OR
United Kingdom | adp%uk.ac.reading.cs.csug@uk.ac.nfsnet-relay
---

559. Re: I WANT SPICE.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-08 18:02:10 UTC
From: sytang@boulder.ColoState.EDU
Message-ID: <11050@ccncsu.ColoState.EDU>
Source record: 49898

```
Hello:
How about put it on one of anonymous FTP sites near you, then someone else
can FTP it and put it on the atari-archiver in US.
Tang
sytang@lamar.colostate.edu
```

560. Re: I WANT SPICE.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-08 18:28:33 UTC
From: lsh1@ra.MsState.Edu
Message-ID: <lsh1.658088913@ra>
Source record: 49899

In <IJ5KOHG@lime.in-berlin.de> techno@lime.in-berlin.de (Frank Dahnke) writes:

>I am in the posession of a freeware Turbo SPICE, written in the US.
>Unfortunatly, even the .zoo file is over 400K long, and the cost
>of mailing from Germany is prohibitive. Maybe someone in the US can
>help.

>By the way, this version works fine.

> Techno

>PLEASE DO *NOT* MAIL ME !!!

Has anyone heard of this program?

Thanks for the info, Techno!

Shane Hebert
lsh1@ra.msstate.edu

561. Opus and line 31 meta.sys in assign.sys

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-08 20:11:23 UTC
From: martins@resrch.molienergy.bc.ca
Message-ID: <1990Nov8.201123.7844@resrch.molienergy.bc.ca>
Source record: 49900

Hai, recently I pulled Opus2.2 of the archive server. Installed it
as desribed. Everything works fine, except when I want to save or print
the graphs. The error I get is :

Error opening Meta File Work Station
makesure GEMSYS disk is in place.

Well here I am lost. My assign.sys file does include line 31

31 meta.sys ; Meta File

All my printer drivers and screen drivers I got from WORD UP
and behave normally. So wat is wrong. And how does this Meta File business
work anyway.

Thanks in advance

Martin Siebert

Advanced Energy Technologies inc. Lithium rechargeables batteries are our
busine$$.
martins@molienergy.bc.ca

--
Martin Siebert
martins@molienergy.ba.ca
...!ubc-cs!van-bc!resrch!martins
Advanced Energy Techologies Inc., Burnaby, B.C. Canada

562. St[e] graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-09 00:27:36 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <3253@jaytee.East.Sun.COM>
Source record: 49902

I once knew how "low-level" St graphics worked but forgot :-(
That is, there are the 4 bit planes and a color table and good stuff
like that. Would someone care to explain it in detail? How it is
different for the Ste?

In a similar vein, how does horizontal/vertical sync palette swapping
work (to get more colors)? Trade offs? Any source examples to look at?
I have the graphics format file but some of it doesn't make sense, like
the Spectrum format...

My Ste is on the way, I'd love to be up to speed when it arrives! Thanx.

Cheers,

Joe
-=-

--
/Joe-Gaudreau {ps-hacker juggler nice-guy add add} bind def
Fone: (508)671-0461
INet: gaudreau@East.Sun.Com
UUCP: sun!suneast!gaudreau
Snail: Sun Microsystems Inc - BDC, 2 Federal St, Billerica, MA 01821
"Juggling, not just a way of life"
The opinions I juggle may not be mine, but they aren't my employer's either.

563. STOS .MBK format

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-09 04:24:16 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Nov9.042416.27594@wam.umd.edu>
Source record: 49903

I've gotten a request or two about the STOS .MBK sprite file format and so I'd like to add a descrption of it to the picture formats list. I have the description from the back of the STOS manual but it seems to only describe the format of "sprite banks" in memory, not as they are saved to disk.

Anybody know more details on .MBK files? I must confess I don't know that much about STOS so perhaps I'm missing something...

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

564. Re: Mouse vectors etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-09 10:35:40 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3250@medusa.informatik.uni-erlangen.de>
Source record: 49917

ge@wn3.sci.kun.nl (Ge' Weijers) writes:

>My question is: at what time in the OS startup is the mouse vector changed?
>I've got a driver that works when started from the desktop, but
>not when started from the AUTO folder. Which is weird, as I only call
>the routine pointed to by the mouse packet field of the result of
>Kbdvbase().

Must be when the AES come up. The ROM jumps over exec_os, then does
some Dgetpath and Dsetpath calls to get its view on paths right,
and at some time opens a physical workstation which is when the
mouse vectors are probably being initialized. You will have to
implement some technique for checking whether your program starts
in the AUTO folder, make it resident and sit there and wait for the
AES to come up. I'm not sure that there is any decent and documented
method for doing things like this. Moving your routines to a DA
might solve your problems.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

565. IBM Monitor on Atari ???

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-09 11:07:20 UTC
From: tester@brb.isnet.inmos.co.uk
Message-ID: <270.273a8de8@brb.isnet.inmos.co.uk>
Source record: 49904

From : Steve Davies , Inmos , UK
Date : 9/11/90
Subj : IBM Monochrome on the Atari ST.

I'm sure that this question has been asked before but ....

Is is possible to use an IBM (well Viglen actually) monochrome
monitor on the Atari ST 520 STFM computer in high res mode ?
The monitor I have is specified to 60-70 Hz.

If it can be done then how ?.

Please could you Email any response (as well as post) because
our server is flakey.

Thanks for any help,

Steve.

566. Re Sozobon C & Mupfel (Summary)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-09 13:16:58 UTC
From: jvt@its.bt.co.uk
Message-ID: <{=%^*=$@uzi-9mm.fulcrum.bt.co.uk>
Source record: 49905
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

THE ORIGINAL QUESTION: How do you stop Sozobon C and programs compiled
by it crashing under Mupfel (Gemini's Shell).

Thanks to Ant <ant@mks.uucp> and Bob <balkwill@encs.dnd.ca>
for responding to my posting. Their advice was to fix the bit
manipulation code in the assembler and the memcpy()/memmove()/bzero()
fns in dlibs. Basically this worked, but not without problems.

The first thing I discovered was that I had 1.01 of Sozobon so I obtained
1.2 and remade *everything* = MAJOR MISTAKE. This caused every thing in
sight to behave strangely. My application, which runs under Unix, MS/DOS
and TOS1.6+Gulam fell apart at initialisation, Sz Make could not find
cc,jas etc when run under Mupfel (yes it did not bomb) but it was
OK with Gulam. After *much* tracing I found the problem in a fn call
where fn(&structure, int1, int2) produced *strange results*. It seemed
the params got scrambled with int2 taking int1's value, int1 became 0
and the pointer was left alone. Recoding as
fn((long)&structure, int1, int2) got it to behave but at this point I
decided things had become *extremely* *silly* and there must be some
other cause.

I decided the only way was a structured approach taking each change
at a time. The biggest problem was actually knowing which mods to
make. So many fingers being in the pie and an absence of any
controlled release of patches from the authors makes the whole thing
a nightmare. OK thats enough of the moans - here is what I did the
second time through, starting with the original 1.01 binaries & sources.
At each numbered stage the resulting code is installed.

ACTION EFFECT

1: Modified dlibs12 alloca.s bzero.s Application still bombs
memcpy.s as in Tohru Nishimura's
Mailing.

2: Corrected the hcc bug in fun.c from No Test
a reposting from Johann Ruegg (the
only note I have from an Author!!!)

3: Corrected jas opcodes.h - again No Test
Tohru's posting. Two worries here
a) I found another & completely
different version of opcodes.h
purporting to fix the same bug!!!!
Sorry I have no details, they're

on the m/c at home.
b) Tohru's explanation of the faulty
lines does not match his diff output.

4: recompiled dlibs functions of 1: plus Application now runs OK
lmemcpy.s which also had a bit instr.

5: Make *all* binaries including Application & Compiler runs OK
upgrades to hcc 1.2 and top 1.2
also mods to peep2.c peep3.c
reposted by Michal Jaegermann.

I have not installed the mods to initargs.c from lrh or top1.2x from Tohru.
This is because it now works and these unofficial patches, while maybe
being a good thing , will only stack up problems should 1.3 or
whatever be released.

OK thats it. I hope this tale will help others to avoid the pitfalls.

As a parting shot - A MESSAGE TO THE AUTHORS, how about releasing
patches on a regular basis through c.s.a. Then there would be no
confusion and an otherwise excellent package would not be spoilt
by poor followup.

John
--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

567. Re: Opus and line 31 meta.sys in assign.sys

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-09 14:45:21 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <273AC101.9323@maccs.dcss.mcmaster.ca>
Source record: 49906

In article <1990Nov8.201123.7844@resrch.molienergy.bc.ca> martins@resrch.molienergy.bc.ca (Martin Siebert) writes:
>Hai, recently I pulled Opus2.2 of the archive server. Installed it
>as desribed. Everything works fine, except when I want to save or print
>the graphs. The error I get is :
>
> Error opening Meta File Work Station
> makesure GEMSYS disk is in place.
>
>Well here I am lost. My assign.sys file does include line 31
>
> 31 meta.sys ; Meta File

Try changing that to:

31r meta.sys ; Meta File
^
this "r" seems to be important
>[...]

I wrote a program that wrote out metafiles, and I needed put the
magic letter there. But I notice that some programs (Pagestream 1.8) do
not need it there. How do they do it? My program crashes big time if I
leave it this way and try to write something out to a metafile.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

568. Re: diff files

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-09 15:49:51 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Nov9164951@orion.laas.fr>
Source record: 49907
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Diff files which might look like .dif on an Atari ST (mine are usually
.pat or .pt2, etc.) are handled by PATCH.TTP. I have already
discussed its existence some time back in comp.sys.atari.st
<RALPH.90Jul24142739@cresus.laas.fr>:

| By the way, do you STers ever use `patch' on your ST to update
| sources from USENET? I recently used it to update Sozobon 1.2
| according to the patches posted in comp.sys.atari.st. It's great! It
| was ported by John R. Dunning. Maybe someone should post an updated
| version to the net.

May I remind you folks: IT'S GREAT!!!!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

569. Cross-Compiling on a SUN

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-09 16:24:56 UTC
From: jlong@radc.af.mil
Message-ID: <1990Nov9.162456.27441@lonex.radc.af.mil>
Source record: 49908
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I find myself in the unique position of getting to play with my favorite toy at work!! We are using an Atari to drive a digital error injector unit that is able to inject random errors into any digital link up to T1 rates. We have been compiling using MWC, but to get really quick we would like to use GNU-C on either our SUN-3s or one of our SPARC-stations. I know the ports to cross-compile on a sun were maintained by Jwar Bammi (sp?) at dsrgsun.ces.cwru.edu, but that machine hasn't answered the internet in ages.

Does anyone know where else I can ftp the stuff I need to set up a complete cross-delevopment system on a SUN to compile some straight-forward TOS type programs for the ST (no GEM stuff). We hope to develop on the SUN, dump to

the atari using the RS-port and execute away. I would really appreciate it if someone could help me out on this, as I have long been the lone ATARI fanatic here at work and would like to capitalize on this golden opportunity to show the MS-DOS types here in the lab what our trusted machine can do!!

I would appreciate talking to someone who has done this type of cross-compiling ASAP!! Please leave me E_mail or post the replies if you can't get to me using either of these addresses:
jlong@hera.radc.af.mil
longj@lonex.radc.af.mil

--

| Capt Jeff Long longj@lonex.radc.af.mil |
| Rome Air Development Center (315) 330-7751 |
| Communications Networking Branch (DSN) 587-7751 |

570. Re: I WANT SPICE.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-09 16:49:38 UTC
From: ericco@ssl.berkeley.edu
Message-ID: <ERICCO.90Nov9084938@ariel.ssl.berkeley.edu>
Source record: 49909

I just noticed in another newsgroup that a PD version of SPICE is
available. I suspect that it is a unix version (can you say port?).

> Send mail to "spice@ic.berkeley.edu" with your queries. the source
> is available by ftp after you sign some forms which are also
> available by e-mail...
--
Eric
ericco@ssl.berkeley.edu

571. X-compiling

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-09 16:55:30 UTC
From: ericco@ssl.berkeley.edu
Message-ID: <ERICCO.90Nov9085530@ariel.ssl.berkeley.edu>
Source record: 49910

A while ago, there was a thread on cross compiling from Sun OS to Atari TOS. A couple of problem issues where discussed but I don't remember anything conclusive.

Is it possible to cross compile from SunOS to AtariTOS?

Is this done with gcc?

Are patches available?

Thanks,
Eric
--
Eric
ericco@ssl.berkeley.edu

572. 16-bit (ST) meeting Wed Nov 14/90

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-09 19:47:14 UTC
From: daroloson@watmath.waterloo.edu
Message-ID: <1990Nov9.194714.9219@watmath.waterloo.edu>
Source record: 49911
Cross-posted to: uw.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST) Atari user group
16-bit (ST) - Wednesday, Nov 14, 1990
DCS Course Room, Room 2009 (2nd floor)
Math & Computer Building, University of Waterloo
Room opens at 7:00 pm. Meeting starts at 7:30 pm.

The following is a list of new items that I personally will
be bringing to meeting. If they are not discussed in the formal
part of the meeting, they will be available for demonstration during
the casual segment.

* Megafile 44 removable hard drive

* NeoDesk 3
NeoDesk CLI (Command Line Interpreter)
NeoDesk Icon Disks

* Universal Item Selector III

* Mug Shot (police identification kit type program)

* Word Quest Powerpack (crossword and word search generators)

* Games Galore (4 STOS games)

* Telegram (Kid program)

These products and more will also be reviewed in this month's "The Hard Copy"
which should be our biggest issue ever.

Also in this month's issue:

* Report about Atari Canada at the last Brantford meeting.

* Report on the WAACE show in Washington (Hope to get video before meeting).

* Info on the Canadian Computer Show and Windsor/Detroit International
Atarifest

* Other news and reviews

Also, at this meeting members will receive a disk containing the catalog
of the newly re-organized library.

The ST meeting is also the deadline for article submissions in the Cordless
Mouse contest. The new item from Practical Solutions, the Video Key,
will also be at the meeting.

Dani Roloson
579-3695

573. Re: GNU s/w

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-09 19:57:05 UTC
From: roeder@robin.cs.uni-sb.de
Message-ID: <ROEDER.90Nov9205705@robin.cs.uni-sb.de>
Source record: 49912

In article <GJH.90Nov6202815@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
> For example, the ST version of gas is 1.34, 1.37 is available and so are
> the coff patches for gas 1.37. Does anyone know whether it's worth trying
> 1. The port of gas 1.37?

I have recently done the gas-"port" for version 1.37. It was almost trivial. The new version is available via anonymous ftp at cs.uni-sb.de in directory /pub/atari/gas (sources) and /pub/atari/bin/gcc/lib (binary). Whe i finished the port, i was rather surprised that it produced even better (= smaller) code than gas 1.36.

BTW.: We have here an almost complete collection of all GNU software ported to the Atari ST running TOS (there are plans to set up a Minix archive too, but it may take some time).

- Edgar

574. Re: X-compiling

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-09 20:06:49 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov9.200649.24474@math.lsa.umich.edu>
Source record: 49913

In article <ERICCO.90Nov9085530@ariel.ssl.berkeley.edu> ericco@ssl.berkeley.edu (Eric C. Olson) writes:
>A while ago, there was a thread on cross compiling from Sun OS to
>Atari TOS. A couple of problem issues where discussed but I don't
>remember anything conclusive.

> Is it possible to cross compile from SunOS to AtariTOS?
Yep. Or from any ol' Unix box to Atari TOS or Minix.

> Is this done with gcc?
Correct.

> Are patches available?
Full source and executable on atari.archive.umich.edu, ~ftp/atari/gnustuff.
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

575. Re: I WANT SPICE.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-09 20:10:10 UTC
From: chen@digital.sps.mot.com
Message-ID: <4de8c539.12c9a@digital.sps.mot.com>
Source record: 49914

> Send mail to "spice@ic.berkeley.edu" with your queries. the source
> is available by ftp after you sign some forms which are also
> available by e-mail...

Source codes of SPICE2/3 are not hard to obtain. Besides from Berkeley directly, I believe long time ago someone uploaded it (SPICE2) to Genie. The problem is to port it under TOS. I wouldn't take this as a hobby at home (maybe some FORTRAN and ST guru will :-).

576. Re: I WANT SPICE.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-09 22:53:35 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1990Nov9.225335.21251@cs.ucla.edu>
Source record: 49915

In article <4de8c539.12c9a@digital.sps.mot.com> chen@digital.sps.mot.com (Jinfu Chen) writes:
>Source codes of SPICE2/3 are not hard to obtain. Besides from Berkeley
>directly, I believe long time ago someone uploaded it (SPICE2) to Genie. The
>problem is to port it under TOS. I wouldn't take this as a hobby at home
>(maybe some FORTRAN and ST guru will :-).

Foruntately, spice3 is in C. I don't imagine it should be _too_ bad on
a compiler with a nice floating point library... But what do _I_ know
about porting long scientific programs?

--Steve

--
Steve Whitney "It's never _really_ the last minute" ())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

577. Writing applications with Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-10 03:01:17 UTC
From: dan@wet.UUCP
Message-ID: <1757@wet.UUCP>
Source record: 49916

Hello Everyone:

I have a copy of the Sozobon C Compiler version 1.2 (I think) and would like to start writing GEM Applications. Looking through the book Atari ST Application Programming by Pollack and Weber it appears that I'm missing a couple of header files: GEMBIND.H, GEMDEFS.H, and OBDEFS.H. Does anyone know a FTP site that I can copy these from? I'd also be interested in any tips on getting started. Thanks for the help.

Dan Tauber
ias1005@sfsuvm.sfsu.edu <== Until mid-December 1990
wet!dan@cca.ucsf.edu <== Anytime

578. Re: I WANT SPICE.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-10 10:02:11 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Nov10100211@zappa.FtCollins.NCR.com>
Source record: 49918

```
>Source codes of SPICE2/3 are not hard to obtain. Besides from Berkeley
>directly, I believe long time ago someone uploaded it (SPICE2) to Genie. The
>problem is to port it under TOS. I wouldn't take this as a hobby at home
>(maybe some FORTRAN and ST guru will :-).

SPICE3 is the C version and has hooks for the IBM PC built in to it. So
maybe it wouldn't be too painful to port.

--
/*************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/*************************************************************************/
```

579. Re: diff files

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-10 15:18:55 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1990Nov10.151855.17690@lonex.radc.af.mil>
Source record: 49919
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

After 3 weeks sweating to get NetNews support in out lab, I finally get it working.....and 1 month later---our main mail-serving machine, the one I was getting my NNTP newsfeed from, goes public with NetNews for all its users to use!! Isn't that the way it always works with computers??

Anyway, the purpose of this posting is to see if anyone can steer me to an alternate source for the GNU-C ATARI<->Sun cross-compiler. As we all seem to have discovered, Jwahar Bammi seems to have been transported out of this galaxy by aliens looking to use his prolific programming skills for their own purposes (in other words, he hasn't been heard from on the net in a long time) and he maintained the complete set of programs I needed.

Could some kind soul please point me in another direction for this information?? FTP is the prefered means of getting the files!

Capt Jeff Long
longj@lonex.radc.af.mil or jlong@cassiopeia.radc.af.mil

PS: the purpose of this repost is to make sure the transition locally of the News program didn't keep my last plea for help from making it outside of our own local domain.

580. Re: BioNet 100 Ethernet Interface

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-10 16:21:03 UTC
From: gcarter@globey.cs.wisc.edu
Message-ID: <1990Nov10.162103.17970@daffy.cs.wisc.edu>
Source record: 49920
Cross-posted to: dnet.atari,comp.sys.atari.st.tech

Holy willikers BATMAN there is an ethernet card for the Atari!

At first I though this guy was off his rocker, but its a message
from europe and, as you know, europe is were its at and the US market
positively sucks the silicone for anything new and exciting.

I would die for an ethernet card, or an X11 terminal program! Each one,
I hear is readily available everywhere, except in the US!

Thats probably simple to explain, the US can't build cars, and we can't
even build simple software!!!

OR

Atari is ONE STUPID turkey. Which do you guys think is the correct answer?

--Gregory

(No, no footer. Just a simple undergrad. This account self destructs each
Semester!)

581. Where is my cursor?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-10 17:54:37 UTC
From: hohr@cernvax.cern.ch
Message-ID: <3063@cernvax.cern.ch>
Source record: 49921

Hi netters,

How can I know the coordinates of the text cursor?
An other solution than the VDI call vq_curaddress()
would realy help me.
Thanks in advance.
Roger

582. Cartridge Port

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-11 01:24:59 UTC
From: whitten@kuhub.cc.ukans.edu
Message-ID: <26838.273c621c@kuhub.cc.ukans.edu>
Source record: 49922
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know, well I know someone knows, but could someone tell me
how to toggle the ROM4 and ROM3 lines of the cart port?

I also will need to know how to put an address on the cart port lines,
and also read one.

Thanks,
Chris

==
WHITTEN@KUHUB.CC.UKANS.EDU Chris Whittenburg, Univ. of Kansas
WHITTEN@UKANVAX.bitnet Electrical Engineering
==

583. Location of variables in executable files.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-11 01:34:28 UTC
From: <>
Message-ID: <1990Nov11.013428.4566@cs.utk.edu>
Source record: 49923

I want to be able to write setup information directly to a program file.
(This has been done in several applications -- ARCSHELL 2.1 is one
example). I figure that I will have to mess with the Getmpb procedure,
as well as the structure of the executable files, to find out where a
variable "lives" on the disk file. Alas, the documentation for that
stuff is *very* unrevealing, and I don't want to resort to trial & error.

I would really appreciate any suggestions, example code (C please!),
or at least a pointer to a book (he he) which carries such information.

Please e-mail to andrew@cs.utk.edu.

Thank you so much.

-andrew krzywdzinski
1732 Laurel Ave.
Knoxville, TN 37916

584. pfx, packer: HOW does it work?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-11 02:34:35 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <35836@cup.portal.com>
Source record: 49924

RE: the following file:

Archive-name: pfx
[The documentation is in German. This program packs executables, like a
few other programs posted here earlier. Its claim to fame is that the
packed executables are unpackable with LHArc. -sg]

HOW does it work?! I can't figure it out. ARgg...

Bryan_Jones_Woodworth@cup.portal.com

585. Bad news for Panasync

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-11 02:39:40 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov11.023940.10838@ecst.csuchico.edu>
Source record: 49925

I did a little more research today on the Panasync, to perhaps reveal some bad news. First thanks to George W Dinolt (dinolt%wdl45@wdl1.wdl.fac.com) for providing me with specs of the ST's monitor output, and thanks for these people for providing it through the grapevine: Harri Valkama LAKE<hv@uwasa.fi>, Lea Viljanen <ladybug@clinet.fi>, and ldp.dec.com!weaver@decwrl.dec.com (Dave, DTN 297-7141, MRO2-4/E33).

Atari
low medium high
------- ------- -------
Horizontal Frequency: 15.8kHz 31.5kHz 35.7kHz
Vertical Frequency: 60Hz 60Hz 71.2kHz
Horizontal Resolution: 320 640 640
Vertical Resolution: 200 200 400

I called one place (Lyco) and asked for the vertical frequency of the monitor. They said it was 50 to 90, which should work with the ST. Then they said the horizontal was 30 to 37. This looked a little strange, so I called another place (Harmony Computers in NY) and asked the same questions. They replied the same. Which means, if I'm not mistaken, that there would be something wrong with the ST's low resolution, since it's lower than 30. If anyone can find something wrong with my assumptions or data, PLEASE let me know. I also asked about the frequency bandwidth, which Talon recommends should be 35Mhz or better, and neither of the places knew what it was on the Panasync.

Talon also recommends that the vertical auto-sync be 15 - 36Khz or better and the horizontal auto-sync be 45 - 90Khz or better.

This puts a real damper on things. At least I know this BEFORE buying the monitor.

(Howard Chu, what was the horizonal frequency on your monitor again?)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

586. Re: I WANT SPICE.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-11 10:50:01 UTC
From: techno@lime.in-berlin.de
Message-ID: <4E9K5FT@lime.in-berlin.de>
Source record: 49934

sytang@boulder.ColoState.EDU (Shoou-yu tang) writes:

> Hello:
> How about put it on one of anonymous FTP sites near you, then someone else
>can FTP it and put it on the atari-archiver in US.

If anyone knows of a FTP site inside Berlin, Germany then please tell me.
I, myself, have no access to FTP.

Techno

--
| techno@zelator.UUCP ||| Please do not e-mail from outside Germany ! |
| techno@lime.UUCP / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it some- |
| time. (Al Stewart) |

587. Re: Bad news for Panasync

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-11 16:56:27 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <35847@cup.portal.com>
Source record: 49926

In Article: <1990Nov11.023940.10838@ecst.csuchico.edu>
ekrimen@ecst.csuchico.edu (Ed Krimen) writes...
>
> Atari
> low medium high
> ------- ------- -------
>Horizontal Frequency: 15.8kHz 31.5kHz 35.7kHz
>Vertical Frequency: 60Hz 60Hz 71.2kHz
>Horizontal Resolution: 320 640 640
>Vertical Resolution: 200 200 400
>
The above data for the medium resolution is wrong.
Both low and medium resolution have the same Horizontal and Vertical
Frequencies (those listed above for low resolution).

Both low and medium resolution are compatable with standard color TV sets.
(on European STs these rates change e.g. Vertical is 50Hz, not sure of Horz.)

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

588. Re: Opus and line 31 meta.sys in assign.sys

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-11 19:20:38 UTC
From: tdrga@walt.cc.utexas.edu
Message-ID: <39524@ut-emx.uucp>
Source record: 49927

Could someone mail or post an concise explanation of the assign.sys file...
I am trying to get Opus to work, but for some reason it won't find my fonts
in the folder listed in my PATH=.

Could the problem be the fonts? A description of a standard GDOS font would
also be helpful, as I have no idea if I have standard fonts (They are from
atari.archive, DVIFONTS and other collections of fonts, I think)

Is there a collection of genuine GDOS fonts anywhere?

As you can tell, I'm just starting to fool around with fonts and GDOS, and
have found no sources of information on how all of it works.

Thanks

= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =
= ' You're still beautiful baby / Nobody can take that away... =
= You're still beautiful baby / Baby, don't believe what you see... ' =
= _You're Still Beautiful_, The Church =

589. Atari ST, PC Emulators and the Portfolio

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-11 21:17:47 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <3804@vela.acs.oakland.edu>
Source record: 49928
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.laptops,comp.sys.handhelds

I am interested to know if anyone has ever used the PC emulator equipment
for the Atari Portfolio on an Atari ST with a PC emulator?

I am getting the developers package from atari, and I will be trying
to use the machines at school. I just need to know if the PC emlators
will allow me to use my ST?

swood

By the way, anyone interested in getting in on the atari Portfolio mailing
list that I just started, let me know....

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

590. Info wanted on MEGADRIVE Host Adapter.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-11 22:33:16 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1990Nov11.223316.21707@monu6.cc.monash.edu.au>
Source record: 49929

I am after information, good or bad on the MEGADRIVE host adapter. This is used in Gasteiner Hard Drives. Anyone with any experience could they please inform me.

Muchos thanks in advance.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * against ignorance' *
* 900 Dandenong Rd, Caulfield East * *
* VIC, 3145. Tel (03) 573 2355/2519 * *
* Australia * *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *
---

591. GEMINI & FONTS

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-12 03:07:56 UTC
From: clive@aldetec.oz.au
Message-ID: <291@aldetec.oz.au>
Source record: 49930
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can some cleverer person tell me why the GEMINI console window fonts work under AMCGDOS but are garbled when I try to usr G+DOS??

..Clive

--

_____
Clive Salvidge ACSnet : clive@aldetec.oz | Internet : clive@aldetec.oz.au
Aldetec Pty Ltd. Voice : +61-9-4451888 0900 - 1700 WST
_____< Got to think of something to put in here! >_____

592. Getting Unix windows to run....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-12 04:30:47 UTC
From: rcte2p@jetson.uh.edu
Message-ID: <7588.273dd117@jetson.uh.edu>
Source record: 49931

Has anyone actually managed to get Unix windows running (uw)? I ftped uw from the atari.archive at umich.edu and everytime I try to ru the program (uw.prg) it loads for a while and then it just hangs and I have to reboot. I am using the provided startgem.prg to have uw.prg automatically run if that is important, but I tried to run uw.prg by itself and it still hung...

--
Paul Sears The Univ. of Houston |"The greater an individual's power
Student of the College of Technology | over others, the greater the evil that
RCTE2P@Jetson.uh.edu *** | might possibly originate with him."
RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

593. Ram expansion questions....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-12 04:58:40 UTC
From: rcte2p@jetson.uh.edu
Message-ID: <7589.273dd7a1@jetson.uh.edu>
Source record: 49932

I have a question about Ram expansion. I have a 520ST that was expanded to a total of 1Meg with the Easie ST solderless Ram board by AERCO. I am now thinking of expanding my ram to 2+ megs. My first question:

The ram board (bank1 or ST memory) has 2 banks of chip sockets, with currently 1 set filled to making up 512K which, I was wondering if I went and added more ram to that extra bank would the board still function properly (thus giving me a wierd config of 1.5megs total)? BTW, are these 64K-bit or are they 250k-bit chips?

I did inquire sometime ago about adding 1mega-bit chips to the board and I was told that CMOS 511-000 @120ns or better were fine. First, what exactly are 1M-bit chips and how many are required to make 1Meg ram? 8? What are the current prices for 1M-bit ram chips and where could I get some? Anyone else have this particular Ram board and any info on it?

--
Paul Sears The Univ. of Houston |"The greater an individual's power
Student of the College of Technology | over others, the greater the evil that
RCTE2P@Jetson.uh.edu *** | might possibly originate with him."
RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

594. Re: RAM Upgrade Horror story

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-12 09:19:29 UTC
From: domen@hutch.crin.fr
Message-ID: <DOMEN.90Nov12101929@hutch.crin.fr>
Source record: 49933

Your problem makes me think of the one I currently have with my computer. Some time ago, it also started to corrupt my files, and I finally noticed that the bit 6 of odd (or was it even) adresses was systematically turned to 1. Perhaps you have the same problem with bit 0. My probelm is not related with a memory upgrade: it happened by itself. Unfortunately, I still not have my computer back, so I can't say you what the trouble is.

Eric Domenjoud

595. Re: I WANT SPICE.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-12 12:41:47 UTC
From: teege@lan.informatik.tu-muenchen.dbp.de
Message-ID: <TEEGE.90Nov12134147@dssiegert4.lan.informatik.tu-muenchen.dbp.de>
Source record: 49935

In article <1990Nov7.140519.22593@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
> >>Is there a version of the famous SPICE program for AtariSt?
> Something like this *does* exist, and dates back a couple of years.
> I seem to recall that the file had "cap" in it's name,
> for "Circuit Analysis Program", but I am not sure about this.
It was simply called CAP and was posted in comp.sys.atari.st in 1987,
but I think some files were truncated and no repost arrived at our site
since then. It was posted by maccarle@ed.ecn.purdue.edu. I think the
address of the author was Peter_VerBruggen.HENR801c@Xerox.com. But I
don't know whether those addresses are still valid.

Gunnar Teege Inst. fuer Informatik, Technische Universitaet Muenchen
PO-Box 202420, 8000 Muenchen 2, Germany
teege@lan.informatik.tu-muenchen.dbp.de +49 89 2105 8179
teege%lan.informatik.tu-muenchen.dbp.de@{unido.uucp,relay.cs.net,unido.bitnet}

596. Re: pfx, packer: HOW does it work?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-12 15:10:30 UTC
From: carlos@stretch.cs.mun.ca
Message-ID: <1990Nov12.151030.25713@stretch.cs.mun.ca>
Source record: 49936

Bryan_Jones_Woodworth@cup.portal.com writes:

>RE: the following file:
>Archive-name: pfx
>[The documentation is in German. This program packs executables, like a
> few other programs posted here earlier. Its claim to fame is that the
> packed executables are unpackable with LHArc. -sg]
>-------
>HOW does it work?! I can't figure it out. ARgg...

Double-click on pft.ttp, and type in: <Original filename>[Space]<New packed filename>. You can unpack with LHarc just as if it were a .lzh file.

Also, if the packed file is larger than the original file, it will not be written.

This is one of the best packers I've seen. Much faster than Pack-Ice.
--
Carlos (Miguel) Borges | "My name is Ozymandias, king of kings:
carlos@stretch.cs.mun.ca | Look on my works, ye Mighty, and despair!"
--

597. ST questions (HD, MAC, TOS)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-12 15:54:48 UTC
From: si0_tb90020@debet.nhh.no
Message-ID: <1990Nov12.165448.326@debet.nhh.no>
Source record: 49937

I have an olde version of the Atari ST dusting away in a remote corner.
It has got 1 meg of RAM (upgraded old 520 ST). Since I would like to
continue using the machine for a while, I was wondering about a few
things:

1. Upgrading the Atari TOS (my ST has got it in ROM).
I would like to have a disk based version of the OS, so that
I can upgrade easily, both now, and in the future.
Possible???

2. MAC emulation. Which is the best? What about MAC ROM's?

3. Hard disk. Which (for MAC-emulator, ST, and MINIX
compatibility)

That was all I guess. Thanx in advance for any response.

Terje Bergesen : terjeb@eik.ii.uib.no : si0_tb90020@debet.nhh.no

598. Looking for Rest-Proof RAM disk for Mega 4 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-12 16:08:03 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Nov12170803@orion.laas.fr>
Source record: 49938

When I had a 1040 ST I used to use etrnl2.prg and was quite satisfied with it. I now have a Mega 4 ST and it has become unusable! (I do remember the net discussions concerning the proper test for 4 Mb.)

I have recovered etrnl3/4.s - a version of resizable reset-proof ram-drive modified to work also on Mega4 - that was posted to comp.sources.atari.st (Volume 2, Issue 85) by Michal Jaegermann. I have *not* been able to assemble this on my machine. I have both Sozobon jas and GNU gas. Not being an assembly language person I am not interpreting very well the tons of diagnostic messages that these assemblers provide. Do I need another assembler? Or do I just need to know how to massage the source code? I have tried to contact Michal Jaegermann (mj@myrias.COM) but have been unsuccessful.

Since I've been a successful user of etrnl2, I would appreciate to get etrnl3 to work. Otherwise, I'd love to hear about RAM disks that work on Mega 4 Sts. For the moment I am using the non reset-proof SI_RAM desk accessory.

Thanks,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud new owner of a Mega 4 ST. What's a Blitter?

599. Re: Bad news for Panasync

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-12 19:05:06 UTC
From: bill@mwca.UUCP
Message-ID: <1740@mwca.UUCP>
Source record: 49939

In article <1990Nov11.023940.10838@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>I did a little more research today on the Panasync...

various specs deleted questioning whether the Panasync will work with ST low resolution...

> Ed Krimen ....

There have been definite reports on GEnie that the Panasync will work in all resolutions with the ST - Dr. Bob has one apparently (MVG software), and I believe Gadgets has one.
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

600. Re: Display blues

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-12 19:13:48 UTC
From: bill@mwca.UUCP
Message-ID: <1741@mwca.UUCP>
Source record: 49940

In article <1737@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>My mono display has been exhibiting weirdness lately - any ideas would be
>welcome:
>
>The display starts flickering where vertical lines will be drawn approximately
>every eight characters, heavier at the top of the screen, lighter towards the
>bottom...

and other horrible symptoms...

>My assumption is that this is a monitor problem, not an ST problem...

After receiving mail from several people (thanks!) suggesting both monitor
and ST problems, my further experimentation has indicated a _monitor_
problem - I've made a cable for use with a Sony 1302 multisync in mono mode
and there is no indication of trouble.

One suggestion was that the circuitry in the monitor which differentiates
between low and high (light and dark) may be getting flaky - this sounds
reasonable based on what I see. It is interesting that vertical lines were
seen on exact character boundaries, though perhaps there is a slight variation
in signal level at these points which is enough to affect the monitor. At any
rate, I'll be taking it in for repair in a few days.

As a side note, the Sony works reasonably well as a mono monitor, though
characters aren't quite as clear as on the SM124 (which makes sense
considering there are three beams for each pixel, as opposed to one on the
mono monitor). I could wire up only R, G, or B, but none of those three
color choices sounds too appealing. There is also some slight bowing of the
screen near the top...
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

601. Re: Location of variables in executable files.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-12 20:03:26 UTC
From: apratt@atari.UUCP
Message-ID: <2737@atari.UUCP>
Source record: 49841

andrew@.cs.utk.edu (Andrew Krzywdzinski) writes:
>I want to be able to write setup information directly to a program file.
>[...] I figure that I will have to mess with the Getmpb procedure,

Oh, boy! Getmpb has NOTHING to do with locations of things on disk. No wonder you got confused! Getmpb is a BIOS call which is used by GEMDOS to find out the lay of the land at the beginning of the world: it is the BIOS's way of telling GEMDOS what memory it found and where. It should not be used by user programs. (Gulam used this for the "mem" command and that's one reason the "mem" command doesn't work in Rainbow TOS.)

In the Hitchhiker's Guide to the BIOS there is a discussion of the format of an executable file on disk. It starts with a header, then the image of the text segment, then the data segment, then the symbol table, then the "fixups" which tell GEMDOS how to relocate your program. (Programs are linked as if they start at zero, and the actual starting address of the program is added to all absolute references by Pexec(). The fixup information tells Pexec what places need fixing up.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

602. Modem port problems

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-12 20:31:20 UTC
From: wao@cbnewsm.att.com
Message-ID: <1990Nov12.203120.958@cbnewsm.att.com>
Source record: 49842

My modem went dead a few weeks ago so I sent it to be fixed. When I got it back it worked fine (on another machine). My ST no longer sends out a terminal ready signal. I tested the port with a mini rs232 tester (the TR LED did not light). Any advice on what to check once I open the hood? I have opened my ST many times before but I never paid much attention to the modem port. What IC's can I expect to find hanging on the port. Any advice would be greatly appreciated. Thanks in advance.

Bill Oswald
aloft!wao

603. Re: Bad news for Panasync

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-12 20:57:44 UTC
From: stevela@beach.csulb.edu
Message-ID: <STEVELA.90Nov12125744@beach.csulb.edu>
Source record: 49843

In article <1990Nov11.023940.10838@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

- I did a little more research today on the Panasync, to perhaps reveal
- some bad news. First thanks to George W Dinolt
- (dinolt%wdl45@wdl1.wdl.fac.com) for providing me with specs of the
- ST's monitor output, and thanks for these people for providing it
- through the grapevine: Harri Valkama LAKE<hv@uwasa.fi>, Lea Viljanen
- <ladybug@clinet.fi>, and ldp.dec.com!weaver@decwrl.dec.com (Dave,
- DTN 297-7141, MRO2-4/E33).
-
- Atari
- low medium high
- ------- ------- -------
- Horizontal Frequency: 15.8kHz 31.5kHz 35.7kHz
- Vertical Frequency: 60Hz 60Hz 71.2kHz
- Horizontal Resolution: 320 640 640
- Vertical Resolution: 200 200 400
-
-
- I called one place (Lyco) and asked for the vertical frequency of the
- monitor. They said it was 50 to 90, which should work with the ST.
- Then they said the horizontal was 30 to 37. This looked a little
- strange, so I called another place (Harmony Computers in NY) and
- asked the same questions. They replied the same. Which means, if I'm
- not mistaken, that there would be something wrong with the ST's low
- resolution, since it's lower than 30. If anyone can find something
- wrong with my assumptions or data, PLEASE let me know. I also asked
- about the frequency bandwidth, which Talon recommends should be 35Mhz
- or better, and neither of the places knew what it was on the Panasync.
-
- Talon also recommends that the vertical auto-sync be 15 - 36Khz or
- better and the horizontal auto-sync be 45 - 90Khz or better.
-
- This puts a real damper on things. At least I know this BEFORE buying
- the monitor.
-
- (Howard Chu, what was the horizonal frequency on your monitor again?)
-
- --
- Ed Krimen ....
- ||| Video Production Major, California State University, Chico
- ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
- / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

Ed,
I used the Thompson's UltraScan monitor on my Mega4ST. I paid $375 for this multisync monitor approximately 3 years ago. It's a great monitor! Multisync, multipurpose! It works with all 3 graphic modes on my ST. Lots of connectors in the back. I plug my MegaST (Low/Med/Hi), My VCR, TV turner, Genesis system, and my IBM 386 compatible running VGA, all in the the same monitor!!! The bad news is that Thompson (french company) is no longer sell this monitor. I heard that the Mishubishi's DiamondScan monitor is the same as the Thompson's. I saw the DiamondScan in the local computer swapmeet, and it costs $350 brand new! You might want to give it a try.
Good luck,
-Steve SteveLa@csulb.edu

604. Home built hard drive info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-12 23:10:40 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <892.273ec980@sleepy.bmd.trw.com>
Source record: 49844

I'm considering putting together my own hard drive set up and have several questions:

1. Is there any magazine article or other reference that describes what the Atari ST requires?

2. What type of drives does it require, if anything special? Reliablity of a given manufacturers drive info also.

3. What adapter boards are available? I know of one put out by Berkley. Reliability of the board info here too.

4. Any warnings on what not to do. Or tricks learned in doing it yourself.

5. Good sources for drives, adapter boards, cables, power supplies, or cases.

I'm not concerned about building cables or anything like that, as I've had a bit of experience there (provided I've got a reasonable schematic).

Please email at my address below and I'll post the results if there's some-thing worthwile. Thanks to all who help.

Jim Harres jharres@doc.bmd.trw.com

605. Re: I WANT SPICE.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-12 23:31:48 UTC
From: sytang@boulder.ColoState.EDU
Message-ID: <11126@ccncsu.ColoState.EDU>
Source record: 49845

In reply for FTP sites in Germany, here is some but can't tell which is
in Berlin so here goes:
cs.uni_sb.de
faui43.informatik.uni_erlangen.de
ifi.informatik.uni_stuttgart.de (also rusmv1.rus and rusmv8.rus.uni_st...)
iraunl.ira.uka.de
sun1.ruf.uni_freiburg.de
titania.mathematik.uni_ulm.de
unido.informatik.uni_dortmund.de
uvax.rrz.uni_koeln.de
Tang

606. Re: I WANT SPICE.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-13 03:23:43 UTC
From: lsh1@ra.MsState.Edu
Message-ID: <lsh1.658466623@ra>
Source record: 49846

In <11126@ccncsu.ColoState.EDU> sytang@boulder.ColoState.EDU (Shoou-yu tang) writes:

> In reply for FTP sites in Germany, here is some but can't tell which is
>in Berlin so here goes:
>cs.uni_sb.de
>faui43.informatik.uni_erlangen.de
>ifi.informatik.uni_stuttgart.de (also rusmv1.rus and rusmv8.rus.uni_st...)
>iraunl.ira.uka.de
>sun1.ruf.uni_freiburg.de
>titania.mathematik.uni_ulm.de
>unido.informatik.uni_dortmund.de
>uvax.rrz.uni_koeln.de
> Tang

If this is a repeat, sorry, I don't know if the other was posted properly.

When you post it, please let me know where you posted it.

Thanks,
Shane Hebert
lsh1@ra.msstate.edu

607. Re: Bad news for Panasync

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-13 06:49:56 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov13.064956.21469@ecst.csuchico.edu>
Source record: 49847

bill@mwca.UUCP (Bill Sheppard) writes:

- There have been definite reports on GEnie that the Panasync will
- work in all resolutions with the ST - Dr. Bob has one apparently
- (MVG software), and I believe Gadgets has one.

Thanks for the info! I sent Dave Small some mail via one of his many
possible Usenet addresses, but never got anything. I heard he had
one set up on a TT. Do you think you could find out how they are in
medium and low res? Better yet, what's MVG software's phone number,
if they have one? I'd really appreciate it! Thanks!

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

608. Re: Bad news for Panasync - possibly not!

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-13 12:42:36 UTC
From: gary@brb.isnet.inmos.co.uk
Message-ID: <278.273fea3c@brb.isnet.inmos.co.uk>
Source record: 49848

In article <1990Nov11.023940.10838@ecst.csuchico.edu>, ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
> I did a little more research today on the Panasync, to perhaps reveal
> some bad news.
> Atari
> low medium high
> ------- ------- -------
> Horizontal Frequency: 15.8kHz 31.5kHz 35.7kHz
^^^^
Surely this should be 15.8kHz, the same as for low res, after all they both work on a standard TV set, which has 15.8KHz / 60Hz rates. (50Hz in UK)

> Vertical Frequency: 60Hz 60Hz 71.2kHz
^^^
a typo - should be in Hz
>
>
> Then they said the horizontal was 30 to 37.
^^^^^^^^
Seems a restricted range for a true multi-sync, this range in more appropriate for VGA only. Does this monitor work with CGA? (CGA uses the same frequencies as low/medium res). The shop may be more knowledgable about the monitors performance with PC graphics standards.

>
> Talon also recommends that the vertical auto-sync be 15 - 36Khz or
> better and the horizontal auto-sync be 45 - 90Khz or better.
>

Are the above back to front...
i.e horizontal (line) sync range 15kHz to 36kHz
vertical (frame) sync range 45 Hz to 90 Hz

This is comparable to most multi-sync monitor specs, and should work in all 3 Atari modes. Note the 45Hz spec allows the monitor to be used in the UK (and Europe) with our 50Hz frame rate.

Seems like a very good price monitor, can you give details of the supplier or manufacturer - I would be interested in locating a UK source.

--Gary
==========
Gary Morton Inmos Ltd, Aztec West, Bristol | EMail(UK)
----------| +44 454 616616 X523 |------------| gary@brb.isnet.inmos.co.uk
The opinions above are my personal views | EMail(ROW)
and may not reflect Inmos policy. | gary@brb.isnet.inmos.com

==========

609. Re: Getting Unix windows to run....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-13 13:28:57 UTC
From: cannon@bnr.ca
Message-ID: <1990Nov13.132857.13171@bnr.ca>
Source record: 49849

In article <7588.273dd117@jetson.uh.edu> rcte2p@jetson.uh.edu (Paul S. Sears) writes:
>
>Has anyone actually managed to get Unix windows running (uw)? I ftped uw from
>the atari.archive at umich.edu and everytime I try to ru the program (uw.prg)
<stuff deleted>

It depends on what you mean by running. I ftp'd uw.tar, uw.arc,
and uwbin.arc(I believe those are the file names). I built the
server on my workstation(contents of the tar file) and used the
wind.prg on my atari, and I am very pleased with the results.

First I ran wind.prg on the atari, phoned into work(you can define
the function keys to do this for you), and ran the workstation
version of uw.prg. This allowed me multiple windows to my workstation.
I was unable to get the reverse(a window to the atari from my
workstation) using uw.prg, and the equivalent to wind.prg on the workstation.

I apologize if I have the names of the programs, or files wrong,
but they should be close enough to figure out the actual files
I mean :-)

>
>--
>Paul Sears The Univ. of Houston |"The greater an individual's power
>Student of the College of Technology | over others, the greater the evil that
>RCTE2P@Jetson.uh.edu *** | might possibly originate with him."
>RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

--

Mark Cannon (613) 763 7403 NETNORTH: cannon@bnr.ca
"My opinions, requests, not BNR's"

--

Mark Cannon (613) 763 7403 NETNORTH: cannon@bnr.ca
"My opinions, requests, not BNR's"
---

610. Re: Mouse vectors etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-13 14:19:04 UTC
From: ge@wn3.sci.kun.nl
Message-ID: <2447@wn1.sci.kun.nl>
Source record: 49850

csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:

>Must be when the AES come up. The ROM jumps over exec_os, then does
>some Dgetpath and Dsetpath calls to get its view on paths right,
>and at some time opens a physical workstation which is when the
>mouse vectors are probably being initialized. You will have to
>implement some technique for checking whether your program starts
>in the AUTO folder, make it resident and sit there and wait for the
>AES to come up. I'm not sure that there is any decent and documented
>method for doing things like this. Moving your routines to a DA
>might solve your problems.

(Thanks for answering whilst working on your thesis)

That was my thought. The thing actually works up to the point the desktop
finishes writing the folder windows, and then the mouse freezes. I have
not yet disabled the normal mouse, and that continues to work.
I guess I have to do some debugging, tracing the contents of vectors etc..
(Yes, I have killed the Rsconf() call so the control panel does not reset
the serial port.)

Ge' Weijers
--
Ge' Weijers Internet/UUCP: ge@cs.kun.nl
Faculty of Mathematics and Computer Science, (uunet.uu.net!cs.kun.nl!ge)
University of Nijmegen, Toernooiveld 1
6525 ED Nijmegen, the Netherlands tel. +3180652483 (UTC-2)

611. Re: Location of variables in executable files.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-13 14:47:21 UTC
From: andrew@cs.utk.edu
Message-ID: <1990Nov13.144721.21402@cs.utk.edu>
Source record: 49851

I was thinking (erroneously) that Getmpb would tell me where the program
being executed starts in memory, so that I can match the location of
the variable in the "self modifying" program and on the disk. Now that
I've learned more about the format of the executable files, I know better.
The suggestion I received was to look at the initialized data segment,
and look for my magic number. This sounds like it might work, but seems
like a bit of a hack.
I suppose there is no better way of doing it, so I'll try it the hack-way.

Thanks to all who responded to my query, I appreciate it very much.

-andrew krzywdzinski (andrew@cs.utk.edu)

612. HD controllers

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-13 15:18:53 UTC
From: daniel@hexagon.se
Message-ID: <1603@hexagon.se>
Source record: 49852
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for a good SCSI controller for my 1040 STfm. Any
suggestions? Are there any rewiews?

Replies by e-mail. I'll summarize if something new comes up.

Regards,
Daniel

--
Daniel Deimert Fidonet 2:204/117
daniel@hexagon.se ...!sunic!kullmar!pkmab!hexagon!daniel

613. Need Help: Building a Harddrive

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-13 15:32:44 UTC
From: bd6@vax1.mankato.msus.edu
Message-ID: <1990Nov13.093244.47@vax1.mankato.msus.edu>
Source record: 49853

I am looking at building my own hard drive. But i don't feel i have
enough information about the DMA port or TOS. I am not quite sure how to
"install my own drivers" or even if thouse are needed. If someone would give
me some information on the atari DMA port or how i need to access the drive
through the hardware and software.
Please, any information would be help ful.
brian.

614. Re: Getting Unix windows to run....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-13 18:12:45 UTC
From: bill@mwca.UUCP
Message-ID: <1742@mwca.UUCP>
Source record: 49854

In article <7588.273dd117@jetson.uh.edu> rcte2p@jetson.uh.edu (Paul S. Sears) writes:
>
>Has anyone actually managed to get Unix windows running (uw)?...

>Paul Sears The Univ. of Houston |"The greater an individual's power

I'm typing on it now - works like a charm (in monochrome, I don't think it
works in color). Great program, I only wish it supported VT100 instead of
ADM31, though with rebindable function keys you can play some tricks (such
as making the ALT-FKEYS send VT100 keypad codes).

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

615. Using an AppleColor RGB monitor with a ST

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-13 20:00:47 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <2870.27400aa0@miavx1.acs.muohio.edu>
Source record: 49855

I would like to take my ST to work with me, but I hate lugging my monitor around. At work we have two Apple IIgs's with a RGB monitor. Here are the specs on it:

Scanning Frequencies: NTSC/60
horizontal 15.734 kHz
vertical 60 Hz

This seems to be in the right specs, the only problem is the cable. Here are the pinouts:

Pin Function
1 Red Video ground
2 Red composite video
3 composite sync
4 not used
5 green composite video
6 green video ground
7 not used
8 not used
9 blue composite video
10 not used
11 not used
12 not used
13 blue video ground
14 not used
15 not used
Shell Shield ground

I have no idea how to come up with a cable so I can use it.

~~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

616. Re: Ram expansion questions....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-13 21:18:32 UTC
From: ttensfeldt@eagle.wesleyan.edu
Message-ID: <1990Nov13.161833.35717@eagle.wesleyan.edu>
Source record: 49856

In article <7589.273dd7a1@jetson.uh.edu>, rcte2p@jetson.uh.edu (Paul S. Sears) writes:
>
> I have a question about Ram expansion. I have a 520ST that was expanded to a
> total of 1Meg with the Easie ST solderless Ram board by AERCO. I am now
> thinking of expanding my ram to 2+ megs. My first question:
>
> The ram board (bank1 or ST memory) has 2 banks of chip sockets, with currently
> 1 set filled to making up 512K which, I was wondering if I went and added more
> ram to that extra bank would the board still function properly (thus giving me
> a wierd config of 1.5megs total)? BTW, are these 64K-bit or are they 250k-bit
> chips?
>
> I did inquire sometime ago about adding 1mega-bit chips to the board and I
> was told that CMOS 511-000 @120ns or better were fine. First, what exactly are
> 1M-bit chips and how many are required to make 1Meg ram? 8? What are the
> current prices for 1M-bit ram chips and where could I get some? Anyone else
> have this particular Ram board and any info on it?
>
> --
> Paul Sears The Univ. of Houston |"The greater an individual's power

I too would be interested because I am in the exact situation that Paul is in.
Is Aerco still around? I suppose I should try to call them to find out. Now
where is the folder with the boards documentation...

Ha I found it...!
The infoI have says that you must install 16 TC511000P(120 ns or faster)
drams to get a total of 2.5 meg. I guess I ought to buy the ram and try it.
However, I seem to remember someone saying this board isn't exactly plug
and go. Anyone no anything about this. Thanks...
==========
Tom Tensfeldt Bitnet: TTENSFELDT%Eagle.WESLYN@Wesleyan.Bitnet
Internet: TTENSFELDT@Eagle.Wesleyan.Edu

4 Laurel Avenue, Ledyard, CT 06339 (203)-464-9009
Pfizer, Inc., Box 100, Groton, CT 06340 (203)-441-4835
Chemistry Dept, Wesleyan Univ, Middletown, CT (203)-347-9411 X2635
==========

617. sparc to atari st[e] sound

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-13 21:50:19 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <3315@jaytee.East.Sun.COM>
Source record: 49857

There was some discussion going on about converting Sparcstation sounds
to the Atari and ... silly me ..., I either didn't follow them or didn't
see the info I was looking for.

Anyone know how, where/what to get, etc? Thanx.

Cheers,

Joe
-=-

618. Re: RAM Upgrade Horror story

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-13 22:39:16 UTC
From: ljdickey@aftermath.waterloo.edu
Message-ID: <1990Nov13.223916.5833@aftermath.waterloo.edu>
Source record: 49858

In article <DOMEN.90Nov12101929@hutch.crin.fr> domen@hutch.crin.fr (Eric Domenjoud) writes:
>Your problem makes me think of the one I currently have with my
>computer.

And it reminds me of the problems one of the fellows here in my town had. He tried two different places before he found someone who succeeded in installing his ram expansion. The first guy just failed. The second had to put in three different boards before he found one that worked.

619. Re: Bad news for Panasync - possibly not!

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-14 03:59:18 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov14.035918.26050@ecst.csuchico.edu>
Source record: 49859

gary@brb.isnet.inmos.co.uk writes:

- > Then they said the horizontal was 30 to 37.
- ^^^^^^^^
- Seems a restricted range for a true multi-sync, this range in more
- appropriate for VGA only.

I too thought it was kinda strange; that's why I asked two places.
Could they both be wrong?!?! Maybe I should call Panasonic. Anyone
know their number?

- Does this monitor work with CGA? (CGA uses the same frequencies as
- low/medium res). The shop may be more knowledgable about the
- monitors performance with PC graphics standards.

Not sure about CGA. What do you mean about the 'shop?'

- Seems like a very good price monitor,...

That's what I thought! Until I figured it may not work with the ST!
I will call Gadgets by Small tomorrow and ask them, since someone
told me they may be using one.

- ...can you give details of the supplier or manufacturer - I would be
- interested in locating a UK source.

It's the Panasonic Panasync C1381.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

620. Mega4 expansion bus

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-14 04:44:50 UTC
From: jhp@sactoh0.SAC.CA.US
Message-ID: <4312@sactoh0.SAC.CA.US>
Source record: 49860

could you mail them to me? Thanks in advance.

--
##
As soon as I discover this, # SAC-*NIX, Sacramento, Ca.
I will change it! # UUCP=..ames!pacbell!sactoh0
############################default .sig#####################################

621. Sampled Sound on Old STs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-14 07:40:52 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1990Nov14.074052.21289@cs.ucla.edu>
Source record: 49861

Anyone have source code for playing sound samples on old STs? I can easily play 'em on STEs, but I'd like to write a program that runs (albeit not as well) on old STs too.

Thanks,

Steve

P.S. I imagine it's a trick with using all three channels to set to neither tone nor noise and varying the volume to generate sound, but I'd like to see code because I don't know how to use the timers, either.

--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

622. Running Unix Windows - Summary

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-14 13:46:30 UTC
From: rcte2p@jetson.uh.edu
Message-ID: <7617.2740f656@jetson.uh.edu>
Source record: 49862

I want to thank everyone who helped me get Unix Windows (uw) to work. Here is a summary of what I was told:

First, IGNORE the read.me file and don't use the startgem.prg to autoboot uw. Uw.prg is NOT the program that you want to run -- it will lock up if you try to run it directly. Win.prg is. So, click on win.prg and then you should soon be in the program with a blank terminal screen. Configure the program to how you want it to be (i.e., RS232, Function keys, Default path....) and then save the configuration.
Next, make sure that you have uw on the host end and properly compiled for the system you are on. I am running mine on Ultrix 4.0 (4.3BSD) so it compiled just fine.
Now connect to your host, logon and then run uw on the host side (remeber, you are already using the atari side of uw as a terminal). Now just open windows as you need. Each window is a separate process. There are also utilities to help you run certain protocols, and tools to help make your windows nicer.

Now for some comments:

1) Not to slow, even at 1200 baud, but I would like to see so more buffering of a line before it is drawn on the screen....

2) My biggest quirk is that I can't redefine the backspace and delete keys. When I use Uniterm, I have the two keys reversed but in uw, the backspace sends a ^H which means nothing to my host. I might look into the source abit on that one, but for now, I will just use X-utilities to redefine my keyboard.

I must congradulate the authors on this great program. I even got a response to my problem from one of them. Thanks to everyone.

--
Paul Sears The Univ. of Houston |"The greater an individual's power
Student of the College of Technology | over others, the greater the evil that
RCTE2P@Jetson.uh.edu *** | might possibly originate with him."
RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

623. Re: Ram expansion questions....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-14 16:00:52 UTC
From: ric@mcrware.UUCP
Message-ID: <3913@mcrware.UUCP>
Source record: 49863

>>A couple people ask question about the AERCO memory board.

I recently upgraded mine from .5M to 2M.

I used Hitachi 1Mx1's (HM511000AP12) @ 120ns for $6 apiece from
Microprocessors Unlimited Corp. Without any documentation, I accidently
installed the chips in the sockets where the 256Kx1's were (well, they
fit! :-). Actually, they go in the other bank of sockets; the near bank
as you look at the board from the front of your ST. The sockets in that
bank have exactly the right number of holes. The easiest way to do the
installation is: remove the PCB from it's connectors, destall the old
RAM, install the new RAM, and reinstall the board on it's connectors.

There is no need to change anything about your ST or RAM board to do this
upgrade (except the RAM :-).

Have fun with 2.5M! I do.

PS If you want the phone number of Microprocessors Unlimited I have it. The
prices may have gone down since I bought my RAM.

-=-=-=

624. Re: Need Help: Building a Harddrive

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-14 22:27:37 UTC
From: mwjester@wsuiar.uucp
Message-ID: <422.27417e8a@wsuiar.uucp>
Source record: 49864

In article <1990Nov13.093244.47@vax1.mankato.msus.edu>,
bd6@vax1.mankato.msus.edu writes:
> I am looking at building my own hard drive. But i don't feel i have
> enough information about the DMA port or TOS. I am not quite sure how to
> "install my own drivers" or even if thouse are needed. If someone would give
> me some information on the atari DMA port or how i need to access the drive
> through the hardware and software.
> Please, any information would be help ful.
> brian.

The first place I would start is Dave Small's article, "Megabytes, Not
Megabucks" in STart, vol. 2, no. 3 (Winter 1987). You don't need to worry
about device drivers, although you will need some partitioning software.

Basically, you will need:
1) a drive
2) a disk controller
3) an Atari-controller interface (and the folks who sell these often
supply partitioning sw as well)
4) a case & power supply
5) cables
6) time & patience

If you don't have access to back issues of STart, email me and I'll try
to summarize the info in a way that doesn't violate anyone's copyright.

Hope this helps!
Max J.

625. Re: Ram expansion questions....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-15 02:31:30 UTC
From: ttensfeldt@eagle.wesleyan.edu
Message-ID: <1990Nov14.213131.35815@eagle.wesleyan.edu>
Source record: 49865

In article <3913@mcrware.UUCP>, ric@mcrware.UUCP (Ric Yeates) writes:
>>>A couple people ask question about the AERCO memory board.
> ...
> PS If you want the phone number of Microprocessors Unlimited I have it. The
> prices may have gone down since I bought my RAM.
>
> -=-=-=-

626. Re: Modem port problems

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-15 03:54:57 UTC
From: fortinp@bwdls56.bnr.ca
Message-ID: <1990Nov15.035457.4659@bwdls61.bnr.ca>
Source record: 49866

In article <1990Nov12.203120.958@cbnewsm.att.com>, wao@cbnewsm.att.com (william.a.oswald) writes:
> My modem went dead a few weeks ago so I sent it to be fixed. When I
> got it back it worked fine (on another machine). My ST no longer
> sends out a terminal ready signal. I tested the port with a mini
> rs232 tester (the TR LED did not light). Any advice on what to
> check once I open the hood? I have opened my ST many times before
> but I never paid much attention to the modem port. What IC's can
> I expect to find hanging on the port. Any advice would be greatly
> appreciated. Thanks in advance.
>
> Bill Oswald
> aloft!wao

Check the 1488 chip (input on pin 2 from YM2149 and output on pin 3 to pin 20 (DTR) on the RS232 connector. You don't say what model ST, but it's the same pins on 520, 1040 and Mega; so you should be able to get it fixed.

Good luck,

Pierre Fortin Bell-Northern Research I know, my postings are
Internet Systems P.O.Box 3511, Stn C terse and humourless. So?
(613)763-2598 Ottawa, Ontario RIP: aptly named protocol
fortinp@bnr.ca Canada K1Y 4H7 AppleTalk: Adam&Eve's design

627. Re: Location of variables in executable files.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-15 07:47:12 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2796@laura.UUCP>
Source record: 49867

In article <1990Nov11.013428.4566@cs.utk.edu>, andrew@.cs.utk.edu (Andrew Krzywdzinski) writes:
|> I want to be able to write setup information directly to a program
|> file.

I once posted a fundamental (as I think) article against self-modifying code to this newsgroup. Here it is again - slightly generalized and of course open to consideration and discussion:

---------- cut here ----------

No, no, no! Never write self-modifying code!

Self-modifying code is very bad style. It is difficult to write and even more difficult to understand. Programs that modify itself tend to be unmaintainable.

A lot of machines do not allow you to modify a program file for security aspects. Consider everyone on a multiuser system would be allowed to modify any file. Sure, this is not true for the Atari ST, but one should learn to do it the right way. Spend some time to figure out how to do it on e. g. a Unix system and you can to it equivalently on the ST. (Slight simplification here, but you got the idea, right?)

On a related topic: Several systems do not even allow you to modify your executing program while it is located in memory. You will only be allowed to write to the data portion of the program. This is due to the fact that on a multitasking system several tasks can execute one single program simultaneously. Now, if the program code can not be modified by the executing task it is sufficient to load the program into core only once, thus gaining a lot of efficiency. (Of course each program get it's individual data section.)

If you are afraid of virusses don't modify your program file. You (the average user) can never tell whether the program has been modified by a virus or not. There are programs on the market (including the PD market) that estimate a certain checksum for each program and alarm you if this number changes. How could such a program tell if the change is due to a virus or not?

If you are afraid of virusses write protect your media as far as possible. A program that writes to its program file needs to be run from a not write protected disk. This a unnessary and an avoidable security hole.

In most cases it is fully sufficient to maintain a configuration file. Keep an entry for every variable that needs to be modified permanently. Upon startup of the program the whole stuff is read in again and the

program's variables are set accordingly. Simple, isn't it?

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

628. Re: Looking for Rest-Proof RAM disk for Mega 4 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-15 07:55:57 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2797@laura.UUCP>
Source record: 49868

In article <RALPH.90Nov12170803@orion.laas.fr>, ralph@laas.fr (Ralph P. Sobek) writes:
|> When I had a 1040 ST I used to use etrnl2.prg and was quite satisfied
|> with it. I now have a Mega 4 ST and it has become unusable! (I do
|> remember the net discussions concerning the proper test for 4 Mb.)
|>
|> ...
|>
|> Since I've been a successful user of etrnl2, I would appreciate to get
|> etrnl3 to work. Otherwise, I'd love to hear about RAM disks that work
|> on Mega 4 Sts. For the moment I am using the non reset-proof SI_RAM
|> desk accessory.

I know about Edisk by Volker Brandt. It claims to support up to 4 MB (could not test it with a 1 MB unit only :-(), is reset-resident and configurable. I just looked through the index of the panarthea archive server but it is not there. If there are enough requests I could post it.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

629. Re: Re: Bad news for Panasync - possibly not!

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-15 09:06:45 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Nov15090645@ghiggins.hpl.hp.com>
Source record: 49869

```
++ - Does this monitor work with CGA? (CGA uses the same frequencies as
++ - low/medium res). The shop may be more knowledgable about the
++ - monitors performance with PC graphics standards.

++ Not sure about CGA. What do you mean about the 'shop?'

"shop" in British English = "store" in American English.

(Britain & America, two countries separarated by a common language).

Cheers,

Gray
====
```

630. Re: How to set variables

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-15 13:32:01 UTC
From: 72347.2767@CompuServe.COM
Message-ID: <"901115133200.72347.2767.EHA29-1"@CompuServe.COM>
Source record: 49870

Re: your question posted to comp.sys.atari.st.tech for info on how to modify variables in an executable file, there are a number of ways.

I assume you need to modify the variables in a disk file--i.e. you are not looking to change them in a running program, to un-fixup the program, and then to write them back to disk. That could get real hary. I can think of two easy ways to accomplish this. One requires some assembly. The other requires you to leave symbols in the executable. I'll describe the former. The latter is the method used by GNU C top do just what you are looking for.

Finding the executable on disk

The first step is to find the executable on disk. This may be easy or difficult depending on the TOS level and on the type of program you are running. TOS does not store the name of the currently executing process in an accessible place, but the AES does store this if you Pexec from an AES program and use the following in your init routine, before adjusting paths and such:

```
char myname[128], command[128];
appl_init();
shel_read(myname,command);
```

Unfortunately before Rainbow TOS, the rscrc_load() function and others trash the shel_read() buffers. TOS 1.4 onward doesn't exhibit this problem. On return from shel_read() myname will contain the name (and possibly the path) of the executing process. Command will contain the command from the invocation of myname.

A simpler way to find the name is to require that it remain constant and to require the program be invoked from its own directory. Then you don't have to find it--it's always where you expect.

Modifying variables

The TOS executable format requires each program (even overlays) to begin with a 28-byte header. This header "disappears" once the program is loaded for execution. More accurately, parts of it are stored in the executable's basepage. The so-called magic number (0x60 0x1a) that must be at the start of every executable file is actually a bra.b 0x1a instruction, which on earlier Alcyon 68K systems caused execution to begin at 28 bytes passed the beginning. TOS does not interpret the magic the same way, but execution begins with the first address of the .text which is 28 bytes past beginning of the header. The effect is the same.

You can store variables right after the beginning of the .text as long as you jump around those variables. With a little figuring, you can safely modify those variables on disk and save the results. Here are some code fragments:

```
* This fragment sets up the variable table
* Must be first object file in link statement
*
.globl __start * this is the runtime entry routine in gemstart.s
.globl _vartab
.globl _var1
.globl _var2
.globl _var3
jmp __start
_vartab:
_var1: dc.l 0
_var2: dc.l 0
_var3: dc.l 0
```

```
/* this C fragment opens the file, finds the current variable values, and
* changes them
*/
char buf[3*sizeof(long)];
char myname[128], command[128];

appl_init();
shel_read(myname,command);
if ((fd=Fopen(myname,2)) < 0) {
Cconws("Cannot open ");
Cconws(myname);
Cconws("\r\n");
Pterm(fd);
} else
Fseek(0x22L,fd,0); /* now points to vartab */
Fread(fd,(long)(3*sizeof(long)),buf);
modify_buf(buf); /* make your changes */
Fseek(0x22L,fd,0); /* 0x1c + sizeof(jmp __start) == 0x22L */
Fwrite(fd,(long)(3*sizeof(long)),buf); /* write them back */
Fclose(fd);
```

I've used the above in a number of programs without problems. Hope yo find this useful.

Robert Royar
Cratylus Educational Software

631. Re: Location of variables in executable files.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-15 14:48:20 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3263@medusa.informatik.uni-erlangen.de>
Source record: 49871

andrew@cs.utk.edu (Andrew Krzywdzinski) writes:

>I was thinking (erroneou
sly) that Getmpb would tell me where the program
>being executed starts in memory, so that I can match the location of
>the variable in the "self modifying" program and on the disk. Now that
Follow the pointers in the process descriptor to find out the start
of your text, data and BS segment. Best way to do things like that.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

632. Re: Ram expansion questions....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-15 15:04:36 UTC
From: ric@mcrware.UUCP
Message-ID: <3935@mcrware.UUCP>
Source record: 49872

In article <1990Nov14.213131.35815@eagle.wesleyan.edu> ttensfeldt@eagle.wesleyan.edu (Thomas Tensfeldt) writes:
>In article <3913@mcrware.UUCP>, I wrote:
>>>>A couple people ask question about the AERCO memory board.
> Please send me the # to microprocessors unlimited or post it. Others might
^^^^^^^
>want to know. Thanks... This sounds too easy not to try...
>Tom Tensfeldt

I decided to post it.

Microprocessors Unlimited, Inc.
24000 South Peoria Ave.
Beggs, OK 74421
(918) 267-4961

The price I quoted ($6 for 120ns 1Mx1) was from their August 29, 1990 price flier.

Ric
-=-=-=

633. Self-modifying code

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-15 15:25:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4e05f38c.20b6d@apollo.HP.COM>
Source record: 49873

In article <2796@laura.UUCP> klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
>In article <1990Nov11.013428.4566@cs.utk.edu>, andrew@.cs.utk.edu (Andrew
>Krzywdzinski) writes:
>|> I want to be able to write setup information directly to a program
>|> file.
>
>I once posted a fundamental (as I think) article against self-modifying
>code to this newsgroup. Here it is again - slightly generalized and of
>course open to consideration and discussion:

[...good reasons deleted...]

And perhaps more immediately relevant to ST programmers: you will regret writing self-modifying code when/if the TT is generally available. S-M code doesn't play well with instruction caches, which the 68020, '030 and '040 all have. Even building code on the fly, e.g. in a stack buffer, can cause havoc if you have both data- and instruction-caches and the D-cache isn't a write-through cache. S-M code is a "neat hack" that probably everyone is intrigued by at some point, but: "Just say no!"

> In most cases it is fully sufficient to maintain a configuration file.
>Keep an entry for every variable that needs to be modified permanently.
>Upon startup of the program the whole stuff is read in again and the
>program's variables are set accordingly. Simple, isn't it?

--
"I feel lightheaded, Sam. I think my | (Steve) rehrauer@apollo.hp.com
brain is out of air. But it's kind of | The Apollo Systems Division of
a neat feeling..." -- Freelance Police | Hewlett-Packard

634. uniterm 2.0e and ALT-D

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-15 15:32:52 UTC
From: rfpfeile@watcgl.waterloo.edu
Message-ID: <1990Nov15.153252.11351@watcgl.waterloo.edu>
Source record: 49874

Have you ever pressed <ALT>-D in Uniterm? It drops DTR to the modem.
However, pressing it again *doesn't* reset it. What's the magic key
that resets DTR again?

Ron

635. Re: Location of variables in executable files.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-16 07:36:20 UTC
From: kawakami@volcano.Berkeley.EDU
Message-ID: <1990Nov16.073620.8796@agate.berkeley.edu>
Source record: 49875

In article <1990Nov13.144721.21402@cs.utk.edu> andrew@cs.utk.edu (Andrew Krzywdzinski) writes:
>I was thinking (erroneously) that Getmpb would tell me where the program
>being executed starts in memory, so that I can match the location of
>the variable in the "self modifying" program and on the disk. Now that
>I've learned more about the format of the executable files, I know better.
>The suggestion I received was to look at the initialized data segment,
>and look for my magic number. This sounds like it might work, but seems
>like a bit of a hack.
>I suppose there is no better way of doing it, so I'll try it the hack-way.

Ok everyone, repeat after me:

All hail the Mac resource forks
All hail the Mac resource forks
All hail the Mac resource forks

Maybe this is the next thing Atari can standardize :-) Now that the
PC+Windows has it (like outline fonts, graphics independence, etc.)

I guess that's the bummer part of having an Atari (or Amiga): even cool
system-safe addons have to be done in-house.

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami
Amateur crank! My Atari Macks!

636. Argh. Not again. (Re: Location of variables in executable files.)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-16 10:34:41 UTC
From: entropy@mole.ai.mit.edu
Message-ID: <ENTROPY.90Nov16053441@mole.ai.mit.edu>
Source record: 49876

In article <1990Nov16.073620.8796@agate.berkeley.edu> kawakami@volcano.Berkeley.EDU (John Kawakami) writes:
>Ok everyone, repeat after me:
>
>All hail the Mac resource forks
>All hail the Mac resource forks
>All hail the Mac resource forks

OK!

All hail the Mac resource forks
All hail the Mac resource forks
All hail the Mac resource forks

Never before has there been a better way to spread viruses around!
Yay!

Why are you posting this crap in comp.sys.ATARI.st.tech?

Go away.

--
| | | entropy@mole.ai.mit.edu
| | | ncastellano@{eagle.wesleyan.edu, wesleyan.bitnet}
/ | \ Sinkhole!dEADHEAd[@mast.citadel.moundst.mn.org] (call 203-873-8518)
/ | \ Boycott Lotus, Apple, Ashton-Tate, and Xerox! Join the LPF!

637. 5.25" disk problems

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-16 19:12:56 UTC
From: fishs@s1001.essex.uk.ac
Message-ID: <4400@servax0.essex.ac.uk>
Source record: 49877

Hello,
I am new to the NET world, so excuse any breaches in Netiquette.
I use an Atari 1040ST/E (TOS 1.06) at home, with an external 3.5" D/S
disk drive, and a 5.25" external 40/80 track switchable disk drive.

Anyway, I download a fair amount of stuff from Panarthea onto our
University SUN 3/50's. Then I can only put them onto a 360K 5.25" disk
on an IBM (I haven't access to any university 3.5~ drives).

I find that my new STE won't read IBM 5.25" disks. I have to format an
IBM 3.5" disk, run PC-ditto, copy onto it, then I can use the software.

My 520STFM could read IBM 5.25" 40 track disks from the desktop, does any-
one know why my STE can't.

Any help greatly appreciated. Please either post if it appears to be a
common problem or mail me (if you can) at : fishs@uk.ac.essex

Thanks in advance.

```
+--+
|\/ .\
| )) /
|/\+--+

____ ____ ____
/ / / /
/___ /___/ /____ E-Mail fishs@uk.ac.essex
/ / / /
___/ / / /
```

638. Sumarize: Where is my cursor?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-16 19:29:31 UTC
From: hohr@cernvax.cern.ch
Message-ID: <3112@cernvax.cern.ch>
Source record: 49878

```
OK, I will sumarize. The right way to find a cursor position
is, to initialize the linea trap with:
linea0();
then to read:
V_CUR_CY
and/or
V_CUR_CX
This works by me, and under MWC.
I tried to thank all the responding netters separetely, but a
lot of my reply mail bouced. Hope that at least this one goes
thru the net :-)

Thanks at all.
Roger.
```

639. Re: Argh. Not again. (Re: Location of variables in executable files.)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-16 20:32:11 UTC
From: andrew@cs.utk.edu
Message-ID: <1990Nov16.203211.10644@cs.utk.edu>
Source record: 49879

Everybody hold your horses. I seemed to have (unintentionally) started
another virus discussion (but I was suckered into it, you see).
I like to torture my ST with interesting projects (and isn't this a
perfect machine for such a purpose ?). In particular, I was trying
to think of a way to write a demo program which, by a simple bit
toggle in the executable (once some kind of password is entered),
becomes a fully-functional program. Of course an external data
file would do as well, but I know how to do that already...
Anyway, I have absolutely no interest in viruses, except possibly
how to get rid of one once I have it. There.

Since I'm posting this, I might as well ask a few more questions.

1) What's the deal with the mouse display ? It seems that when I call
graf_mous (or whatever the name of the AES routine is) to turn
the mouse on several times, the levels get nested, and the mouse
display becomes very queer (i.e. leaves a trace, or sometimes
disappears, etc.). Is there a way (short of installing my own
mouse handler) to tell on which 'display level' the mouse is, and
to set it straight ?

2) In dialog boxes: if there are several editable fields, is there
a way to specify in which field the cursor should be ?
Is this a random process, or does the cursor default to the top
field ?

Thanks for your answers in advance.

-andrew krzywdzinski (andrew@cs.utk.edu)

640. Nec 1401PC3A Multisync, will it work?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-16 22:03:55 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1990Nov16.220355.19927@lonex.radc.af.mil>
Source record: 49880
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know this has been asked before, but then, I wasn't interested
in the answer then since I didn't have access to the above mentioned
monitor!!

Will a Nec 1401PC3A multisynce work with the Atari ST??

Thanks!!

--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

641. Re: Where is my cursor?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-16 23:34:30 UTC
From: darekm@microsoft.UUCP
Message-ID: <59146@microsoft.UUCP>
Source record: 49881

```
In article <3063@cernvax.cern.ch> hohr@cernvax.cern.ch (roger hoh) writes:
>
> Hi netters,
>
> How can I know the coordinates of the text cursor?
> An other solution than the VDI call vq_curaddress()
> would realy help me.
> Thanks in advance.
> Roger

Try the line A variables CUR_X and CUR_Y. Offsets -28 and -26 (decimal) from
the line A base pointer. In assembler, you could do...

dc.w $A000
move.w -28(a0),cur_x
move.w -26(a0),cur_y

- Darek
```

642. Re: Standard Hard Drive Interfaces?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-17 03:47:56 UTC
From: src@cs.odu.edu
Message-ID: <1990Nov17.034756.25631@cs.odu.edu>
Source record: 49882
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Nov16.003735.14049@contact.uucp> rrwood@contact.uucp (roy wood) writes:
>
>Someone posted an ad for used ST equipment and made mention of "a Supra Hard
>Drive Interface" and a Seagate hard drive. From this I infer that Supra
>markets an interface that allows one to use a nice cheap IBM style hard-drive
>on one's ST. Is this correct? And if it is so cheap to get set up with the
>interface and drive, why would anyone choose anything else for his or her ST?
>
>-Roy Wood.

Why wouldn't anyone want to buy an interface and use a standard hard disk?
Is that your question?

Here's my answer...

A Supra hard drive interface costs $100, if you can still get one. There is
a better product out now (I should know, I bought the Supra) from ICD, and it's
about $130 mail order. This is called a HOST ADAPTER. Everything is an
interface these days, so let's keep things clear.

The Host Adapter plugs into the ST's DMA port (one of the very wise parts of
an ST) and converts these signals to be SCSI compatible. You can have up to
10 DMA devices, and data rates have the potential to be 2 Megs per second
through this port. Fast!

Okay, so that's a start. You mentioned cheap IBM-PC style drives. But now we
only have SCSI compatibility. Whoops! So you need to convert from SCSI to
ST-412/506 now, if you want to use an off-the-shelf MFM or RLL-encoded PC type
hard disk. What now?

Well, the best and easiest choice is to get an SCSI compatible drive instead.
This costs $30-$150 more than an equivalent ST-412/506 hard disk. The other
choice is to buy a second "adapter", which converts from SCSI to ST-412/506.
These come in both MFM and RLL flavors, and Adaptec is a good choice. They
sell them for about $130, depending on the model. It will let you connect
TWO cheap PC-type hard disks with one board. An extra savings...

But now you need a hard disk, and hopefully one that's supported by the Supra
or ICD formatting software. Otherwise you need a lot of specific information
about your disks. And you need a box. And you need a power supply. And you
need cabling. And you need the luck of the Irish, because if just one of all
those connections you made is flaky, it is a long, arduous trail. It takes
very sophisticated equipment to debug a hard disk setup -- or lots of trial and
error.

If you approach the chore correctly, you can do all this, save $50 - $200 over the cost of a mail-order ready made hard drive, and have a dependable machine. If, say, you get a bad part in the mail (which one) it is sheer hell. I went through all of this about two years ago, and wound up with a 65 Meg hard disk after six months of struggle. Not only did I get a bad hard disk, I got a bad Adaptek SCSI-RLL adapter!

I'd still do it again, rather than buy a new setup. It has run without fail since then, and I need more space now.

_____
src@cs.odu.edu
Scott R. Chilcote

643. Memory upgrades for Atari STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-17 05:00:54 UTC
From: robertl@alpha.la.locus.com
Message-ID: <19681@oolong.la.locus.com>
Source record: 49883

I would like to know what is involved and the difficulty of
doing memory upgrades to 1040 STe's. I'm not a harware person
but can handle a opening my case and popping in chips.
Is there more to it then that?

Any information is appreciated.

Robert Lee
robertl@locus.com

644. Atari megafile expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-17 19:53:44 UTC
From: swklassen@rose.uwaterloo.ca
Message-ID: <1990Nov17.195344.22424@watdragon.waterloo.edu>
Source record: 49884

I have an Atari Megafile 60 which is filling up fast. It is possible to expand this without shelling out all the money for a second megafile 60? Specifically, can I simply add another drive to the interface in my current Megafile?

Here are the details:
- my drive has the number SEA{something} on the back. Someone told me once that this meant it was a Seagate drive.
- ratehd tells me that the adapter is an Adaptek {something}

I know that I could expand things by purchasing another megafile and chaining it onto the DMA, but is it possible to expand the one I've got now, say from 60 meg to 120 meg, by adding another drive mechanism to the current controller? Physically there seems to be lots of room in the megafile box.
--

Steven W. Klassen
University of Waterloo

645. Want Info: On TT developer package.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-18 19:00:01 UTC
From: bd6@vax1.mankato.msus.edu
Message-ID: <1990Nov18.130002.57@vax1.mankato.msus.edu>
Source record: 49885

I am looking at buying a new computer. And i was wondering about
TT, and a devlopers package. How much does one cost, and can you get on in the
U.S. ?
And what all comes with it ?

Thanks alot for any information.
brian.

646. Re: uniterm 2.0e and ALT-D

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-18 19:51:14 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <36054@cup.portal.com>
Source record: 49886

In article: <1990Nov15.153252.11351@watcgl.waterloo.edu>
rfpfeile@watcgl.waterloo.edu (Ron Pfeifle) asks...
>Have you ever pressed <ALT>-D in Uniterm? It drops DTR to the modem.
No, prior to this I have never pressed <ALT>-D. Interesting.
>However, pressing it again *doesn't* reset it. What's the magic key
>that resets DTR again?
I trust Simon must have documented something about this in his manual,
however just playing arround I find that <ALT>-L (long break with DTR off)
can be used to restore DTR. There probably is another key that just restores
DTR by itself, but right now I don't know what it might be. <ALT>-L is
good enough though.
>
R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

647. Re: Want Info: On TT developer package.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-18 19:58:17 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <3918@vela.acs.oakland.edu>
Source record: 49887

In article <1990Nov18.130002.57@vax1.mankato.msus.edu> bd6@vax1.mankato.msus.edu writes:
>
> I am looking at buying a new computer. And i was wondering about
>TT, and a devlopers package. How much does one cost, and can you get on in the
>U.S. ?
> And what all comes with it ?
>
>Thanks alot for any information.
> brian.

I would be interested in information on this as well. I have an ST now, and
have been looking into some of the other atari's. I have just received info
from atari on tho Portfolio developers package. This would be interesting
to find info on this too.

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

648. Gauntlet II four player option.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-18 21:24:47 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <21847@orstcs.CS.ORST.EDU>
Source record: 49888

My local atari dealer (45 miles away) just opened a new store and had a grand opening sale last week, where I picked up Gauntlet II by US Gold at a pretty good bargain. The docs mention a four-player adapter. They are sold mail order for about $12.

What I am wondering is what this thing is and how complicated it is. I have heard that is is just a plug that goes in the parallel port with two DB-9 jacks. If this is so, could somebody tell me the pinouts on the parallel port and how they are connected the the joystick jacks?

I'm really not so stingy as to avoid the $12 charge to buy one, but I am aching for a small project to do to help kill some time.

Thanks for any and all advice I receive. Happy to pass along to others whatever I find out. Just let me know.

John Thaanum ## ## ##
email: thaanuj@prism.cs.orst.edu ## ## ##
snail: 1335 NW Kings Bv. Apt #B5 ## ## ##
Corvallis, OR 97330 ## ## ##
voice: (503)-753-2361 ## ## ##
Clever quotes and disclaimers are ### ## ####
strrrrrictly prrrrrrohibited..... ### ## ####

649. Re: uniterm 2.0e and ALT-D

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-18 23:44:30 UTC
From: entropy@mole.ai.mit.edu
Message-ID: <ENTROPY.90Nov18184430@mole.ai.mit.edu>
Source record: 49889

In article <1990Nov15.153252.11351@watcgl.waterloo.edu> rfpfeile@watcgl.waterloo.edu (Ron Pfeifle) writes:
>Have you ever pressed <ALT>-D in Uniterm? It drops DTR to the modem.
>However, pressing it again *doesn't* reset it. What's the magic key
>that resets DTR again?

The DTR should be automatically reset. Alt-D drops DTR only temporarily.
--
| | | entropy@mole.ai.mit.edu
| | | ncastellano@{eagle.wesleyan.edu, wesleyan.bitnet}
/ | \ Sinkhole!dEADHEAd[@mast.citadel.moundst.mn.org] (call 203-873-8518)
/ | \ Boycott Lotus, Apple, Ashton-Tate, and Xerox! Join the LPF!

650. Re: GEMINI & FONTS

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-19 11:21:49 UTC
From: teexand@ioe.lon.ac.uk
Message-ID: <1990Nov19.112149.16794@ioe.lon.ac.uk>
Source record: 49890
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <291@aldetec.oz.au> clive@aldetec.oz.au (Clive Salvidge) writes:
>Can some cleverer person tell me why the GEMINI console window fonts work
>under AMCGDOS but are garbled when I try to use G+DOS??

I can't quite remember the specifics, but it's something to do with the fact that GDOS fonts can be in Motorola or Intel format (there's a flag in the font header somewhere to say which). AMCGDOS seems to support fonts in both formats, but both GDOS and G+PLUS only support Intel format fonts.

The Gemini font used in the console window is probably in Motorola format.

You may be able to fix this with some kind of utility, or assign the same font id that the console font uses to a different font.

--
Andrew Dawson, Computer Centre, University College London, Gower Street,
London WC1E 6BT, England.
JANET: ccaaand@uk.ac.ucl EARN/BITNET: ccaaand@ucl.ac.uk
INTERNET: ccaaand%ucl.ac.uk@nsfnet-relay.ac.uk UUCP: ...!ukc!ucl.ac.uk!ccaaand

651. MWC fread() = slow

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-19 16:17:08 UTC
From: paulm@ccicpg.UUCP
Message-ID: <4163@ccicpg.UUCP>
Source record: 49791

Hi, I am now putting the finishing touches on my TAR program for the ST and my SCSI cartirdge tape drive that writes and reads UNIX compatible tar files on tape. It works fine but one problem showed up when I added the -b (block buffering) option: the read from the disk is 4 to 6 times slower than the write to tape! I was using MWC's fread with stat and other releated calls to maintain UNIX type compatiblilty with the directory elements (ie. mtime, mode, and others). I know that my disc will read MUCH faster using the Fread gemdos call but I am unable to find the Handle element in the FILE *structure. I tried porting and recompiling under sozobon and although it reads the disc magnitudes of times faster, I am having problems passing the stat structure pointer around. Can anybody help me out on this?

BTW: tar also supports the -f {filename} flag to create tar files on disc instead of tape. I am also thinking of adding the Streaming Disc feature that the latest Backup thread has been talking about.

This will backup multiple partitions to tape, file or streaming disc until all is backed up, or space on the tape/disc runs out.

When completed, I will post binaries and sources of both the tape driver and tar program.

THANX in ADVANCE, Paul Moreau.

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ..uunet!ccicpg!dl2!paulm	Paul L. Moreau
or ..uunet!ccicpg!dl1!paulm	Sr. Diag Software Eng.
or ..uunet!ccicpg!paulm	Irvine, California
`=='

652. Executable Symbol Table

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-19 17:50:24 UTC
From: ericco@ssl.berkeley.edu
Message-ID: <ERICCO.90Nov19095024@soc1.ssl.berkeley.edu>
Source record: 49792

Is there a good reason for executable files to have symbol tables in them? I've been poking around various pieces of executable code, and I've found references in the symbol table (I think) to routines like printf, etc. I know on SunOS4.0 a special symbol called "__DYNAMIC" is used to indicate that shared libraries are needed. I don't think that there is anything like this in TOS.

Does this mean that one could load program into memory, and then call functions withun them as *subroutines*, if you knew the functions interface, and used compatiable compilers, etc?

Thanks,
Eric
--
Eric
ericco@ssl.berkeley.edu

653. Piggyback expansion, can you expand further?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-19 18:33:39 UTC
From: bannermanb@merrimack.edu
Message-ID: <20588.27482584@merrimack.edu>
Source record: 49793

I have a 520ST upgraded to 1 meg via a piggy back expansion... it has worked well now for over a year... my question is can I still expand by using a board expansion? (A commercial one...??)

Thanks for any help!

Beau
bannermanb@merrimack.edu

654. Re: Want Info: On TT developer package.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-19 21:51:34 UTC
From: apratt@atari.UUCP
Message-ID: <2746@atari.UUCP>
Source record: 49794

swood@vela.acs.oakland.edu (EVENSONG) and bd6@vax1.mankato.msus.edu ask about the "TT developer's package." I don't know of such a thing. You can buy a TT and buy the Developer's Kit (which is to say, "Become a developer"), but I don't know of a "TT Developer's Package." And you don't need to "become a developer" in order to develop software on the TT. All you need is a TT and a compiler.

Becoming a developer for Atari means you get a pile of documentation, a compiler (Mark Williams C), and, most important, a phone number. That phone number is your line to Atari Developer Support, which can answer questions, help with your marketing, and generally support you as a developer for Atari machines.

Please write to Gail Johnson, Atari Corp. Developer Support, 1196 Borregas Avenue, Sunnyvale, CA 94089 for details, and application, or more information.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

655. Re: Gauntlet II four player option.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-20 08:36:01 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov20.083601.25409@math.lsa.umich.edu>
Source record: 49795

In article <21847@orstcs.CS.ORST.EDU> thaanuj@prism.CS.ORST.EDU (John Thaanum) writes:
>My local atari dealer (45 miles away) just opened a new store and had a
>grand opening sale last week, where I picked up Gauntlet II by US Gold at
>a pretty good bargain. The docs mention a four-player adapter. They are
>sold mail order for about $12.
>
>What I am wondering is what this thing is and how complicated it is. I
>have heard that is is just a plug that goes in the parallel port with two
>DB-9 jacks. If this is so, could somebody tell me the pinouts on the parallel
>port and how they are connected the the joystick jacks?

There is an article describing what to do on ub.cc.umich.edu in PC7:4jadapt.arc.
You can get it by anonymous ftp. (I know, it probably *is* on atari.archive
too, but I was too lazy to open a connection there to find what directory it's
in...)

>I'm really not so stingy as to avoid the $12 charge to buy one, but I am
>aching for a small project to do to help kill some time.

>Thanks for any and all advice I receive. Happy to pass along to others
>whatever I find out. Just let me know.

This will probably take you all of 10 minutes to put together. You just need
a 25 pin connector for the parallel port, 2 9 pin connectors for the joysticks,
and, um, 12 strands of wire. Hoods for the connectors are nice, too. I found
that a plain ol' 9-pin D subminiature connector works fine.

If that doesn't work for you, you can always cut up two Radio Shack joystick
extension cords and plug those into the 25 pin shell. That's guaranteed to work.
I like those extension cords, I use them just to get the jack to a reachable
location. Especially since I have 3 different joysticks that I use for different
styles of games, and want to change 'em quickly...
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

656. STe troubles, video weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-20 08:50:41 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov20.085041.25605@math.lsa.umich.edu>
Source record: 49796
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sorry to stir up the pot with what seems to be a now-dead subject, but I don't recall the resolution of all the horror stories, and now have a (horrifying) 1040STe of my own to deal with. The main problem I'm having is that just about everything that loads up gets partially written onto video memory. I get vertical lines, I figure 16 pixels apart. I would have expected a plain-old overwrite problem to wipe out a couple rows, starting at the top of the screen. Instead I get 1 pixel wide vertical lines, evenly spaced out, and occasionally the bottom of the screen gets trashed. What's going on?

The STe arrived with the STE_FIX program in the AUTO folder of its language disk. Can't boot into medium resolution without it. Yeehah.

Along other lines... I just started using ICD's boot stuff with this new host adapter... Apparently, whenever the driver detects a write failure, the thing shifts the video into medium resolution. What I'm seeing is on my multisync monitor in monochrome mode, all of a sudden there'll be a glitch and my screen has been divided in half, vertically down the middle. Everything is drawn in both the left and right halves of the screen. The screen borders are resized, and look like the color rez borders, but everything stays in black and white. The preferences menu still says high rez. This is incredibly annoying, as well as making some stuff unreadable. (Although some of it is interesting, really. Anyone for a 4 pixel wide font? 160 columns of text. Oooo....) It says it's version 4.8.4, by the way.
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

657. Re: Atari megafile expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-20 15:56:00 UTC
From: woju@mist.sub.org
Message-ID: <A0awf5lm@mist.sub.org>
Source record: 49797
Body handling: HTML body converted to readable text

In <1990Nov17.195344.22424@watdragon.waterloo.edu>, Steven W. Klassen writes:
-

658. Re: Sumarize: Where is my cursor?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-20 17:52:00 UTC
From: woju@mist.sub.org
Message-ID: <A0awfaza@mist.sub.org>
Source record: 49798

```
In <3112@cernvax.cern.ch>, roger hoh writes:
>OK, I will sumarize. The right way to find a cursor position
>is, to initialize the linea trap with:
>linea0();
>then to read:
>V_CUR_CY
>and/or
>V_CUR_CX
>This works by me, and under MWC.
>I tried to thank all the responding netters separetely, but a
>lot of my reply mail bouced. Hope that at least this one goes
>thru the net :-)
>

This is a very dirty way, but the only way.. because those Variables
will not be found in TOS 030 (TT) So use it only, if there is no other
way..

put ESC E to the Screen and you will get a clear screen, and a homed curser

--
Bye,...
Don't trust your eyes. It's just an imagination of your brain !

woju@mist.sub.org
woju@image.in-berlin.de
woju@neon.in-berlin.de

(c) by Wolfgang Jung, Berlin (date look at header !!)
```

659. RS232 file transfer between PC and ST using RTS/CTS

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-20 19:04:38 UTC
From: gary@brb.isnet.inmos.co.uk
Message-ID: <302.27497e46@brb.isnet.inmos.co.uk>
Source record: 49799

I am attempting to connect my PC clone upto my Atari ST using RS232. I want the link to run at 9600 baud and use hardware handshaking (RTS/CTS etc). Note: I do not want to use XON/XOFF.

I am led to believe that there may have been/still are bugs in TOS which prevent hardware handshaking from working correctly. Note: I have November '85 UK ROMS (TOS 0.98?).

I have been using a RS232 LED breakout box to try to figure out why the PC cannot send (copy fred.dat COM1:) data at this rate to the Atari (running a comms package) without dropping data (when the screen scrolls - suprise, suprise). If I connect CTS and DSR (on the PC side) to RTS (on the ST side), nothing gets copied across, as the ST sets RTS to -12V, and the PC will only send when the DSR and CTS are at +12V (wouldn't you know it!!). However if I connect DSR and CTS directly to +12V, then do the copy, the ST's RTS pin goes immediately to +12V, then after a short delay (until the receive buffer fills up?) starts "rattling" (trying to stop the sender sending?). This almost seems correct - it is difficult to tell.

Question is: is there a known patch. I am sure other netters must have cracked this problem before. I have traced the RS232 machine code using MONST2 and a copy of the ROM disassembly in Atari Internals as a reference (he says donning a flame retardent outfit :-) and it seems that there is no way to patch in new RS232 routines, short of a patch to the TRAP#13 handler.

Intriguingly Atari Internals shows a table of vectors for Bconin (etc) around address $512, but I think this is for a slighly later version ROM than my own.

Comments?

--Gary
==
Gary Morton Inmos Ltd, Aztec West, Bristol | EMail(UK)
----------| +44 454 616616 X523 |------------| gary@brb.isnet.inmos.co.uk
The opinions above are my personal views | EMail(ROW)
and may not reflect Inmos policy. | gary@brb.isnet.inmos.com
==

660. Re: Bad news for Panasync

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-20 20:18:45 UTC
From: stevela@beach.csulb.edu
Message-ID: <STEVELA.90Nov20151845@beach.csulb.edu>
Source record: 49800

In article <1990Nov13.063936.21353@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

> This is one of the monitors that Talon recommends. However, I was
> advised not to get it because it may not look good in monochrome.
> Apparently, the reason they call it a DiamondScan is that the pixels
> are somehow in the shape of a diamond and it wouldn't be clear enough
> for mono.

The monochrome mode is not as sharp as the Atari SM124 monitor.
You need to adjust the 'sharpness' on the monochrome mode. The
display is quite good in this mode. I saw a multisync monitor from
one of the booth (Wutek) in the Anaheim Atari Show that has a very
good display in the monochrome mode. The company, Wutek (spell??) is
located in southern California. Good luck.
-Steve
SteveLa@beach.csulb.edu
California State University Long Beach

661. Re: Executable Symbol Table

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-21 00:04:38 UTC
From: sstreep@next.com
Message-ID: <302@next.com>
Source record: 49801

In article <ERICCO.90Nov19095024@soc1.ssl.berkeley.edu> ericco@ssl.berkeley.edu (Eric C. Olson) writes:
>
>Is there a good reason for executable files to have symbol tables in
>them?

Assembly language debugging is much easier with symbols because function names and variables appear by name rather than address. Most commercial executables won't have the symbol table as it just swells the executable size, though. Not all Atari languages will leave the symbol table in the executable, and not all debuggers understand it, either. Laser C and Devpac assembler both do the right thing, for what it's worth. If you're looking for an excellent assembly language debugger, I recommend MonST, which is packaged with Devpac. (The Laser debugger is also an excellent source debugger, and a passable assembly debugger as well).

>Does this mean that one could load program into memory, and then call
>functions withun them as *subroutines*, if you knew the functions
>interface, and used compatiable compilers, etc?

Yuck. You _could_ do this, if you were a little crazy...

-sam

662. Re: Nec 1401PC3A Multisync, will it work?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-21 03:07:06 UTC
From: mccann@rbdc
Message-ID: <1990Nov21.030706.6347@rbdc>
Source record: 49802
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

longj@lonex.radc.af.mil (Jeffrey K. Long) writes:

>I know this has been asked before, but then, I wasn't interested
>in the answer then since I didn't have access to the above mentioned
>monitor!!

>Will a Nec 1401PC3A multisynce work with the Atari ST??

Er, that number is not familiar to me. Is this the 3D, 4D, or 5D, Plus,

II, or original Multisync? If so yes. Is it the 2A? If so, NO. At least,

that's to my best guess. The 5D just MIGHT not work after all...

EOF
>Thanks!!

>--
>--
>Capt Jeff Long Rome Air Development Center
>longj@lonex.radc.af.mil Network Design Laboratory
>jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

663. Re: GEMINI & FONTS

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-21 11:30:08 UTC
From: jvt@its.bt.co.uk
Message-ID: <X^-^0^-@uzi-9mm.fulcrum.bt.co.uk>
Source record: 49803
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Nov19.112149.16794@ioe.lon.ac.uk> teexand@ioe.lon.ac.uk (ANDREW DAWSON) writes:
>In <291@aldetec.oz.au> clive@aldetec.oz.au (Clive Salvidge) writes:
>>Can some cleverer person tell me why the GEMINI console window fonts work
>>under AMCGDOS but are garbled when I try to use G+DOS??
>
>I can't quite remember the specifics, but it's something to do with the fact
>that GDOS fonts can be in Motorola or Intel format (there's a flag in the font
>header somewhere to say which). AMCGDOS seems to support fonts in both formats,
>but both GDOS and G+PLUS only support Intel format fonts.
>
>The Gemini font used in the console window is probably in Motorola format.
>
>You may be able to fix this with some kind of utility, or assign the same
>font id that the console font uses to a different font.

I can confirm the Gemini fonts are in Motorola format. I haven't tried it,
but I've just got Fontkit3+ from the ST Club which should be able to do
the conversion. It's a good thought as it may solve my problem of having
to switch GDOS's for Timeworks as the print fails under AMCGDOS.
--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

664. Re: WANTED: Hardware specs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-21 13:41:20 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Nov21.134120.29084@actrix.co.nz>
Source record: 49804
Cross-posted to: comp.sys.atari.st.tech,comp.periphs.scsi,comp.periphs

<1990Oct29.234258.22858@math.lsa.umich.edu>
Sender:
Followup-To:
Distribution:
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords: hardware, SCSI, ST, ATARI
Comment-To: hyc@math.lsa.umich.edu

Some notes on using O.E.M disk drives on Ataries
the Driving power of the YM-2149 that is used to
drive the drive select and side select is only
one LS load, this meens that all O.E.M. drive
fall out side the specs, they use 1 K Pull up
resistors, you will find that on Atari Drives
that these are removed or replaced with 2.7 K
resistors, Note: this is only on the Side select
and Drive select lines..
There was some info on this in a Elector Mag. some time back
I still have the Mag: but not handy at the moment, but it
was on about putting a Buffer in those lines 7417 i think
I have never seen any othere mentions of this that the
YM-2149 OPs are only 1 LS load..

665. Re: STe troubles, video weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-21 19:36:38 UTC
From: bill@mwca.UUCP
Message-ID: <1751@mwca.UUCP>
Source record: 49805
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Nov20.085041.25605@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>Along other lines... I just started using ICD's boot stuff with this new
>host adapter... Apparently, whenever the driver detects a write failure, the
>thing shifts the video into medium resolution. What I'm seeing is on my
>multisync monitor in monochrome mode, all of a sudden there'll be a glitch and
>my screen has been divided in half, vertically down the middle. Everything is
>drawn in both the left and right halves of the screen...
>--
> -- Howard Chu @ University of Michigan

I've seen the same thing (with the double mono screen - a cheap two-page monitor!) This happened when I was using a multisync in mono mode - overnight I turn off the monitor but leave the ST on - when I came in the next morning and turned on the monitor I saw what you describe. I suspect it has something to do with the synchronizing circuitry in the monitor becoming confused (in my case, when I turned on the monitor with the ST already on). Perhaps your ICD driver/STe is pulsing the horizontal sync in such a way that the monitor gets confused...

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

666. Re: uniterm 2.0e and ALT-D

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-22 00:27:19 UTC
From: ersys!arktik@nro.cs.athabascau.ca
Message-ID: <9RH1s3w163w@ersys.uucp>
Source record: 49806

rfpfeile@watcgl.waterloo.edu (Ron Pfeifle) writes:

> Have you ever pressed <ALT>-D in Uniterm? It drops DTR to the modem.
> However, pressing it again *doesn't* reset it. What's the magic key
> that resets DTR again?
>
> Ron

Try ALT-L -- It drops the DTR then waits a while and brings it back up
again...

```
_____________________________________________
//\\...Liberty...Equality...Fraternity...Atarity...\ ||| All opinions,
\__/_____________________________________________/ / | \ expressed
[=FoReM-Net:Arktik=Patriot=@=Node=171=The Outland==] herein are always
[=UUCP:ersys!arktik@nro.cs.athabasca.ca============] true, as I am
[=Ryan Daum=======================================] Divinity.
```

667. Save--Use--Restore MFP timers, help wanted.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-22 08:46:24 UTC
From: fk@vall.dsv.su.se
Message-ID: <1050@vall.dsv.su.se>
Source record: 49807

Hello NetPeople and NetBeings.

I`d come across a question which I`d be happy if you would discuss with me. I`ve begun to suspect that there is no easy solution to the problem behind it.

IN SHORT: is there a canonical, clean and Officially Approved way of restoring the Timer Data Registers in the MFP MC68901 to either the values they where initialised with before my program touched them, or their initial, reset values?

I am working on a program (real-time audio pitch converter) in which I need two timers. The documentation I have describe the MFP`s timers like this:

Timer A: applications and end-users
Timer B: horizontal blank counter
Timer C: System clock 200 Hz
Timer D: RS232 baud rate

Timer A is of course available. I hope that timer D can be restored by reading and restoring the RS232 configuration via TOS.
Timer B is an enigma. Does it count pulses or does it generate them? If it generates them, would using timer B cause problems (like frying the monitor?). Timer C runs at 200 Hz and I guess this is equal for most ST`s and MEGA`s; it could be restored by simply set to run at that frequency.

I also speculate that reading the Timer Data Registers (TADR, TBDR, TCDR, TDDR) is pointless, since they contain not the initialization values but the current timer count. Reading and restoring the other registers (Interrupt Enable Reg., Interrupt Mask Reg, Vector Reg. and the three control registers) are probably alright. The application acquires the total execution context while using the timers (IPL 5, only timer interrupts allowed).

The simple way out is of course to do like a game: you can't exit unless the computer is reset. But I`d rather be able to use and restore the MFP at will, without horrible side-effects.

So, to sum up my questions:

- What is the usage and initial settings of timer B?

- Is there a clean way to obtain and restore the Timer Data Regs.?

I will be happy for every comment and reply, email preferred. Any scrap of trivia, pointers to documentation or previous postings

is welcome. A summary will follow the resolution of the problem.

BTW: the pitch converter works, the problem arises when it is time
to clean up and leave. Those of you who are interested can have
source and binary in jas assembler and Sozobon C. You`d also need
the Replay cartridge (the old one, with one input and one output)
from Microdeal. Routines for other samplers could very likely be
fitted as well. The program also does echoing, but that
needs only one timer.

Fredrik Kilander, fk@dsv.su.se.

--
==
Fredrik Kilander, Dpt. of Computer and Systems Sciences, Stockholm University
Internet: fk@dsv.su.se Voice: +46 8 16 45 00 Fax: +46 8 703 90 25
==

668. Re: Memory upgrades for Atari STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-22 12:44:17 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Nov22.124417.16457@actrix.co.nz>
Source record: 49808

In article <19681@oolong.la.locus.com> robertl@alpha.la.locus.com
(Robert Lee) writes:
> I would like to know what is involved and the difficulty of
> doing memory upgrades to 1040 STe's. I'm not a harware person
> but can handle a opening my case and popping in chips.
> Is there more to it then that?
> Any information is appreciated.>
> Any information is appreciated.
> Robert Lee
> robertl@locus.com

Well don't try to pull them out, they don't come out that way
they have little clickers to hold them in (upright) unclick
the clickes, very frajile, then swing board down to 50 Dec,
or say 10/2 o'clock, then just lift out, no force needed
you can use 120ns or faster simms, also it is posible to
use 9 bit ones, al la PC. you have to use 2 simms to make
up a bank, if you have 512k now, you can put in 2 one meg
simms this will give you 2.5 megs, i have seen talk that
STE's will not work with 2.5 megs unless you have a Patch
program, this could be wrong as a freind has one and will
work with 2.5 megs, but i did not check which bank had
the 1 meg simms in, but there was a program that would not work
with 2.5 megs, we think that is did its own memory clear, and had a bug
that did not like 2.5 megs, also note. it is posible to have
a STE with Sipps in them...hope this helps

Roger W. Sheppard , New Zealand..

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

669. Re: BioNet 100 Ethernet Interface

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-22 16:48:51 UTC
From: marc@wopr.uu.ch
Message-ID: <82@wopr.uu.ch>
Source record: 49809
Cross-posted to: dnet.atari,comp.sys.atari.st.tech

```
Contact Biodata GmbH
Flughafen Siegerland
5909 Burbach

- Marc
```

670. MGR query

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-23 04:46:34 UTC
From: dodgson@sol.cs.wmich.edu
Message-ID: <1990Nov23.044634.21062@sol.cs.wmich.edu>
Source record: 49810
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just a simple question after I put out the system specs:
Atari Stacy4 running Mint06 off a D: partition.
How can I get MGR to open a window?
All I get is "Can't get a PTY" when I try this.
I didn't see anything in the docs on creating them.
Thanks in advance Harry
--
Harry Dodgson Jr. | Internet dodgson@sol.cs.wmich.edu -(35.132.4.2)-
Western Michigan University | UUCP ...uunet!sharkey!wmichgw!wmu-cs!dodgson
Computer Science Department | Voice (616) 387-5803
Kalamazoo, MI 49008 | Office 4420 Dunbar Hall

671. Re: Atari megafile expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-23 06:10:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0awjyhw@jonh.wimsey.bc.ca>
Source record: 49811
Body handling: HTML body converted to readable text

In , Wolfgang Jung writes:
>In <1990Nov17.195344.22424@watdragon.waterloo.edu>, Steven W. Klassen writes:
>----
>please notify me, too, when you get more Information..
>

I looked at a friends megafile 30 recently, and if the 60 is the
same, the only thing that has to be done is ad the connector for the
small (34?) pin scsi cable. The Megafile board has both the acsi and
the scsi boards on one big board. They left the connector for the
second drive control cable off, but sucking out the solder and putting
one in is probably pretty easy.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

672. Re: STe troubles, video weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-23 11:48:34 UTC
From: jvt@its.bt.co.uk
Message-ID: <V~=^BL$@uzi-9mm.fulcrum.bt.co.uk>
Source record: 49812
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Nov20.085041.25605@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>Sorry to stir up the pot with what seems to be a now-dead subject, but I don't
>recall the resolution of all the horror stories, and now have a (horrifying)
>1040STe of my own to deal with. The main problem I'm having is that just
>about everything that loads up gets partially written onto video memory. I get
>vertical lines, I figure 16 pixels apart. I would have expected a plain-old
>overwrite problem to wipe out a couple rows, starting at the top of the screen.
>Instead I get 1 pixel wide vertical lines, evenly spaced out, and occasionally
>the bottom of the screen gets trashed. What's going on?
>
>The STe arrived with the STE_FIX program in the AUTO folder of its language
>disk. Can't boot into medium resolution without it. Yeehah.
>
>Along other lines... I just started using ICD's boot stuff with this new
>host adapter... Apparently, whenever the driver detects a write failure, the
>thing shifts the video into medium resolution. What I'm seeing is on my
>multisync monitor in monochrome mode, all of a sudden there'll be a glitch and
>my screen has been divided in half, vertically down the middle. Everything is
>drawn in both the left and right halves of the screen. The screen borders are
>resized, and look like the color rez borders, but everything stays in black and
>white. The preferences menu still says high rez. This is incredibly annoying,
>as well as making some stuff unreadable. (Although some of it is interesting,
>really. Anyone for a 4 pixel wide font? 160 columns of text. Oooo....) It says
>it's version 4.8.4, by the way.

OUCH!

Firstly apologies for including most of the original but I felt deletions
would destroy the sense of Howard's message.

I too have an ICD host adaptor with the same software. However I do not
have STE_FIX and I am certainly not getting most of these problems. The
only one I get is not booting Med-Res if the desktop is saved in Lo or Med.
One *simple* fix I've found is to save the desktop in Hi-res then when
you boot with a colour monitor it comes up in Med.

I believe there is a hardware bug in the latest ICD board. I have contacted
them & they are sending me a daughter board "which will cure it".
Cannot confirm yet as Snail Mail is still doing its worst!! The
problem is around noise on the DMA bus. To see if you have this problem,
turn on write verify. If it reports error, you probably have read errors
also. A short term fix is to find a DMA lead which allows the disk
to write without error but it will vary from drive to drive. This

may be the cause of your other problems - no promises though.

John.
--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

673. Programrunning from ACC ?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-23 16:18:21 UTC
From: hagelin@pommac.lne.kth.se
Message-ID: <1990Nov23.161821.21897@kth.se>
Source record: 49814

Hello Networld!

As a hardiskowner I often find it very irritating to open two windows every time I want to use my editor, open four windows when I'd like to run another program, etc. So I thought that arranging some kind of a menusystem would be good, and I Ftp:ed several menuprograms, but I found out that they weren't so good either. Every time I want to copy or move a file (as one does from the desktop), I have to leave the menuprogram.

But then I thought, why not write a menusytem that was contained in an ACC.

So, I started programming, and ran into trouble. How do you run a program from an ACC ?

First I tried with shel_write(). Nothing happened. In the documentation I've got, it says that the program will be run after the current application is terminated. But the accessory application never terminates. Then I tried to start another application inside the acc with appl_init, the shel_write, and then appl_exit, but nothing happened.

Pexec() worked with starting a program, but then after terminating and going back to the desktop, everything got weird. The desktop didn't update and all menus disappeared, etc.

And now I wonder, is there a way to start a program from an acc, and then how do I do it ?

Martin

Martin Hagelin Internet: hagelin@lne.kth.se
Departement of Electrotechnology
Royal Institute of Technology
Sweden

674. Re: MGR query

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-24 03:42:52 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <7860.274da5ec@uwovax.uwo.ca>
Source record: 49813
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Just a simple question after I put out the system specs:
> Atari Stacy4 running Mint06 off a D: partition.
> How can I get MGR to open a window?
> All I get is "Can't get a PTY" when I try this.
> I didn't see anything in the docs on creating them.

Make sure the SHELL environment variable is set correctly.
If it still doesn't work, press CTRL-ALT-F1 before trying to create
the window; the resulting trace output will likely tell you what's wrong.

(This is something that should have been emphasized in the MiNT
documentation; CTRL-ALT-F1 is *very* useful for tracking down mysterious
program failures. Pressing the key once gets reports of failed system calls;
pressing it twice gets a trace of all system calls. Use CTRL-ALT-F2 to
cancel the tracing.)
--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

675. Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-24 17:07:26 UTC
From: moses@hao.ucar.edu
Message-ID: <9267@ncar.ucar.edu>
Source record: 49815

I have an annoying problem in a program I am writing. I open a
dialogue box then close the box and immediately afterwards do some
VDI drawing (automatically not by hand) onto screen. The problem is
that the closing of the AES dialogue box does not finish before the VDI
drawing begins and therefore the VDI drawing is also erased.
I have tried putting a delay by evnt_timer and by a long for()
loop between closing the box and the VDI drawing. In each case the
closing of the AES dialogue box is also delayed and it still erases
the VDI drawing. Then I thought it might be my wind_updates but after
changing them it did not solve the problem either.

Julie Moses

676. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-24 19:39:37 UTC
From: andrew@cs.utk.edu
Message-ID: <1990Nov24.193937.24949@cs.utk.edu>
Source record: 49816

In article <9267@ncar.ucar.edu> moses@hao.ucar.edu (Julie Moses) writes:
>
>
> I have an annoying problem in a program I am writing. I open a
>dialogue box then close the box and immediately afterwards do some
>VDI drawing (automatically not by hand) onto screen. The problem is
>that the closing of the AES dialogue box does not finish before the VDI
>drawing begins and therefore the VDI drawing is also erased.
> I have tried putting a delay by evnt_timer and by a long for()
>loop between closing the box and the VDI drawing. In each case the
>closing of the AES dialogue box is also delayed and it still erases
>the VDI drawing. Then I thought it might be my wind_updates but after
>changing them it did not solve the problem either.
>
>
>Julie Moses

I also had a similar problem, and would be interested in the replies.
Thanks.

-andrew krzywdzinski (andrew@cs.utk.edu)

677. Re: STe troubles, video weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-25 00:52:25 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov25.005225.20937@math.lsa.umich.edu>
Source record: 49817
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1751@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>I've seen the same thing (with the double mono screen - a cheap two-page
>monitor!) This happened when I was using a multisync in mono mode - overnight
>I turn off the monitor but leave the ST on - when I came in the next morning
>and turned on the monitor I saw what you describe. I suspect it has something
>to do with the synchronizing circuitry in the monitor becoming confused (in
>my case, when I turned on the monitor with the ST already on). Perhaps your
>ICD driver/STe is pulsing the horizontal sync in such a way that the monitor
>gets confused...

Well, I've seen it in low-rez mode now, too. In mono, what happens is the
video shifter gets set to medium rez, but lineA, VDI, AES, etc., aren't
notified of any change. From low-rez mode, you get the same vertical
division of the screen, only this time, the right half is black. It's really
strange, I didn't think the way memory was mapped would allow something
coherent to be displayed when modes shifted like this, but there's no
scrambling at all.
--
-- Howard Chu @ University of Michigan

Mac// - adv., q.v. MacToo, e.g. McHave a McHappy McDay!
McThanks, McYou MacToo!

678. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-25 20:04:25 UTC
From: kloppen@gmdzi.gmd.de
Message-ID: <3627@gmdzi.gmd.de>
Source record: 49818

moses@hao.ucar.edu (Julie Moses) writes:

> I have an annoying problem in a program I am writing. I open a
>dialogue box then close the box and immediately afterwards do some
>VDI drawing (automatically not by hand) onto screen. The problem is
>that the closing of the AES dialogue box does not finish before the VDI
>drawing begins and therefore the VDI drawing is also erased.
> I have tried putting a delay by evnt_timer and by a long for()
>loop between closing the box and the VDI drawing. In each case the
>closing of the AES dialogue box is also delayed and it still erases
>the VDI drawing. Then I thought it might be my wind_updates but after
>changing them it did not solve the problem either.

>Julie Moses

I did not have that problem but in similar cases - when I wanted GEM
to do its redraws before I do my draws - I made several evnt_timer's
whith timeout 0.

Regards j.k.

Jelske Kloppenburg, kloppen@gmdzi.gmd.de, (++49 2241) 14-2433
German National Research Center for Computer Science (GMD)

679. The original atari mouse.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-26 14:36:03 UTC
From: v051lpqa@ubvmsb.cc.buffalo.edu
Message-ID: <47523@eerie.acsu.Buffalo.EDU>
Source record: 49819

Hello all,
Would anyone happen to know which of the pins IN the original atari mouse, correspond to which function. (ex. Up DOWN LEFT RIGHT LBUTTON RBUTTON GROUND POWER)

Thanks in advance...

-doug lewis

680. Diamond Back II product support address change

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-26 16:47:11 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <6927@tekgen.BV.TEK.COM>
Source record: 49820
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

As a result of a job change, my account bluneski@pogo.WV.TEK.COM will be discontinued shortly. Please direct all Diamond Back II product support questions to my new address boblu@tekgen.BV.TEK.COM

Thanks,

---- ----
/\/\/\ Bob Luneski /\/\/\
\/\/\/ Diamond Back II Support Hotlines: boblu@tekgen.BV.TEK.COM \/\/\/
\/\/ Genie: B.LUNESKI1 CompuServe: 76635,2310 \/\/
\/ \/

681. ST Sound Chip

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-26 22:25:42 UTC
From: bill@mwca.UUCP
Message-ID: <1758@mwca.UUCP>
Source record: 49821

Just thought I'd pass along this info...

This weekend I was swapping monitors (I have a rather elaborate setup allowing me to have video tuner, VCR, ST, or 8-bit sound and video come through some combination of stereo, VCR, or composite monitor) and managed to fry my sound chip - at least, the ST was no longer making sound, and the serial communications weren't working properly. Everything else appeared fine, however (though I didn't try the floppy). At any rate, while diagnosing the problem I pulled out the sound chip, and was surprised to see that the computer booted and ran perfectly (of course, no sound, and still no serial). I was surprised that the computer could run without that chip, however.

Anyway, being lucky enough to have a socketed sound chip, I simply swapped it for a new one ($10, B&C Computervision), and everything works perfectly.

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

682. Need RS232 configuration help...

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-27 00:30:16 UTC
From: bro@eunomia.rice.edu
Message-ID: <1990Nov27.003016.24863@rice.edu>
Source record: 49824

I am trying to write a program that talks to an RS232 device that needs 600 baud, 8 bit, 1 stop bit communications with all 8 bits used to communicate (i.e., "strip bit" must be OFF).

If I use the control panel to set to 600 baud, 8 bit, 1 stop bit, strip-bit off, all goes well. But I want to call Rsconf to set this up directly so the user won't need to do it by hand.

I found parameters for everything except the "strip-bit" control. Is that handled somewhere else? If so, what do I need to do?

I tried to trace what the control panel does using a machine language monitor. Besides the Rsconf call, it seems to write directly to RS232 control registers, but that seemed to be just redundant setting of the same things as Rsconf is supposed to set... I certainly could have missed something: tracing machine language execution is nightmarish.

Any suggestions for the missing RS232 calls supported by the control panel but not present in Rsconf? (Besides "strip-bit", there is also duplex, etc.)

Thanks,
Doug Monk (bro@rice.edu)

Disclaimer: These views are mine, not necessarily my organization's.

683. Re: Need RS232 configuration help...

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-27 01:15:38 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Nov27.011538.29460@math.lsa.umich.edu>
Source record: 49825

In article <1990Nov27.003016.24863@rice.edu> bro@eunomia.rice.edu (Douglas Monk) writes:
>Any suggestions for the missing RS232 calls supported by the control panel
>but not present in Rsconf? (Besides "strip-bit", there is also duplex, etc.)

Strip-bit is redundant, specifying 8 bits/no parity is sufficient. Duplex
is handled by your application, not by the low-level RS232 routines. If you
want half-duplex operation all you have to do is echo everything the user
types.
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

684. TT developper's book ???

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-27 12:16:25 UTC
From: glazou@mowitz.pdc.kth.se
Message-ID: <GLAZOU.90Nov27131616@mowitz.pdc.kth.se>
Source record: 49822

Hello.

Can someone tell me if a "TT Developper's Book" exists and if it exists
where I can find it ? I'm looking for *new* GEM bindings and so on...

/Daniel/

--

+-------------------------------------+-------------------------------------+
Daniel Glazman , TDS	glazou@mowitz.pdc.kth.se
The Royal Institute of Technology	
S-100 44 STOCKHOLM, SWEDEN	glazman@inf.enst.fr
+-------------------------------------+-------------------------------------+

| "Ca fait 25 ans que je me demande pourquoi je suis encore la a me demander |
| ce que je fais ici..." Anonyme |
| |
| "Gardez votre ville propre : mangez un pigeon !" Gary Gregory. |
+---+

685. environment in desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-27 13:49:56 UTC
From: t68@nikhefh.nikhef.nl
Message-ID: <1070@nikhefh.nikhef.nl>
Source record: 49827

Hi,

Can anyone help me with the following?
For an application in the new TOS on the TT it would be
nice if the application can read some variables from the
environment. When an application has been made into an icon
on the desktop the file that is dragged on it wants to
assume that the current directory is the one it came from.
On the other hand the program that lies on the desktop may
want to get additional files from its own directory. There
is only one current directory -> conflict.
The environment would solve this. Hence the question:
is there an official legal Atari sanctioned way to add variables
to the environment of the desktop? The only way I can come up
with is a terrible hack that leaves a little resident job with
the new string. It has to look amoung its ancestors for which one
is the desktop and then modify its pointer to the environment.
If this is the `official' way I would like to know that too,
but it is quite thinkable that there are already better ways.
After all, the new desktop seems to be somewhat ahead of its
documentation (as nearly all programs, except those from ...).

Many thanks in advance

Jos Vermaseren

686. Re: STe troubles, video weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-27 19:19:10 UTC
From: bill@mwca.UUCP
Message-ID: <1761@mwca.UUCP>
Source record: 49823
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Nov25.005225.20937@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>In article <1751@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>>I've seen the same thing (with the double mono screen - a cheap two-page
>>monitor!) This happened when I was using a multisync in mono mode...

>Well, I've seen it in low-rez mode now, too. In mono, what happens is the
>video shifter gets set to medium rez, but lineA, VDI, AES, etc., aren't
>notified of any change...

> -- Howard Chu @ University of Michigan

Are you sure that it is in the ST? I'm assuming that the weirdness is being caused by the multi-sync circuitry of the monitor, since this seems never to have shown up on a non-multisync, and I find it very unlikely that the video circuitry in the ST could 'accidentally' send out each scan line _twice_ on the same line...seems that this would require a doubling of the horizontal scan rate since no information is being lost.
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!#######

687. Multisync monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-27 21:56:09 UTC
From: psurge@cs.utexas.edu
Message-ID: <15140@cs.utexas.edu>
Source record: 49826

Now after reading all the recent mail about multisync monitors and the like, I have a few questions:

I have a 1040 ST (1meg, tos 1.0) and would like to know what I would need to hook a Multisync monitor to my ST. (ie, cables, software, anything you can think of)

Also, which monitors would be best. This would include which monitors work with the system (persuant to the panasync conversation), which look good (persuant to the Diamondscan conversation) and which is the cheapest, best looking monitor.

Thanks for everything in advance. Please respond by e-mail, or post on the net. (of course, what other two options do you have??)

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

688. Re: Multisync monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-28 00:34:20 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Nov28.003420.26415@ecst.csuchico.edu>
Source record: 49828

psurge@cs.utexas.edu (Troy Carpenter) writes:

- Now after reading all the recent mail about multisync monitors and
- the like, I have a few questions:
-
- I have a 1040 ST (1meg, tos 1.0) and would like to know what I
- would need to hook a Multisync monitor to my ST. (ie, cables,
- software, anything you can think of)
-
- Also, which monitors would be best. This would include which
- monitors work with the system (persuant to the panasync
- conversation), which look good (persuant to the Diamondscan
- conversation) and which is the cheapest, best looking monitor.

After talking to Talon, the answer to your price/performance question is the Acer. They've tried 'em all. I've seen it, and it's good for the price. The monochrome is sharp, but not as good as the SM124's. The color was good; my Mega-style SC1224 monitor was better, but I've seen worse Atari color monitors than the Acer's color. The problem is that everything is subjective. What I consider to be livable with monochrome could be horror for someone else. I thought it looked all right though.

I settled for a used, year-old NEC 3D. I'm having problems with syncing it, but I called Talon and they recommended that I replace their Omniswitch.

I have collected all if not most of the postings and e-mails to me about multisyncs from here and Fidonet before Nov. 16. If you want, I can arc and uuencode them and send them your way. One guy I know in San Francisco, Dean Brunette, claims that the Sony 1302 is the best for connecting to the ST. He's seen it and the 3D connected to the ST and he still swears by the 1302. When shopping mail order, the 1302 is a little cheaper than the 3D. The lowest I found for the 3D was $579 from Harmony Computers in NY and the lowest for the 1302 was around $539 at another place.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

689. MEGA4 internal bus

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-28 04:29:19 UTC
From: jhp@sactoh0.SAC.CA.US
Message-ID: <4395@sactoh0.SAC.CA.US>
Source record: 49834

Well, I hope this works.
Does anyone have the pin-outs to the internal bus in
the Atari MEGA4? I would appreciate it if someone could
tell me where I could find them. Thanks in advance.

--

- Usenet : jhp@sactoh0.SAC.CA.US -
- UUCP : It's around here somewhere. -
---

690. Re: environment in desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-28 09:03:36 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3285@medusa.informatik.uni-erlangen.de>
Source record: 49833

t68@nikhefh.nikhef.nl (Jos Vermaseren) writes:

>is there an official legal Atari sanctioned way to add variables
>to the environment of the desktop? The only way I can come up
>with is a terrible hack that leaves a little resident job with
>the new string. It has to look amoung its ancestors for which one
>is the desktop and then modify its pointer to the environment.
>If this is the `official' way I would like to know that too,
>but it is quite thinkable that there are already better ways.

There seems to be no official way to extend the system environment.
You _could_ do it this way: Place some program in your AUTO folder
that links into the exec_os vector. Wait for someone to jump thru
the vector (that is, wait for AES to come up). In this moment,
patch the environment as desired or install a new one.

Unfortunately, this method has been discouraged by ATARI systems
programmer Allan Pratt at the last ATARI Messe in Duesseldorf.
Exec_os seems to be no longer a documented system variable. So
if you do this, it's your own problem if it won't work in upcoming
TOS versions. This is a pity because exec_os is such an extremely
useful system variable, but well...

Maybe Mr Pratt has some better (and official) solution for this?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

691. No-Slot Clock chip in a ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-28 17:33:10 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <2985.2753ae88@miavx1.acs.muohio.edu>
Source record: 49829

Has anyone thought about using one of those no-slot clocks in a ST? I just got the JDR Microdevices catalog, and it has these for $30. It says it works in the Apple IIs, IBMs, and any computer with a 28 pin ROM, which the ST has. Does anyone think this could work?

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

692. Help Wanted: Chicken & Egg Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-28 19:22:22 UTC
From: ivan@megatest.UUCP
Message-ID: <14555@megatest.UUCP>
Source record: 49830
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This is probably a ridiculous question; I have been a SW engineer for over a decade, but never used an ST. My brother has one and has used it primarily to run MIDI equipment. Now he has a lot of hardware he wants to hang on to. He wants to do some 'real computer' stuff on his 1040. So much for the intro.

My understanding (from observing this newsgroup for a while) is that there are "UNIXish" pgms out there -- lots of them. Are you people running UNIX? and if so, where did you get it? McGraw Hill is the only place I've heard of. How much is it? Is is 4.2 or sysIV compatible?

Or, am I way off base -- I dunno (AAARGH!). What we do have is the PD version of uniterm. And a host machine (obviously). Therefore we can get some code from the net, but we don't have 'uudecode', 'compress' and/or other UNIX-type stuff you people must have.

And that's the chicken & egg problem we are trying to resolve. Before any of you get upset at such an uninformed question, there appears to be only 2 stores in the entire Silicon Valley which deal in Atari, and I was unimpressed with their assistance (no offense to their knowledge on marketted software). Once we have the basics, I promise to submit more intelligent articles (if any). Please include any archiver info, so we can get a list of what's out there.

Many thanks in advance!

<><><>

693. Re: Need RS232 configuration help...

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-28 20:51:43 UTC
From: bro@eunomia.rice.edu
Message-ID: <1990Nov28.205143.14708@rice.edu>
Source record: 49831

In article <1990Nov27.011538.29460@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
#In article <1990Nov27.003016.24863@rice.edu> bro@eunomia.rice.edu (Douglas Monk) writes:
#>Any suggestions for the missing RS232 calls supported by the control panel
#>but not present in Rsconf? (Besides "strip-bit", there is also duplex, etc.)
#
#Strip-bit is redundant, specifying 8 bits/no parity is sufficient.

Nope. I originally did this using the control panel with strip bit on. When reading what should have been chars==255, I got chars==127. With strip bit off, I didn't. If I don't do it with the control panel and only use a call to Rsconf to set 8 bits/no parity 600 baud, I get the same (useless) results: the 8th bit is stripped before I get to see it.

I am using Caux?? calls by the way.

#Duplex
#is handled by your application, not by the low-level RS232 routines. If you
#want half-duplex operation all you have to do is echo everything the user
#types.

This (and likewise with strip bit) is what I originally assumed. Since it was false for strip bit, I wonder if it might be false for duplex as well.

Why does the control panel allow you to play with them if they are supposed to be the responsibility of the application?

So, I still need answers.

Doug Monk (bro@rice.edu)

Disclaimer: These views are mine, not necessarily my organization's.

694. Local Atari Users Group - December Meetings

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-28 21:41:40 UTC
From: daroloso@aftermath.waterloo.edu
Message-ID: <1990Nov28.214140.16258@aftermath.waterloo.edu>
Source record: 49832
Cross-posted to: uw.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

The Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST) Atari user group,
has a separate 8-bit meeting and 16-bit meeting.
We meet monthly, have special interest groups (SIGs), associated bulletin
boards, public domain libraries, and a newsletter "The Hard Copy".

I am on the executive of the group
so I should be able to handle most questions or
get replies from the rest of executive.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Rooms open at 7:00 pm. Meetings start at 7:30 pm.

Call 579-3695 for details.

Next Meetings
****
8-bit - Wednesday, Dec 5, 1990
MFCF Lounge, Room 3012 (3rd floor)

16-bit (ST) - Wednesday, Dec 12, 1990
DCS Course Room, Room 2009 (2nd floor)

Hope to see you there,
Dani Roloson

695. Re: Memory upgrades for Atari STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-29 04:20:49 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <65196@unix.cis.pitt.edu>
Source record: 49835

In article <19681@oolong.la.locus.com> robertl@alpha.la.locus.com (Robert Lee) writes:
>I would like to know what is involved and the difficulty of
>doing memory upgrades to 1040 STe's. I'm not a harware person
>but can handle a opening my case and popping in chips.
>Is there more to it then that?
>
>Any information is appreciated.
>
>Robert Lee
>robertl@locus.com

I believe that's all you do. I'm thinking of selling my 1040ST, and maybe picking up a 1040STe to do so (at least the memory upgrades should be cheaper, plus the advantages of stereo, TOS 1.6?, etc). Though there is someone local to me that supposedly can install a SIMM board into my 1040 for $100-150 (not sure what price). But the use of SIMMs should make life MUCH easier to upgrade...

rjast1@cis.unix.pitt.edu

696. Re: Atari megafile expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-29 11:30:33 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <3290@medusa.informatik.uni-erlangen.de>
Source record: 49838

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

> I looked at a friends megafile 30 recently, and if the 60 is the
>same, the only thing that has to be done is ad the connector for the
>small (34?) pin scsi cable. The Megafile board has both the acsi and
>the scsi boards on one big board. They left the connector for the
>second drive control cable off, but sucking out the solder and putting
>one in is probably pretty easy.
Won't suffice, unfortunately. Pin 17 and pin 18 of the second drive
control connector are connected to ground, which makes reading from
the second drive impossible. You have to clip off one resistor, leading
from pin 17 to ground, and remove the connection of pin 18 to ground on
the lower side of the controller motherboard. You'll also nead special
driver software that's aware of the second drive. AHDI won't work.
I don't know if the ICD driver will help you, but I think you'll
at least have to patch it because it looks for special ICD hardware
before running. My driver (CBHD) knows about second drives and works
with all kinds of ACSI hard drives I know, including Megafile 30 and 60.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

697. HDX 3.01

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-29 11:35:03 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Nov29123503@orion.laas.fr>
Source record: 49836

I have recently recovered HDX301.LZH from atari.archive. The
readme.1st file describes a certain HDX301.ARC, of which this file
seems to be a recompression.

I have an old SH 204 hard drive which uses AHDI version 1. Would it
be advisable to replace my old AHDI.PRG with the new version? Atari's
documentation (readme.1st) only seems to reference megafiles, which
mine is *not*. Do I have to reinstall the the drive? I would prefer
not to reformat the drive! I am willing to upgrade if the new AHDI
is more reliable; it *is* bigger!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud new owner of a Mega 4 ST.

698. Memory deallocation after TSR

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-29 11:55:22 UTC
From: rfschaa@cs.vu.nl
Message-ID: <8381@star.cs.vu.nl>
Source record: 49748

I have a problem: I have written a device driver for some virtual device. It performs some initialisations, then quits by using the gemdos(49) call (TSR). After a while, when I don't need the driver anymore I would like to free the memory used up by the driver and give it back for general use. Is there any way this can be done?

Richard Schaaf
rfschaa@cs.vu.nl

699. Re: Atari megafile expansion

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-29 12:31:13 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Nov29.123113.2016@actrix.gen.nz>
Source record: 49837
Body handling: HTML body converted to readable text

<1990Nov17.195344.22424@watdragon.waterloo.edu>

Sender:Roger Sheppard
Followup-To:
Distribution:world comp
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: jhenders@jonh.wimsey.bc.ca

In article jhenders@jonh.wimsey.bc.ca
writes:
> In , Wolfgang Jung writes:
> >In <1990Nov17.195344.22424@watdragon.waterloo.edu>, Steven W. Klassen
writes:
> >- >- >- >- >
> >please notify me, too, when you get more Information..
> >
>
> I looked at a friends megafile 30 recently, and if the 60 is the
> same, the only thing that has to be done is ad the connector for the
> small (34?) pin scsi cable. The Megafile board has both the acsi and
> the scsi boards on one big board. They left the connector for the
> second drive control cable off, but sucking out the solder and putting
> one in is probably pretty easy.
>
> --
> John Henders jhenders@jonh.wimsey.bc.ca
> Vancouver,B.C. or jhenders@wimsey.bc.ca
> or ubc.cs!van-bc!jonh!jhenders

There was a article some time back on how to do it, as Atari modify
the Controlor, apparently a Adaptec so that you ca't do this, a friend
here did try it with a SH205 some time back and that did not work
each of the drives would work but not both together, if i remember was
some hardware mods..

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

700. Get OPUS 2.2 Spreadsheet to work

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-29 13:45:43 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Nov29144543@orion.laas.fr>
Source record: 49839
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know that this subject has been discussed before in one of these two newsgroups, but I still can't get OPUS to allow me to make charts. I have saved the messages concerning OPUS installation, all to no avail!

I have run ASSIGNER.PRG which built me the ASSIGN.SYS file at the end of this posting. I then used FONTWID.PRG (or some such name). I reboot and OPUS complains about incompatible printer fonts.

I have tried with either my *very* old GDOS.PRG or with AMCGDOS.PRG. This concerns a monochrome system. I have an Epson FX-80 with only a few printer fonts. Is that the problem?

Here's my beautiful ASSIGN.SYS file that was produced by ASSIGNER.PRG:

```
PATH = C:\FONTS\ ;
01p screen.sys
IBMHSS10.FNT
IBMHSS14.FNT
IBMHSS18.FNT
IBMHSS36.FNT
ATRHSS10.FNT
ATRHSS14.FNT
ATRHSS18.FNT
ATRHSS36.FNT
02p screen.sys
IBMHSS10.FNT
IBMHSS14.FNT
IBMHSS18.FNT
IBMHSS36.FNT
ATRHSS10.FNT
ATRHSS14.FNT
ATRHSS18.FNT
ATRHSS36.FNT
03p screen.sys
IBMHSS10.FNT
IBMHSS14.FNT
ATRHSS10.FNT
ATRHSS14.FNT
04p screen.sys
IBMHSS10.FNT
IBMHSS14.FNT
ATRHSS10.FNT
ATRHSS14.FNT
21 FX80.sys
```

EPSHSS10.FNT
EPSHSS14.FNT
31r META.SYS

Thanks a lot, folks.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud new owner of a Mega 4 ST.

701. Spectre and DOS

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-29 14:01:05 UTC
From: wilsona@cs.glasgow.ac.uk
Message-ID: <7083@vanuata.cs.glasgow.ac.uk>
Source record: 49840

Does anyone know of a program that will allow you to mount MS-DOS discs under SPECTRE GCR? i.e. similar to the DOSmounter INIT. It strikes me that this should not be difficult. What I REALLY want is to be able to circumvent 'transverter', and just stuff the disc in. I do understand why this hasn't been done by someone yet.

702. ThinkJet Printer Driver for Spectre GCR

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-29 14:05:39 UTC
From: fay@wpi.WPI.EDU
Message-ID: <1990Nov29.140539.3997@wpi.WPI.EDU>
Source record: 49741
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone with a Spectre GCR found a MacIntosh printer driver for a
HP ThinkJet (not DeskJet) printer? I need one 'big time'. Does it work
properly through the parallel port?
-pete

703. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-29 14:57:34 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Nov29.145734.1059@chinet.chi.il.us>
Source record: 49742

In article <9267@ncar.ucar.edu> moses@hao.ucar.edu (Julie Moses) writes:
>
>
> I have an annoying problem in a program I am writing. I open a
>dialogue box then close the box and immediately afterwards do some
>VDI drawing (automatically not by hand) onto screen. The problem is
>that the closing of the AES dialogue box does not finish before the VDI
>drawing begins and therefore the VDI drawing is also erased.
> I have tried putting a delay by evnt_timer and by a long for()
>loop between closing the box and the VDI drawing. In each case the
>closing of the AES dialogue box is also delayed and it still erases
>the VDI drawing. Then I thought it might be my wind_updates but after
>changing them it did not solve the problem either.
>
I don't quite understand this. If I take the phrase "immediately afterwards" literally, it could mean that the screen isn't being redrawn before the VDI drawing is done. When I started with GEM, I was confused between alert boxes (which are erased by having GEM save a copy of what used to be on that part of the screen, and slap it back in when the alert is closed) and dialog boxes (which have to be redrawn by the application). Could that be the problem?

The working difference is in one case, there's an evnt_multi(), in which some event causes the dialog to be used, and when the dialog ends, it falls through to the VDI stuff (WRONG). In the other (RIGHT) case, when the dialog ends, it sets a flag and recycles through the evnt_multi()-controlled loop. Next time through, the flag causes the VDI drawing to happen. Of course, the pending message that a redraw is needed must be handled first. Am I too far off on what's going on here? If the code already takes the correct approach, maybe an evnt_timer(0L) is needed to resynchronize the event handler before the VDI stuff. Or maybe there's a need to wait for a VBL before drawing. What to try next depends on what's been tried already.

Steve J.

704. 1040STe's...500.00!! MADE A BOO BOO

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-29 16:39:12 UTC
From: gcarter@globey.cs.wisc.edu
Message-ID: <1990Nov29.163912.18956@daffy.cs.wisc.edu>
Source record: 49743

Hello! I made a mistake and you get the reward....

I have some 1040STe's that I got from my dealer and I don't have use for them,
I WANT MY MEGA...so,

For those of you who read comp.sys.atari.st, you might have read I sold
them for 575, well I didn't get a response and I AM DESPERATE.

I am going to sell these things for 500 bucks a piece! I feel WOOZY!

Get em while they last...SIMM upgradeable, stereo sound, blitter.

These are brand new, never opened out of the box. Please don't make me beg!

--Gregory

705. Re: No-Slot Clock chip in a ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-29 17:01:11 UTC
From: henk@spex1.uucp
Message-ID: <4350@dnlunx.pttrnl.nl>
Source record: 49744

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

>Has anyone thought about using one of those no-slot clocks in a ST? I just
>got the JDR Microdevices catalog, and it has these for $30. It says it
>works in the Apple IIs, IBMs, and any computer with a 28 pin ROM, which the
>ST has. Does anyone think this could work?

I have one in my 520ST. The computer broke (the drives do not work), but
the clock was OK for some time and it is probably.
It worked just like a MEGA clock and is recognized if you have TOS 1.0
or higher.

It has battery backup, sits under one of the ROMs and has two
connections to the processor chip (done by wires with clips on them).
It seems to be exactly the same clockchip as the MEGA has, so I don't
know if it works in an Apple or IBM as well.

Henk

--
====== Henk van der Griendt E-mail: henk@spex.nl (internet)
====== Speech Processing EXpertise centre spex@hlsdnl5.BITNET
====== SPEX, p/a PTT RNL, kamer LE1, tel: 31-(0)70-3322693
====== Postbus 421, 2260 AK Leidschendam the Netherlands

706. Re: environment in desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-29 20:23:54 UTC
From: sstreep@next.com
Message-ID: <304@next.com>
Source record: 49745

In article <3285@medusa.informatik.uni-erlangen.de>
csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:
>t68@nikhefh.nikhef.nl (Jos Vermaseren) writes:
>
>>is there an official legal Atari sanctioned way to add variables
>>to the environment of the desktop? The only way I can come up
>>with is a terrible hack that leaves a little resident job with
>>the new string. It has to look amoung its ancestors for which one
>>is the desktop and then modify its pointer to the environment.
>>If this is the `official' way I would like to know that too,
>>but it is quite thinkable that there are already better ways.

This way works very well. I use this method so that my environment
from the desktop matches my environment when I am running from within
the Laser shell. The overhead is insignificant - a 256 byte
basepage plus about 50 bytes of assembly language code plus the
length of the new environment strings. If anyone wants I can post
the example. (This code is not original; I modified it from
code posted to the net about 4 years ago. If I recall correctly
it doesn't use any questionable kludges...)

>There seems to be no official way to extend the system environment.
>You _could_ do it this way: Place some program in your AUTO folder
>that links into the exec_os vector. Wait for someone to jump thru
>the vector (that is, wait for AES to come up). In this moment,
>patch the environment as desired or install a new one.

Ack! don't do that! (I know, atari programming sometimes makes you
jump through hoops. Does it bother anyone else that Gem periodically
resets the trap #2 vector? Like "you didn't reset that for a reason,
did you? Here, let me fix it!")

-sam (sam_s@NeXT.com)

707. StereoTek

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-29 21:21:46 UTC
From: charlie@wam.umd.edu
Message-ID: <1990Nov29.212146.11354@wam.umd.edu>
Source record: 49746
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know where I may get some SteroeTek 3D glasses
and some of the associated 3D software. I would like to buy
either new or used (if in good shape).

I may be contacted at

charlie@wam.umd.edu

or

cwf@lakisis.umd.edu

Thanks,
Charlie

708. Re: Memory deallocation after TSR

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-30 02:03:15 UTC
From: apratt@atari.UUCP
Message-ID: <2756@atari.UUCP>
Source record: 49747

rfschaa@cs.vu.nl (Schaaf R F) writes:
> I have a problem: I have written a device driver for some virtual
>device. It performs some initialisations, then quits by using the
>gemdos(49) call (TSR). After a while, when I don't need the driver
>anymore I would like to free the memory used up by the driver and
>give it back for general use. Is there any way this can be done?

> Richard Schaaf
> rfschaa@cs.vu.nl

Hmm... TSR... Terminate and Stay Resident... Sounds pretty permanent to me...
Doesn't say, "Terminate and stick around until I decide to free you..." :-)

You can't free memory which has stayed resident as a result of a TSR.
It's not even accounted for in the system as "allocated" memory -- it's
been UNHOOKED from the memory management lists. It's GONE.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

709. Atari DMA -> SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-30 06:50:13 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1990Nov30.065013.21212@monu6.cc.monash.edu.au>
Source record: 49749

Ok !, second time around. My first post a few weeks back received no replies. SO!, I'll try again.

Can any one out there who has any knowledge on ST hardware shed some light on how the the Atari DMA port is converted to SCSI capability.

I don't need the info for commercial profitability, just to satisfy my hacking curiosity. If this is a closely guarded secret, only available to developers, then tell me. BUT if its not, can anyone help. PLEASE !!!!.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * against ignorance' *
* 900 Dandenong Rd, Caulfield East * *
* VIC, 3145. Tel (03) 573 2355/2519 * *
* Australia * *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *
---

710. Need help with windows

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-30 12:52:09 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1990Nov30.125209.13531@newcastle.ac.uk>
Source record: 49750

Okay,
This may sound a bit basic but I still (after trying several times)
can't get the windows to open correctly (well I lest I think so):

What I do is this

```
------------

main()
{
int pipeid,handle;

pipeid = appl_init();
handle = wind_create(NAME,x,y,w,h); /* replace with window coords */
wind_set(handle,NAME,"test",0,0); /* this might be the wrong syntax but I
don't have a problem here */
wind_open(handle,x,y,w,h);

....etc...
--------------
```

So I can get the title bar to appear and the outline of the window. What
I would like to know, Have I missed anything out when setting up the
windows as the background in the window is grey (I use a high rez
monitor) and not the white which I was expecting.

Any help, tips, general comments most useful

Dave Johnson

D.M.Johnson@uk.ac.newcastle

711. Supra HD interface

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-30 14:41:14 UTC
From: car@banyan.UUCP
Message-ID: <1130@banyan.UUCP>
Source record: 49751

I was wondering if anyone has used the SUPRA HD interface with a Quantum Q280 80Mb SCSI drive. I have version 3.something of the formating software. Does anyone know the most current version and what drives it supports.

As a side note: I was looking thru the Tech Specialties catalog and I noticed that it said something about a Mega slot uprgrade for the ST. Anybody see or hear about this thing?

car@banyan.com

712. STe SIMM info requested

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-30 15:56:05 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <938.27561ea5@sleepy.bmd.trw.com>
Source record: 49752

What are the correct SIMMS for the STe? 100ns, 80ns, or 70ns?
8 bit or 9?

Thanks

Jim Harres jharres@doc.bmd.trw.com

713. Re: ThinkJet Printer Driver for Spectre GCR

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-30 16:31:59 UTC
From: rrd@hpfcso.HP.COM
Message-ID: <16620005@hpfcso.HP.COM>
Source record: 49753

> Has anyone with a Spectre GCR found a MacIntosh printer driver for a
> HP ThinkJet (not DeskJet) printer? I need one 'big time'. Does it work
> properly through the parallel port?
> -pete

Hi Pete,

There's a "dummy-up" switch on the back of the Centronics ThinkJet that turns it into an Epson-compatible. It's one of the 8 DIP switches, number 4 or 5 if my memory serves me.

The ThinkJet has two operating modes: PCL (or "HP mode") in the book, and Epson (or "Alternate mode") in the book. The Epson mode works fine, except that the dot spacing is 128dpi. Graphics works fine; it's just 25% (33%?) smaller than you would expect.

Now, whether it works with MacPrint is another story!

Regards
Ray Depew
HP ICBD -- IC's by Bill and Dave
rrd@hpfitst1.hp.com

714. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-30 17:13:43 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <27569349.8114@maccs.dcss.mcmaster.ca>
Source record: 49754

In article <1990Nov29.145734.1059@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>In article <9267@ncar.ucar.edu> moses@hao.ucar.edu (Julie Moses) writes:
>>
>>[has a problem with dialog boxes]
>>
>[replies mentioning evnt_multi() and evnt_timer() and even VBL]

From my experience, the sequence goes like this.

1. Build the dialog box via a RCS-like prog or by hand
2. Center it on the screen with form_center() [or if you want to, fill in the x,y,w,h fields in the structure manually]
3. Call form_dial(FMD_START, ...) to reserve some screen space
4. Call form_dial(FMD_GROW, ...) to draw a growing box [optional]
5. Call objc_draw( ) to actually draw it on the screen
6. Call form_do( ) to let the AES handle the dialog.
7. When you get control back again, call form_dial(FMD_SHRINK, ...)
8. Call form_dial(FMD_FINISH, ...) to free up screen space

This last step sends a WM_REDRAW message to the application that owns the screen space where the dialog box was drawn before. If it is the desktop, then it just gets paster over with green (or whatever colour). If it is your application, then it is up to you to react on on the redraw message to redraw your screen space (window etc) before you do other stuff.

This is more work than I was expecting before I learned a little of GEM, but I find it inuitive now, and I like programming this way.

If what I do is in any way incorrect, I'd love to hear about it. I don't mind learning at all. BTW, isn't Lattice C 5 a pretty good development environment? What do you use instead of make?

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

715. VDI graphics text and GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-30 18:49:09 UTC
From: swklassen@rose.uwaterloo.ca
Message-ID: <1990Nov30.184909.29310@watdragon.waterloo.edu>
Source record: 49755

I am having problems with the use of the v_gtext() call when GDOS is installed. Specifically, I have typed in the example program for this function as given in the MWC manual and it did not draw anything. After ruling out most other causes I decided to remove G+Plus from my system and reboot. The program then worked fine. I then installed GDOS (the Atari version, not the Codehead version) and I got the same problem (hence it doesn't seem to be a G+Plus compatability problem).

Further tests showed that with no GDOS installed, the call to start the VDI workstation (the one for the screen), returns lots of reasonable values in the work_out[57] vector. With GDOS or G+Plus installed this vector comes back as all 0s except for work_out[0] and work_out[1] (the screen dimensions) which are correct.

Is this a standard problem?

Can someone tell me what the correct means of writing text (preferably half-height text) into a desktop window?

(The reason is that I am trying to write a csh like CLI which can be run as a desk accessory. My goal is to be able to access my development environment directly from the desktop, without having to enter msh. I will need a number of utilities to do this properly, but most of them require writing text in windows.)

Any help on this matter would be greatly appreciated.

(PS. I will summarize all the responses I got about installing another drive into my Megafile 60 in a few days.)

--

Steven W. Klassen
University of Waterloo

716. Monitor specifics

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-30 19:05:55 UTC
From: bediako@sybil.cs.Buffalo.EDU
Message-ID: <48413@eerie.acsu.Buffalo.EDU>
Source record: 49756

Hi
can someone tell me the specifics of the SC1224 color monitor.
E.g. vertical & horizontal scan rate, and the dot pitch.

thanks
bernie

--
Bernard Bediako ---------=-=-=-=-=-> DOMAIN: bediako@cs.buffalo.edu

717. Satellite prediction software

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-30 19:57:42 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <941.27565747@sleepy.bmd.trw.com>
Source record: 49757
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am looking for an email address for Scott Tilley who wrote NORAD. More precisely I'm looking for a copy of the March/April 1981 issue of Orbit Magazine which contains the equations for doing satellite postion predictions. I am planning on writing this for the St in C. Scott wrote NORAD in GFA Basic for which I don't have a manual to translate as well as not having all the equations I want. If anybody has Scott's address please email me. If you have the article let me know and I'll pay coping and shipping costs.

Thanks in advance.

Jim Harres jharres@doc.bmd.trw.com

718. Hard disk controller cards (Question)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-11-30 21:03:19 UTC
From: daniel@hexagon.se
Message-ID: <1786@hexagon.se>
Source record: 49758
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[I got no replies when I asked this last time, but surely there are
a lot of people on the net who knows something about this?]

I'm looking for information about different brands of HD controllers for
a 1040 STfm. SCSI or MFM. Pointers to information are also welcome!

Replies by e-mail please. I'll summarize if I get some answers this time :-)

Yours,
Daniel

--
Daniel Deimert Fidonet 2:204/117.0
daniel@hexagon.se ...!sunic!kullmar!pkmab!hexagon!daniel

719. Re: No-Slot Clock chip in a ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-01 01:01:00 UTC
From: woju@mist.sub.org
Message-ID: <A0awydiu@mist.sub.org>
Source record: 49759

In <2985.2753ae88@miavx1.acs.muohio.edu>, Ryan 'Gozar' Collins writes:
-<Has anyone thought about using one of those no-slot clocks in a ST? I just
-<got the JDR Microdevices catalog, and it has these for $30. It says it
-<works in the Apple IIs, IBMs, and any computer with a 28 pin ROM, which the
-<ST has. Does anyone think this could work?

Yes, it will work, but TOS >= 1.2 will never read it(if not patched for it)
therefor you need the Software for this Clock, it is simple do write, but
don't ask me how.

--
Bye,...
Don't trust your eyes. It's just an imagination of your brain !

woju@mist.sub.org
woju@image.in-berlin.de
woju@neon.in-berlin.de

(c) by Wolfgang Jung, Berlin (date look at header !!)

720. tech specialities (was Supra HD interface)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-01 02:05:39 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7036@jhunix.HCF.JHU.EDU>
Source record: 49760

In article <1130@banyan.UUCP> car@banyan.UUCP (Chris Ramos@HwEng@Banyan) writes:
>As a side note: I was looking thru the Tech Specialties catalog
>and I noticed that it said something about a Mega slot uprgrade
>for the ST. Anybody see or hear about this thing?
>
I would be very weary of anything that tech specialities produces. I bought two of their "so called" CPU cases for my 520 and 1040. Not only did it take over six months just to get the thing working (They had many lame excuses as to why I wasn't getting the whole product.), but they still haven't given me everything that was promised. (I'm missing a delay timer that was supposed to hold the power off the motherboard until the HD's powered up.) I gave up on them after many phone calls and much long distance $$$. Stay away from them. They will give you a massive headache if you deal with them.

Dom Alvear (d_alvear@jhunix.hcf.jhu.edu)
(ai02@crabcake.cs.jhu.edu)

>car@banyan.com

721. Re: tech specialities (was Supra HD interface)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-01 07:32:52 UTC
From: andrew@cs.utk.edu
Message-ID: <1990Dec1.073252.1488@cs.utk.edu>
Source record: 49761

In article <7036@jhunix.HCF.JHU.EDU> d_alvear@jhunix.HCF.JHU.EDU (Dom Alvear) writes:
>I would be very weary of anything that tech specialities produces. I
>bought two of their "so called" CPU cases for my 520 and 1040. Not
>only did it take over six months just to get the thing working (They
>had many lame excuses as to why I wasn't getting the whole product.),
>but they still haven't given me everything that was promised. (I'm
[stuff deleted]
>phone calls and much long distance $$$. Stay away from them. They
>will give you a massive headache if you deal with them.

I bought a memory upgrade for my 1040ST (2.5MB) from them about 2 years
ago. The documentation must've been written by a hacker subscribing
to the rule "if it was hard to write, it must be hard to read".
Anyway, by reading between the lines, and half-guessing, I installed
it myself. Unfortunately I didn't follow their advice, and did not
disconnect the old RAM :-(. After a month of correct operation, the
memory started going flakey. I took it to my local dealer, who
proceeded to disconnect the old memory, and discovered 2 bad
1 Mb chips (which apparently croaked while "fighting" with the old RAM).
He replaced them, and ever since I had a rock-solid 2.5MB.

So I guess the moral is that their product was (is), in effect, good,
and only because of my stupidity I had to do some extra work.
So in all fairness, one can't just generalize and write them off as
bad guys...

On the other hand, I agree that their Customer Support leaves much to
be desired. I remember having trouble getting some additional info
from them. But if enough people complain to them, I'm sure they
would try to improve in that area...
I am not trying to make excuses for them, but it just seems to me that
the ST needs developers. If they're gone, the ST will die.

While on the subject, I might as well give my vote for the lamest, LAMEST
AtariST product ever. It is, by far, the UCSD Pascal system from Pecan.
They won't answer any questions after your Customer ID has expired
(90 days, I believe), and the bloody thing doesn't even work !
$200 for 5 single-sided disks, what a bargain :-#.

Now THEY are the ones who EARNED THE RIGHT to be boycotted.

-andrew krzywdzinski (andrew@cs.utk.edu)

722. Re: Need RS232 configuration help...

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-01 16:08:36 UTC
From: kloppen@gmdzi.gmd.de
Message-ID: <3656@gmdzi.gmd.de>
Source record: 49762

bro@eunomia.rice.edu (Douglas Monk)

asks for a Rsconf call for 600 baud, 8 bit, 1 stop bit communications
with all 8 bits used and 'also duplex'.

I'll try to explain, what i'm using in my programs:

The parameters of Rsconf (XBIOS) are
baud (speed)
ctrl (XON/XOFF = 1)
ucr
rsr
tsr
scr

ucr,...,scr are registers of the MFP68901.
The bits of ucr (USART Control Register are here of interest:
Bit 0 : unused
Bit 1 : 0 = parity odd
1 = parity even
Bit 2 : 0 = no parity (ignore bit 1)
1 = parity
Bit 3,4 : length of start/stop bits: 4:0 and 3:1 for both 1
Bit 5,6 : wordlength (only data bits)
6:0 and 5:0 for 8
6:0 and 5:1 for 7
Bit 7 : 1 for async.

If you put it together, you should have:
for 7E1: bin 10101110 oct 256 hex AE
for 8N1: bin 10001000 oct 210 hex 88

the other registers should be unaltered, set to -1.

If that does not work, you have to search on another place, not at the
RS232 interface.

Now 'duplex'/'halfduplex':
This is a feature of your line and that normally is duplex.
These words are misused for the property of the connected host:
if it will echo incoming characters or not.
If it echoes, you should read from keyboard whithout echo (Crawcin),
write to Aux what you get, and write characters from Aux to screen.
If it does not echo, simply read whith Cconin or if you want to filter or
alter the keyboard input, read with Crawin and write to Aux and screen.

Regards j.k. (jkSoft)

Jelske Kloppenburg, kloppen@gmdzi.gmd.de, (++49 2241) 14-2433
German National Research Center for Computer Science (GMD)

723. Boot Sector Writer

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-01 17:00:59 UTC
From: psurge@cs.utexas.edu
Message-ID: <15308@cs.utexas.edu>
Source record: 49763

I was looking through my ST internals book, and fond an (X?)BIOS routine to write a boot sector on a disk. Now, if anyone read (and hardly anyone replied) my last post about my boot sector on the HD crashed and I wanted a program to rewrite my boot sector.

What I want to know is is it possible to write a program (hopefully in Personal pascal because that is the only language I have on floppy, my Sozobon C was on the hard disk!!) that will ask for sizes and the like and pass all the appropriate parameters to this routine. (Ok, I know that can be done) BUT, will I get a boot sector on my Hard Drive, or does this routine only work on floppy disks.

Sorry I cannot tell you the routine name, I am not at home with my ST Interals book. However if there is confusion and those "in the know" do not know what routine I am refering to, then I will post the procedure name when I get home, if someone asks about it.

For those who do know what I am talking about, what parameters do I need to pass for this routine to work. The book only discusses the use of Floppy disks, But I need to know for my Hard Disk (20megs, 4 partitions).

Thanks,

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

724. OVERSCAN.PRG for STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-02 05:03:48 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec02.050348.2002@ecst.csuchico.edu>
Source record: 49767

To Stefan Hartmann and Carsten Isakovic or anyone who has an answer
to my question:

Do you have a version of Overscan that works with the STe? I'm
interested in the software since I have a multisync. Thanks.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

725. Re: STe SIMM info requested

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-02 13:54:43 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec2.135443.3092@actrix.gen.nz>
Source record: 49766

In article <938.27561ea5@sleepy.bmd.trw.com> jharres@sleepy.bmd.trw.com writes:
> What are the correct SIMMS for the STe? 100ns, 80ns, or 70ns?
> 8 bit or 9?
>
> Thanks
>
> Jim Harres jharres@doc.bmd.trw.com
***
AS long as they are as Fast or Faster than 150ns they are OK, also you can use 9 or 8 bit SIMMS, the STE uses 8 bit SIMMS, but if you wish to sell them, 9 bit one would be better, here in NZ. 8 bit simms cost a lot more, they don't sell as many as PC. ones...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

726. Re: Multisync monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-02 15:16:16 UTC
From: mccann@rbdc
Message-ID: <1990Dec2.151616.7912@rbdc>
Source record: 49764

The only problem with that is, the 1302 cannot do 1024x768 NON-INTERLACED,

which is what you want, if you ever intend to get an ISAC board or use

the monitor with the more advanced PC graphics cards. Get a 1304, if you

want a Sony; the difference isn't all that much, to get the latest n'

greatest.

EOFZZ

727. 1040STe's going once, going twice.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-02 19:05:47 UTC
From: gcarter@globey.cs.wisc.edu
Message-ID: <1990Dec2.190547.2917@daffy.cs.wisc.edu>
Source record: 49765

Hello Everyone!

Well it looks like I have just a few remaining 1040STe's left, exactly
3 to be exact! So, this is the LAST CALL, once there gone, there gone
FOREVER! These are brand new, never opened out of the box.

These 1040STe's are going for 500 bucks a piece. Thats el cheapo!
If you want one, tell me where to ship it, C.O.D. and you can have a
machine that is easily expandable SIMM memory, stereo sound, 4096 colors!
What an XMAS present, plus you can help me get my money back so I can
pay for school next semester!!!!

I must admit TOO, they are ticking my roomate off since its kinda hard
to store all this shit in my dorm! Its not so bad anymore though, thanks for
those who have bought them, before....!!! :)

Well....must go! Talk to you later.

Greg Carter |Apple: "We make em at 120 bucks a pop
University Wisconsin - Madison | so you can buy at 50000%
608-264-3622 | markup!" - John Scummey
"Intel SUCKS", 386's can't even add!! |"AFTER ALL WE INVENTED THE WINDOW!!!"
---

728. Re: OVERSCAN.PRG for STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-03 02:15:30 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <2297@troll.opal.cs.tu-berlin.de>
Source record: 49768

Sender:
Reply-To: ki@opal.cs.tu-berlin.de (Karsten Isakovic)
Followup-To:
Distribution:
Organization: Technical University of Berlin, Germany
Keywords:

In article <1990Dec02.050348.2002@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>To Stefan Hartmann and Carsten Isakovic or anyone who has an answer
>to my question:
>
>Do you have a version of Overscan that works with the STe? I'm
>interested in the software since I have a multisync. Thanks.

Hello Ed,

On the STe the modified DE-signal resides only *inside* a chip. So there is no chance for an STe / TT / MEGA-STe OverScan :-(

But i have some other good news : The english manual's / master disc is ready! The first 100 pieces are send to GB on monday. In germany we have sold about 2100 overscan hardwares. Up to now we have done absolut NO advertising! It realy sells without :-) The first 'english' review is in the 'ST-World', i haven't yet seen the article, but our british distributor was very happy about it. We also got french and italian distributors, i hope USA, Canada and Australia will follow...

Greetings, Karsten

729. Re: Need help with windows

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-03 08:06:03 UTC
From: domen@wiener.crin.fr
Message-ID: <DOMEN.90Dec3090603@wiener.crin.fr>
Source record: 49770

In article <1990Nov30.125209.13531@newcastle.ac.uk> D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:

.....

What I do is this

```
main()
{
int pipeid,handle;

pipeid = appl_init();
handle = wind_create(NAME,x,y,w,h); /* replace with window coords */
wind_set(handle,NAME,"test",0,0); /* this might be the wrong syntax but I
don't have a problem here */
wind_open(handle,x,y,w,h);

....etc...
```

So I can get the title bar to appear and the outline of the window. What I would like to know, Have I missed anything out when setting up the windows as the background in the window is grey (I use a high rez monitor) and not the white which I was expecting.

Any help, tips, general comments most useful

Dave Johnson

D.M.Johnson@uk.ac.newcastle

After openning the window with window_open, you should get a message WM_REDRAW, telling you to draw the content of your window. The AES only draws the frame of the window, and it is your own responsability to fill it with whatever you want. Anyway, as far as I remember, the first parameter of wind_create is not the name of the window but the kind of window you want.

Eric Domenjoud
e-mail: domen@loria.crin.fr

730. Mega ST Real Time Clocks

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-03 16:52:49 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec3175249@orion.laas.fr>
Source record: 49769

What's the accuracy of the real-time clocks that come with Mega STs?
I've noticed that on mine I'm losing a second a day. Is this within
specs? The batteries are fresh.

The real-time clock (ZTime) that I had on my old 1040 ST seemed more
accurate than that.

Any comments?

Maybe my computer is way too fast approaching Einsteinien limits in
its calculations. :-)

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud new owner of a Mega 4 ST.

731. Mega2->Mega4 Upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-03 18:59:26 UTC
From: svrobins@npe.isnet.inmos.co.uk
Message-ID: <138.275aa08e@npe.isnet.inmos.co.uk>
Source record: 49771

Can anyone tell me what I need to upgrade my Mega2 to 4 Megs?. Can I do this by simply plugging/soldering the extra Ram, or do I need to do anything else eg cut/insert links etc.

If anyone has done this job (without an upgrade kit) I'd appreciate any info.

Thanks,

Paul Robins.

732. Re: OVERSCAN.PRG for STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-03 22:15:29 UTC
From: apratt@atari.UUCP
Message-ID: <2762@atari.UUCP>
Source record: 49772

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>To Stefan Hartmann and Carsten Isakovic or anyone who has an answer
>to my question:
>Do you have a version of Overscan that works with the STe? I'm
>interested in the software since I have a multisync. Thanks.

Overscan can't work on an STe because the signals that Overscan uses
are not available outside the display chip. You'd have to go in with a
microscope and some REALLY SMALL tweezers and wire.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

733. Re: Boot Sector Writer

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-04 00:00:17 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <1990Dec4.000227.7143@engage.enet.dec.com>
Source record: 49776

In article <15308@cs.utexas.edu>, psurge@cs.utexas.edu (Troy Carpenter) writes...
>I was looking through my ST internals book, and fond an (X?)BIOS routine to
>write a boot sector on a disk. Now, if anyone read (and hardly anyone replied)
The routine you are referring to, will only create a floppy compatible boot
sector, not a hard disk boot sector.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

734. Re: Mega ST Real Time Clocks

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-04 15:21:13 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <1990Dec4.152308.10711@engage.enet.dec.com>
Source record: 49773

In article <RALPH.90Dec3175249@orion.laas.fr>, ralph@laas.fr (Ralph P. Sobek) writes...
>What's the accuracy of the real-time clocks that come with Mega STs?
>I've noticed that on mine I'm losing a second a day. Is this within
FYI - My Mega clock looses time as well. I wonder if there is an adjustment
for it like ICD has?

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

735. Re: Get OPUS 2.2 Spreadsheet to work

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-04 16:06:33 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <3961@syma.sussex.ac.uk>
Source record: 49784

From article <RALPH.90Nov29144543@orion.laas.fr>, by ralph@laas.fr (Ralph P. Sobek):
> I know that this subject has been discussed before in one of these two
> newsgroups, but I still can't get OPUS to allow me to make charts. I
> have saved the messages concerning OPUS installation, all to no avail!

(etc.)

Apologies, folks. I tried mailing Ralph but the message bounced.

I think the problem doesn't have anything to do with GDOS versions. The simplest thing to try would be to make sure there are the same number of fonts defined in the assign.sys file for each resolution as there are printer fonts. Also, the last four characters of each filename in each resolution should match the last four in a printer filename. Below is Ralph's assign.sys file amended so it should work. I've commented out (using ';') the lines which I suspect are causing problems - assuming the printer files listed are valid Epson printer files.

Here's my beautiful ASSIGN.SYS file that was produced by ASSIGNER.PRG:

```
PATH = C:\FONTS\
01p screen.sys
; IBMHSS10.FNT ; I think you have to choose between IBM & ATR files
; IBMHSS14.FNT ; If you keep these, comment out the 10 & 14 ATRs
; IBMHSS18.FNT
; IBMHSS36.FNT
ATRHSS10.FNT
ATRHSS14.FNT
; ATRHSS18.FNT
; ATRHSS36.FNT
02p screen.sys ; I don't think Opus runs in Low-res, so these are
; IBMHSS10.FNT ; all probably redundant
; IBMHSS14.FNT
; IBMHSS18.FNT
; IBMHSS36.FNT
ATRHSS10.FNT
ATRHSS14.FNT
; ATRHSS18.FNT
; ATRHSS36.FNT
03p screen.sys
; IBMHSS10.FNT
; IBMHSS14.FNT
ATRHSS10.FNT
ATRHSS14.FNT
04p screen.sys
; IBMHSS10.FNT
```

```
; IBMHSS14.FNT
ATRHSS10.FNT
ATRHSS14.FNT
21 FX80.sys
EPSHSS10.FNT ; If you had more fonts here, you could have more
EPSHSS14.FNT ; screen fonts
31r META.SYS
```

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma BITNET: grahamt%syma.sussex.ac.uk@UKACRL
INTERNET: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt%syma.sussex@ukc.uucp PHONE: +44 273 686758 FAX: [..] 685865

736. Colour stepping algorithms ?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-04 17:45:17 UTC
From: jamie@defoe.enet.dec.com
Message-ID: <1990Dec4.174144@defoe.enet.dec.com>
Source record: 49774

Something that's probably been covered before, but here goes... sorry if this is just so much repetition...

I want to step through the entire colour range, from darkest ($000) to lightest ($777). Does
anyone have a routine (preferably assembler, but I'd be happy with anything!) that does this ? Alternatively, does anyone have any suggestions as to how this can be calculated short of building up a table by hand ?

Cheers,

Jamie.

737. Re: Multisync monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-04 17:55:54 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec04.175554.22304@ecst.csuchico.edu>
Source record: 49775

mccann@rbdc (Mike McCann) writes:

- Get a 1304, if you want a Sony; the difference isn't all that much,
- to get the latest n' greatest.

I don't think 1304 will work on an ST. It doesn't sync low enough.
I also don't think it can receive an analog signal. If I'm wrong,
please correct me.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

738. Desk Accs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-04 19:16:55 UTC
From: schultzd@kira.uucp
Message-ID: <1990Dec4.191655.24027@msuinfo.cl.msu.edu>
Source record: 49777

This has probably been hashed out quite a few times, so please respond via e-mail. If the problem interests you, send me mail and I'll forward solutions I receive.

Here it goes:

I will be using SOZOBON. I want to make a desktop accessory that can call a program.
1.) Is it possible to call a program from a desktop acc?

I have never programmed on an ST before, but have been reading c.s.a.st.tech & c.s.a.st for over a year. I have a VERY ROUGH idea. I think I need to use a resource file for the box that will get all the options for the called program. I am not sure how to
2.) How do I get C code to utilize a resource file?

I would guess that is all for now. My goal is to write a desktop acc to call Sozobon. That way, I don't have to leave my text editor to compile.

Of course, I'll GIVE IT AWAY if it works!
--
----- David W. Schultz -----
----- uunet!frith!schultzd -----
----- Work Phone: (517)-353-8891 -----
-- "Since my opinions are mine, I won't tell you who I work for." --

739. status bars/non-scrolling text fields

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-04 20:35:51 UTC
From: limsico@earthquake.Berkeley.EDU
Message-ID: <1990Dec4.203551.4964@agate.berkeley.edu>
Source record: 49778

Does anyone know how to create a status bar such as those in text viewers and term programs? You know, a non-scrollable text field? I think it's possible to do it with Setscreen(), but I haven't had any success with it. Can anyone send me a sample source code?

Thanks!

Carl Limsico
limsico@ocf.Berkeley.EDU

740. Should I buy this Atari ST1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-04 22:03:48 UTC
From: dlau@sdcc13.ucsd.edu
Message-ID: <14706@sdcc6.ucsd.edu>
Source record: 49785

I've been in the IBM world for about 6 years (I say that to
show my ignorance of Atari STs) and I'm considering buying
a 1040 ST. The deal I've got is:

Atari 1040ST, Monochrome monitor, Magic Sac, Transformer
(or is it Translator? ... it works in conjunction with Magic Sac??),
and some other software, in trade for $150 + Mitsubishi MR535 (new)
+ 3 boxes of Verbatim disks + 6 6-outlet surge protectors.

I don't necessarily need to get the Atari right away, but this
deal won't wait for me. As a programmer, it's very possible
that I'll need to upgrade the memory, and I believe the STe
lets you upgrade to 4 megs within the base system. I may also
need more than 512 colors on the screen, but again, this
is way down the road. However, if this is an amazing deal, I
certainly wouldn't want to pass it up.

My question is, does this seem like too good a deal to pass up,
or is it old enough that I'm better off keeping my new harddisk,
$150, etc.,? In other words, how good a deal is this? Should I
wait for the new stuff? Is Atari going to orphan the ST soon?

Thanks for any input. Sal

741. Talon Omniswitch :^(

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-05 00:01:09 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec05.000109.24767@ecst.csuchico.edu>
Source record: 49783

What a piece of garbage! I got my second Omniswitch today because the first one was defective.

The first one wouldn't sync (with my NEC 3D) in monochrome at all. There were a couple of "screens" on top of each other on the right side of the screen. It will only sync in the 60Hz color modes after the monitor has been off for a while. It works fine in 50Hz (when I run a program to change the scan rate).

The second one is worse. I KNEW it wasn't going to work. I get NO monochrome image. It's like the monitor is off. The color image seems to not have the red line connected. The whites are a light-blue and there is never any red on the screen.

On top of it, the tech at Talon (the manufacturer -- if you want to call it that :^(-- of the Omniswitch) is only there from 10am to 1pm. He probably takes a 3 hour lunch from 10am to 1pm too. This really sucks big time.

Hope your day has been better than mine.

(If anyone would be willing to make a switchbox to connect my ST to the NEC 3D, I would very grateful. I don't need the audio, just the video. What's your price?)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

742. Re: Desk Accs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-05 00:07:23 UTC
From: rosenkra@convex.com
Message-ID: <109842@convex.convex.com>
Source record: 49789

In article <1990Dec4.191655.24027@msuinfo.cl.msu.edu> schultzd@kira.uucp (David Schultz) writes:
>I will be using SOZOBON. I want to make a desktop accessory that can
>call a program.
[...]
> That way, I don't have to leave my text editor to
>compile.

if u used microemacs (3.9i or later?) u would not have to leave your editor. since both soz and emacs come with source, u could hack up a system to point yer editor to the offending lines on errors, as well. i think emacs may do this with MWC now, but i don't use that compiler. the spell.cmd command file for emacs may give u some ideas, too.

the gulam shell has emacs built-in as well, and can be "backgrounded".

>Of course, I'll GIVE IT AWAY if it works!

that's the spirit! make sure u give away source, too...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

743. PC emulators with VGA support.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-05 02:02:05 UTC
From: robertl@alpha.la.locus.com
Message-ID: <20285@oolong.la.locus.com>
Source record: 49779

I was wondering if there are any PC emulator products that
support VGA video modes that are currently out or will
soon be released.

I need the abilty to run PC/VGA software in a few months and
would prefer not to have to buy a PC to run one program.

Thanks,
Robert Lee
robertl@locus.com

744. OPUS 2.2

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-05 04:55:25 UTC
From: archbold@bluemoon.uucp
Message-ID: <3uwoT1w163w@bluemoon.uucp>
Source record: 49780

I know OPUS spreadsheet has probably been discussed here on numerous occasions, but I got some problems and there might be people out there willing to help

Problem is this: At first, I created my assign.sys file and used regular screen fonts for the printer. FontWid would bomb on me because for some strange reason FatSpeed would screw it up.

After I wouldn't run FatSpeed everything would go OK, and when I tried to print a chart, Opus would tell me that there are differences in font widths and I should report it. It wouldn't do the chart afterwards.

Today my bro got some (supposedly) real printer fonts with matching screen fonts. I was able to load the supposed printer fonts with GEMFED, so I don't really know what the difference is (?). Anyway, when trying to print a chart, the same thing would happen (Opus would tell me that the opus.wid contains names of files which are not width compatible.

Has anybody had this problem? How do you solve it? I tried AmcGdos, GdosPlus, and good'ol GDOS 1.2...

If more info is needed to determine how to solve the problem, I'll provide it.

replies to:
osu-cis!n8emr!bluemoon!archbold
archbold@bluemoon.uucp

745. Re: OVERSCAN.PRG for STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-05 09:22:53 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.90Dec5092253@ghiggins.hpl.hp.com>
Source record: 49786

```
++ Overscan can't work on an STe because the signals that Overscan uses
++ are not available outside the display chip. You'd have to go in with a
++ microscope and some REALLY SMALL tweezers and wire.

I wouldn't underestimate the ingenuity of German engineering, ceramic is
pretty transparent to RF! :-)

Cheers

Graham
======

----------------------------------------------------------------------
Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |
----------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
----------------------------------------------------------------------
```

746. Re: Memory deallocation after TSR

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-05 09:22:53 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5208@brahma.cs.hw.ac.uk>
Source record: 49788

In article <8381@star.cs.vu.nl> rfschaa@cs.vu.nl (Schaaf R F) writes:
>
> I have a problem: I have written a device driver for some virtual
>device. It performs some initialisations, then quits by using the
>gemdos(49) call (TSR). After a while, when I don't need the driver
>anymore I would like to free the memory used up by the driver and
>give it back for general use. Is there any way this can be done?

I have had a go at doing this too. I don't think it's possible without tinkering with the OS pool entries. That of course would be a highly undocumented thing to do and would result in Allan Pratt slapping your wrists heavily.

What I want to write is a temporary RAM disk for use under Gulam.
That way I could have a RAM disk while compiling a C program but throw it away afterwards leaving more memory for the compiled application to play with. Pure joy! Pure fantasy?

I tried some really weird things like re-executing the TSR using Pexec #4 in the hope that a Pterm instead of Ptermres would blow it away on the second run. Another good try was for the TSR to Mfree it's own basepage. The results were either no effect or bomb outs.

Come on Allan, help us out on this one.

> Richard Schaaf
> rfschaa@cs.vu.nl

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

747. Re: Boot Sector Writer

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-05 10:16:35 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec5.101635.25397@actrix.gen.nz>
Source record: 49781

In article <1990Dec4.000227.7143@engage.enet.dec.com>
wallace@ynotme.enet.dec.com (Ray Wallace) writes:
>
> In article <15308@cs.utexas.edu>, psurge@cs.utexas.edu (Troy
Carpenter) writes...
> >I was looking through my ST internals book, and fond an (X?)BIOS
routine to
> >write a boot sector on a disk. Now, if anyone read (and hardly
anyone replied)
> The routine you are referring to, will only create a floppy compatible
boot
> sector, not a hard disk boot sector.
>
> ---
> Ray Wallace
> (INTERNET,UUCP) wallace@oldtmr.enet.dec.com
> (UUCP) ...!decwrl!oldtmr.enet!wallace
> (INTERNET) wallace%oldtmr.enet@decwrl.dec.com
> ---
There are the Supra Hard Disk Utils that will let you do this
there are A set of the Old PD ones on Genie, also is it not
posible to just reinstall the Booter, I use ICD Utills, and run
there from a Floppy, and just select the Boot option, this installs
the code into the boot sector and the Driver onto the hard disk.
The Supra Utils lets you Read and Write Sectors, plus make the
Boot Sector executable, there is also a util that will backup
boot sectors,partitions, etc. Mirror2 are some thing like that.

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

748. Re: OPUS 2.2

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-05 10:24:05 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Dec5.102405.1@simvax.labmed.umn.edu>
Source record: 49643

With regard to Opus 2.2 ...

There appears to have been a problem in the GDOS font definitions for the Courier (aka 'typewriter') fonts. Evidently the font descriptor indicates it is a 9-point font, while the font title indicates is is a 10-point font. Two fixes were suggested: (1) modify the font file using a hex editor or (2) removing mention of the Typerwriter font style from ASSIGN.SYS. I chose the latter, and the font-width program supplied with Opus had no problems since.

(The GDOS fonts I have were probably from WordUp ... I have the original Atari release via the Toolbox for Personal Pascal, and have had DEGAS Elite and other sorts of GDOS fonts and drivers from various software packages since, so I no longer can be sure where the fonts are from...)

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

749. Re: 1040STe's...500.00!! MADE A BOO BOO

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-05 11:23:25 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec5122325@orion.laas.fr>
Source record: 49782

IS THIS REALLY A TECHNICAL PROBLEM? I don't think so! Next time try
the non-TECH newsgroup, please.

Cheers to all,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

750. Re: HDX 3.01

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-05 11:54:28 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <90339.135428GERLOFF@DB0TUI11.BITNET>
Source record: 49787

In article <RALPH.90Nov29123503@orion.laas.fr>, ralph@laas.fr (Ralph P. Sobek) says:
>
>I have an old SH 204 hard drive which uses AHDI version 1. Would it
>be advisable to replace my old AHDI.PRG with the new version? Atari's
>documentation (readme.1st) only seems to reference megafiles, which
>mine is *not*. Do I have to reinstall the the drive? I would prefer
>*not* to reformat the drive! I am willing to upgrade if the new AHDI
>is more reliable; it *is* bigger!
>

Hello Ralph!

You can use AHDI 3.01 with your SH 204, but you must reinstall the drive.
I would advise you to do this, because the old HDX versions can't detect
bad blocks on the drive correct. Another advantage from AHDI 3.01 is, that
you can use more than four partitions on one drive and that the partitions
can be bigger than 16MB. So you can use your 20MB completely for C:.

For installing the new AHDI you must use HDX for reformating and partitioning
your drive. The wincap-file for my HDX knows the SH204. If your copy doesn't
know it try SH205 or MEHAFILE 20 instead. After that procedure you can
install the new driver with HINSTALL.PRG so that AHDI can be booted from HD.

Greetings, Olaf

751. Re: Boot Sector Writer

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-05 15:06:00 UTC
From: woju@mist.sub.org
Message-ID: <A0ax6vbm@mist.sub.org>
Source record: 49644

In <15308@cs.utexas.edu>, Troy Carpenter writes:
-<my last post about my boot sector on the HD crashed and I wanted a program to
-<rewrite my boot sector.
-<

You should use the SED from Claus Brod from his Book 'Scheibenkleister'
With it your harddisk will follow your Steps :-)

-<What I want to know is is it possible to write a program (hopefully in Personal
-<pascal because that is the only language I have on floppy, my Sozobon C was on
-<the hard disk!!) that will ask for sizes and the like and pass all the
-<appropriate parameters to this routine. (Ok, I know that can be done) BUT,
-<will I get a boot sector on my Hard Drive, or does this routine only work on
-<floppy disks.

this XBIOS Routine only accesses Floppy-Disks .....

-<But I need to know for my Hard Disk (20megs, 4 partitions).

You should get a copy of Claus Brods 'Scheibenkleister' hopefully translated
into your Language, it is writte in german :-) Or an simalar english book,
there should be some ...

--
Bye,...
Don't trust your eyes. It's just an imagination of your brain !

woju@mist.sub.org
woju@image.in-berlin.de
woju@neon.in-berlin.de

(c) by Wolfgang Jung, Berlin (date look at header !!)

752. Re: Desk Accs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-05 17:13:30 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec5181330@orion.laas.fr>
Source record: 49790

Have you ever heard of gulam? In it you call `ue' to edit, ^Z
(control-Z) to suspend while you call sozobon. Problem, then `fg' to
foreground the editor. And the loop is finished.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

753. Disk Drive Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-05 18:14:34 UTC
From: mcli@joker
Message-ID: <10805@ur-cc.UUCP>
Source record: 49642

Hello everyone,

I have a 1040ST with an internal double sided drive which seems to have an interesting problem. One day, I found out that it couldn't read any of my disks except for a couple. So, I downloaded some utilities to my hard drive and did some tests using disktbox. First, I would put a disk into the drive and double-click on the drive A icon. this would get me a dialog box saying that the drive isn't accessible. then, I would use disktbox and read the boot sector of the disk, and it would read fine, then I exited and double-clicked on the drive icon, and I would be able to get a directory of the drive and the files on it were ok! However, running a scan a few times on the disk would display bad sectors inconsistently.

So, I ran a drive speed program to see what the speed of the drive is. It was something like 304.56rpm. As I recall, the speed should be around 300rpm. Could this be my problem?

If the only solution is to replace the drive, I would like to find out which drive mechanisms work the best, and where to get them. Are there any other solutions?

Please email to me, and I will summarize if there is any interest.

Thanks,

Maurice

* ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * **
BITNET : MCLI_SS@UORDBV \/
UUCP : ...rochester!uhura!mcli >--< ======================
Internet: mcli@joker.optics.rochester.edu /\

754. Disk drive problem reply bounced

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-05 23:36:25 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec05.233625.2672@ecst.csuchico.edu>
Source record: 49641

I should have known an address like this one wasn't going to work.
Since the e-mail went boing-boing, I'll post it here.

Date: Wed, 5 Dec 90 15:23:58 pst
Return-Path: <MAILER-DAEMON@cscihp.ecst.csuchico.edu>
Subject: Returned mail: Host unknown
To: ekrimen@cscihp.ecst.csuchico.edu

----- Transcript of session follows -----
550 mcli@joker... Host unknown

----- Unsent message follows -----
Received: by cscihp.ecst.csuchico.edu
(15.11/15.6.R1) id AA09343; Wed, 5 Dec 90 15:23:58 pst
Date: Wed, 5 Dec 90 15:23:58 pst
From: Ed Krimen <ekrimen@cscihp.ecst.csuchico.edu>
Return-Path: <ekrimen@cscihp.ecst.csuchico.edu>
To: mcli@joker
Subject: Re: Disk Drive Problem
Newsgroups: comp.sys.atari.st.tech
In-Reply-To: <10805@ur-cc.UUCP>
Organization: California State University, Chico
Cc:

- So, I ran a drive speed program to see what the speed of the drive
- is. It was something like 304.56rpm. As I recall, the speed
- should be around 300rpm. Could this be my problem?

This could be your problem.

- If the only solution is to replace the drive, I would like to find
- out which drive mechanisms work the best, and where to get them.
- Are there any other solutions?

I've never looked at a floppy drive mech that well, but I hear that
there should be a pot on some that allow you to adjust the speed of
the drive. Try this first. (Also, if possible, try the disks on
another ST.) Ask the net for info about adjusting the drive speed.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

755. Re: Mega2->Mega4 Upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-06 04:57:24 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <39913@ucbvax.BERKELEY.EDU>
Source record: 49650

Apparently some Mega 2s were made w/o space on the mother board
for a extra 2 megs (most were) If you have the holes just add sockets
and (and 3 resitors, probably 68 ohm[some already have the resistors \
))

Otherwise you need a clever soldering iron or a 3rd party board.

On an unrelated note, I'd like everone to send me the plans on how to
hook up a IBM mouse to an atari. I have a PS/2 mouse, however any detailed plans on how to hook up
either the bus or serial mouse to an Atari would be very apprciated

Thanks
a bus or serial mouse to an ST would be greatly apprciated.
Emerson@stat.berk.eduB

756. Re: Help Wanted: Chicken & Egg Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-06 10:38:59 UTC
From: J.D.Coleman@newcastle.ac.uk
Message-ID: <1990Dec6.103859.12817@newcastle.ac.uk>
Source record: 49649
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Or, am I way off base -- I dunno (AAARGH!). What we do have
> is the PD version of uniterm. And a host machine (obviously).
> Therefore we can get some code from the net, but we don't have
> 'uudecode', 'compress' and/or other UNIX-type stuff you people must
> have.

> And that's the chicken & egg problem we are trying to resolve.

Would it be an idea if there was a 'starter pack' available on an FTP site
(e.g. Atari.Archive)? This could consist of uudecode / arc / lharc / zoo
etc. and be in the form of a self-unpacking archive. Thus, when this was
downloaded, the 'chicken & egg' situation would be resolved.

If there is any interest, I'll make one up and upload it.

+--------------------------+---+
| Julian Coleman | J.D.Coleman@newcastle.ac.uk |
+--------------------------+---+
| Department of Surveying, University of Newcastle upon Tyne |
| Newcastle upon Tyne, NE1 7RU, England. +44 91 222 6739 |
+---+

| "Is it safe?" |
| "Oh yes, *it's* perfectly safe, it's just *us* who are in trouble!" |
| Hitch Hikers' Guide To The Galaxy - Douglas Adams |
+---+

757. Re: Disk Drive Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-06 15:22:08 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <1990Dec6.152509.24830@engage.enet.dec.com>
Source record: 49645

In article <10805@ur-cc.UUCP>, mcli@joker (Maurice Ling) writes...
>So, I ran a drive speed program to see what the speed of the drive is.
>It was something like 304.56rpm. As I recall, the speed should be
>around 300rpm. Could this be my problem?
Could be.

>If the only solution is to replace the drive, I would like to find out
Some drives have a small potentiometer inside for adjusting the speed.
While the rpm program is running, adjust the screw until the program says 300
RPM.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

758. Re: Memory deallocation after TSR

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-06 16:55:14 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <27629@cs.yale.edu>
Source record: 49646

In article <5208@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>What I want to write is a temporary RAM disk for use under Gulam.
>That way I could have a RAM disk while compiling a C program but throw it
>away afterwards leaving more memory for the compiled application to play
>with. Pure joy! Pure fantasy?

I wrote such a ramdisk some time ago and use it regularly. The ramdisk program consists of two parts: a small resident driver and a configuration program which allocates and frees memory for the ramdisk. To keep the memory from disappearing when the configuration program exits, I change the current process pointer (a documented system variable in low memory) to another value before doing the Malloc and restore it to its old value immediately after. (I think I set it to the basepage of the driver program, but I might be using the basepage of the desktop or some other process that isn't likely to go away.) This causes Gemdos to think the allocated memory "belongs" to the driver instead of to the configuration program and hence it won't be freed automatically when the configuration program terminates.

This method of allocating persistent memory works under TOS 1.4. However, I don't think it is officially approved for the user to write to the current process pointer, so this scheme probably isn't guaranteed to work under future versions of TOS. (I also don't recall whether or not it works under older versions of TOS.) Unfortunately, I don't know of any way that IS officially sanctioned to allocate and free resident memory.

I should point out that another problem one faces is memory fragmentation. Memory is allocated and freed in blocks. If one allocates blocks A, B, C in that order and then frees block B, there will be a "hole" in memory between blocks A and C. Free memory has now been split into two pieces, the hole and the rest of memory after block C. Whether or not the memory in the hole is useful depends on how big it is and how large the blocks are that are needed in the future.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

759. Re: Memory deallocation after TSR

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-06 19:48:36 UTC
From: apratt@atari.UUCP
Message-ID: <2767@atari.UUCP>
Source record: 49647

neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <8381@star.cs.vu.nl> rfschaa@cs.vu.nl (Schaaf R F) writes:
>>... quits by using the gemdos(49) call (TSR).
>>... I would like to free the memory used up by the driver ...

>I have had a go at doing this too. I don't think it's possible without
>tinkering with the OS pool entries. That of course would be a highly
>undocumented thing to do and would result in Allan Pratt slapping your
>wrists heavily.
> [...]
>Come on Allan, help us out on this one.

You lose. You can't Terminate and Stay Resident, then not Stay Resident.
There is no help to give: you asked to stay resident, and you got it.
You'll have to look at some other approach.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

760. Memory Upgrades...

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-06 21:01:24 UTC
From: vanleejf@udcps3.cps.udayton.edu
Message-ID: <1990Dec6.210124.4977@udcps3.cps.udayton.edu>
Source record: 49648

In a very fruitless search for memory upgrades for my brother's old style 520ST, I come to this group for help. He wants to go from the 512K (standard) up to 1024K. Using upgrade boards, about the cheapest either of us has found it is $260 (including installation). Since all he will ever want to go up to is 1024K, so do you know of anyone who still does the upgrades by piggybacking the chips? I know that before the advent of all of these memory upgrades, that's how it was done, but none of the locals will do it anymore. Does anyone know of someplace that will do it?

Thanks!
Jim
--
"We didn't start the fire, / ___/_ Jim Van Leeuwen
it was always burning / / / \ The University of Dayton
since the world's been /___/__/ / Bitnet: VANLEEJF@DAYTON GEnie: JVAN
turning..." --Billy Joel /______/ Internet: vanleejf@udcps3.cps.udayton.edu

761. Re: Desk Accs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-07 11:32:27 UTC
From: jvt@its.bt.co.uk
Message-ID: <N}B^1`@uzi-9mm.fulcrum.bt.co.uk>
Source record: 49651

I am very interesed in this as I am about to go through a similar
exercise for different reasons.

>I would guess that is all for now. My goal is to write a desktop acc
>to call Sozobon. That way, I don't have to leave my text editor to
>compile.

I don't leave mine now. I use MUPFEL as a shell and elvis as the
editor. The sequence :!make is all I need to compile.
You could do it with GULAM also by temporary leaving the editor with
^Z then typing whatever you want at the command prompt. fg will
return you to your edit.

John
--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

762. Re: HDX 3.01

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-07 22:06:12 UTC
From: apratt@atari.UUCP
Message-ID: <2768@atari.UUCP>
Source record: 49652

>In article <RALPH.90Nov29123503@orion.laas.fr>, ralph@laas.fr (Ralph P. Sobek)
>says:
>>I have an old SH 204 hard drive which uses AHDI version 1. Would it
>>be advisable to replace my old AHDI.PRG with the new version?

GERLOFF@tubvm.cs.tu-berlin.de (Olaf Gerloff) writes:
>You can use AHDI 3.01 with your SH 204, but you must reinstall the drive.
>I would advise you to do this, because the old HDX versions can't detect
>bad blocks on the drive correct. Another advantage from AHDI 3.01 is, that
>you can use more than four partitions on one drive and that the partitions
>can be bigger than 16MB. So you can use your 20MB completely for C:.

You don't have to re-format or re-partition the drive to take advantage
of the new driver. You do have to run HINSTALL from the new
distribution: it will re-write the root and boot sectors in addition to
copying the new driver to the disk.

On the other hand, you do get some advantages when you reformat with 3.01.
As Olaf said, you can have partitions greater than 16MB, and more than four
per drive, but in addition you get better bad-sector tracking. Besides,
isn't it time for a full backup anyway? :-)

By the way, 3.01 won't let you repartition an old-format drive without
reformatting. Just so you know.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

763. Re: Memory deallocation after TSR

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-07 22:19:46 UTC
From: apratt@atari.UUCP
Message-ID: <2769@atari.UUCP>
Source record: 49653

fischer-michael@cs.yale.edu (Michael Fischer) writes:
>... I change the current process pointer ...

BOGON ALERT! This is NOT approved and should NOT be used and will NOT
work in the future and all sorts of bad things! Please don't do this!
And CERTAINLY don't make anything that does it available for general use.
You are a VERY BAD BOY for doing this. That variable is only to be used
in really strange cases that real people shouldn't come up against,
and moreover it is stated in the documentation that you can only read
it, not write it.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

764. printer output w/ sozobon c

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-08 16:11:59 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <1990Dec8.161159.15163@ux1.cso.uiuc.edu>
Source record: 49654

Bcould someone post or mail me a "hello world" type program that will
send it's output to the printer? Most of what I want to do involves sending codes to the printer, and I can't get _anything_ out to it.
The bios call doesn't seem t work, likewise the gemdos call and
sending output to stdprn.

thanks

B

--
---
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.
---

765. New HDX version?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-08 16:59:53 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1990Dec8.125953.7493@umiami.ir.miami.edu>
Source record: 49656

Does anyone know what the LATEST version of the Atari Hard Drive Software is?
I purchased my Megafile 30 last year and it had HDX 3.01. Have there been
any updates that are worth taking notice?

Thanks

Mark Santora

766. Re: Nec 1401PC3A Multisync, will it work?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-08 17:33:20 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec8.173320.15109@santra.uucp>
Source record: 49655
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm sure, that every multisync monitor can work with ST.
I have the NEC 3D, and I see no reason why xD (x>3) wouldn't work.
About 2A, I have a cable to connect ST to NEC 2A, I don't need it.
It is made by LINDY, I have bought it from Germany. But it is quite
easy to make a cable for a monitor, IF you have the pin assignments
(can be found from manuals), IF you can get the proper connectors
(ST's 13-pin round is a problem, cut from old cable).

*** jartsu@otax.hut.fi / s37837k@saha.hut.fi ***
*** Jari Lehto ***

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

767. Environmental variables.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-08 22:19:52 UTC
From: <>
Message-ID: <1990Dec8.221952.13371@cs.utk.edu>
Source record: 49659

I would like to be able to set environmental variables in my shell program
the same way Neodesk does it. I tried using the unix-like execve to
execute programs, giving it the pointer to the environmental strings,
but it didn't work. What's the deal ? Does anybody have an example of
how to do it ? I think there was a discussion on this topic a while
back (3 weeks), but I missed it totally. Please help!
Thanks in advance to all respondents.

-andrew krzywdzinski (andrew@cs.utk.edu)

768. Re: OVERSCAN.PRG for STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-09 17:09:58 UTC
From: adamd@rhi.hi.is
Message-ID: <2518@krafla.rhi.hi.is>
Source record: 49657

In <2297@troll.opal.cs.tu-berlin.de> ki@opal.cs.tu-berlin.de
(Karsten Isakovic) writes:

>On the STe the modified DE-signal resides only *inside* a chip. So there is
>no chance for an STe / TT / MEGA-STe OverScan :-(

I think the german ST technicians are resourceful enough to overcome this one.
Why not just remove the video chip and replace it with a board which provides
same functionality and some extra resolution / colours / etc.
It might take a little longer but it can be done, wait and see.

Adam David. adamd@rhi.hi.is

769. Re: OVERSCAN.PRG for STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-09 19:02:40 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec09.190240.3821@ecst.csuchico.edu>
Source record: 49658

adamd@rhi.hi.is (Adam David) writes:

- Why not just remove the video chip and replace it with a board
- which provides same functionality and some extra resolution /
- colours / etc.

Hmmm, I like that idea!

Just don't charge an arm and a leg. ;^)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

770. Re: Nec 1401PC3A Multisync, will it work?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-09 20:22:49 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Dec09.202249.5122@chinet.chi.il.us>
Source record: 49665
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Dec8.173320.15109@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>I'm sure, that every multisync monitor can work with ST.

I'm afraid not. The ST puts out 70 video fields a second in monochrome mode.
This is outside the specs for the original NEC Multisync, and a lot of other
similar monitors made before IBM introduced VGA. Some of them work anyway,
but it has to be checked directly.
Steve J.

771. The ramdisk EDISK 2.1, a review and guide.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-09 20:58:40 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1990Dec9.205840.1242@watmath.waterloo.edu>
Source record: 49662

How to install EDISK.
An introduction and guide for the novice.

by
Leroy J Dickey

Have you ever tried to copy several files from one floppy to another,
and discovered that you have to pop your floppies in and out of the
disk drive until your arm gets sore?

Would you like this job to go a more smoothly, so that you read all the
files off the floppy drive in one step, and then swap floppies and copy
the files to the new drive? Well, have we got a deal for you. You
need a ram drive. This nice piece of software organizes some of that
abundance of memory you have on your system into something called a RAM
DISK or ram drive. A ram disk works in every way just like a floppy
drive, with two exceptions: (1) it is much faster and (2) it is
volatile (it goes away when you turn you system off). However, it does
not have to go away when you do a "warm boot" by just pressing the
little button on the back of your ST. So what's the catch? Why didn't
the system come set up with one of these wonderful little babies? The
answer is that it uses memory, and you might prefer to use the memory
for running a game or TeX or something else.

I have heard some advanced users express the opinion that
now that they have a hard drive, they no longer need a ram disk.
Maybe they don't, but I do. Not so much for copying floppies as
I used to do, but for fast response when I want to combine several
commands into one, and these commands involve some step in
the middle that requires the use of a temporary file. I want
that file creation and writing to happen quickly, and I want the reading
of the file in the following step to also happen just as quickly.
With a ram disk, I don't have to wait for the physical medium to
respond. I don't have to wait for the little arm with the little head
on it to position itself over a spinning disk, and I don't have to
wait for the disk to spin into position, and so on. Just as the
hard drive is about 10 times faster than the floppy drive,
the ram disk is about that many times faster than the hard drive.

There are a number of ram disk programs around. I think that one language
vendor included the source code for a model ram disk program for
novice programmers to practice with. This means that many beginning
programmers have written their idea of a ram disk program.
However, one of the best ram disks around is EDISK, version 2.1,
by Volker A. Brandt, of the Department of Applied Mathematics in
Bonn, West Germany.

It is, unlike lots of other ram disk programs, small and fast. I think this means that it is written in assmebly language, becuase of its very small size, with fewer than 800 bytes. The size of the resulting ram disk can be configured from 10K to 3900K, it is reset (warm boot) proof, and it is said to work on the 520, the 1040, the Mega ST, the STe. EDISK is free. I got my first copy by e-mail. It is available from the "terminator" archive, "atari.archive.umich.edu", or, if you are a member of KWEST, you can get it from the KWEST library.

I have been using EDISK, version 2.1, on my Mega ST2 for several months now and, as far as I can tell, it works flawlessly.

How to set up EDISK on your system

I know from experience that changing programs in the AUTO folder can be trying, to say the least, and so, for the complete novice, I list steps that will lead to successful installation of a ram disk.

If you already have some experience in this regard, you may be able to read between the lines and see some short cuts, but for the complete beginner, the steps I outline works for me and has worked for others.

- If you already have an AUTO folder,
copy the files in it somewhere else, say to AUTO.OLD
and delete AUTO and all the files in it.

- Make a folder called AUTO.

- Copy EDISK21.PRG and ECONF21.TOS into AUTO.

- Run (double-click on) ECOF21.TOS to configure the EDISK21.PRG file and:
select size (350 is about enough for a single sided floppy).
select a letter for the name of your ram disk (I recommend P).

- Cold boot:
Turn off the power switch for your system.
Turn your system back on.

- A short message about EDISK21 should flash across the screen.

- On the desktop, click once on any drive icon (A will do).
The icon image will change (reverse video).

- Point to the pop-down menu for "Options" and select "Install Disk Drive".
Use your arrow keys to move arround, and
Change the drive letter from A (or whatever it is) to P (the
same as you chose above).
Change the drive label from "Floppy drive" to "RAM DRIVE".
Click on INSTALL.

- An icon for drive P should appear on the desktop.

- Double click on the P icon and get a window for you new ram drive.
If this window appears you have done it. You are the proud owner

of a ram disk.

- Move your icons to the places where you want them to be.

- Put the P: window to where you want it to be.

- Open any other windows you like and position them where you want them.

- Again select the pop-down menu for "Options" to click on "Save Desktop".

- Try a cold boot again, (power off, power on) just to see if
everything is working. This time the window for the Ram Drive should
appear on your screen.

- If so, I recommend copying the AUTO folder and DESKTOP.INF to a
clean floppy and keep this as a backup.

- If you have any files in AUTO.OLD, copy them to AUTO.

- Cold boot agian. If all is working correctly, remove AUTO.OLD.
If not, move back to a stage where everything works.
For instance, copy the directory from your backup floppy, and try some
variation.

- Have fun.

I have not written everything there is to know about EDISK, but it
everything you need to know to get started. After you have used it for
a while, you might want to know how to turn it off. This it is
possible to do, and the documentation that comes with EDISK tells you
how to do it. EDISK has other nice touches. For example one of these
it that it creates the ram disk with a volume identifier. This is not
especially significant most of the time, but if you have a program like
"lc" (yes the famous Waterloo "List Catalog" program has been ported to
the Atari), it shows the volume identifier, before it shows the
directories, followed by the files, and the hidden and system files.

All in all, I give this little gem a very high rating. It does
everything it is supposed to do, and to the best of my knowledge does
not interfere with the running of any other program, with the exception
of the necessary fact of life that it takes up some space.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca
BITNET: ljdickey@watdcs.bitnet

772. Re: The ramdisk EDISK 2.1, a review and guide.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-09 23:06:27 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec09.230627.4743@ecst.csuchico.edu>
Source record: 49664

ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:

- It is available from the "terminator" archive, "atari.archive.umich.edu",

Where?! I looked in utilities, diskutils, misc, unindexed, and
newitems. I even tried edisk*.* in /new.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

773. Multisync -- Panasync

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-09 23:49:56 UTC
From: Yonderboy@cup.portal.com
Message-ID: <36735@cup.portal.com>
Source record: 49660

I saw a message posted here on c.s.a.st.tech that meantioned that a PanaSync monitor does not work with an Atari ST...or cannot be made to work.. Is this correct.. The prices I have seen for these monitors definately seems to be right.....
.....Yonderboy@cup.portal.com

774. Re: Memory Upgrades...

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-10 00:12:24 UTC
From: Yonderboy@cup.portal.com
Message-ID: <36736@cup.portal.com>
Source record: 49661

I'm going to send this fellow a copy of a 520ST to 1Meg upgrade text
file that I have, if anybody else would like it, just E-Mail me...
....Yonderboy@cup.portal.com

775. Re: Multisync -- Panasync

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-10 05:40:22 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec10.054022.6616@ecst.csuchico.edu>
Source record: 49663

In article <36735@cup.portal.com> Yonderboy@cup.portal.com (Christopher Lee Russell) writes:
>I saw a message posted here on c.s.a.st.tech that meantioned that a PanaSync
>monitor does not work with an Atari ST...or cannot be made to work.. Is this
>correct.. The prices I have seen for these monitors definately seems to be
>right.....

Unless someone shows me a Panasync working on an ST or tells me of one working on an ST, I will believe that it does not. It doesn't sync low enough to work in the color modes. This is the 1381. The 1391 may be a different story. I didn't think that it had analog input, which is required for it to work on the ST, but Keith Gerdes mentioned that it's cable can detect digital or analog; I'm not quite sure -- perhaps he can explain it to us. Keith?

BTW, I'm using an NEC 3D.

> ......Yonderboy@cup.portal.com

--
Ed Krimen .....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

776. Reading the timer

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-10 09:54:31 UTC
From: alex@hpgnd.grenoble.hp.com
Message-ID: <17750001@hpgnd.grenoble.hp.com>
Source record: 49666

Hello there,

1)
Does anybody know if there is a way (should I say official ?)
to read the system time of the 520STE that will give a result
more precise than 2 seconds intervals.

The Bios or Xbios call GetTime() only returns hours,minutes, and
seconds divided by 2 (ie from 0 to 30).

I need something much more precise than that. Any idea?

2)
What Xbtimer() xbios call is supposed to do ?

Thanks,

alex.

777. Deskaccs with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-10 12:12:53 UTC
From: waal@cwi.nl
Message-ID: <2666@charon.cwi.nl>
Source record: 49670

Hi there,

Now that I have my Gcc cross compiler up and running on my Sparc station, I would like to compile the sources for a deskaccessory that I wrote. Standard compiling:

gcc -o foo.acc foo.c -lgem

does not seem to work, since my ST then just reboots when it tries to load the accessory. I assume that for accessories I need a different startup module (?). Can anybody tell how to do this (I don't see accessories mentioned at all in the GCC docs).

Disclaimer: Despite of this, GCC is still the greatest thing since sliced bread!

==
Peter de Waal, CWI, P.O. Box 4079, 1009 AB Amsterdam, The Netherlands
Tel: +31 - 20 592 4167. Electronic Mail: waal@cwi.nl
==

778. Re: The ramdisk EDISK 2.1, a review and guide.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-10 13:12:20 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec10141220@orion.laas.fr>
Source record: 49668

I agree wholehearedly with Leroy J Dickey's review and guide. I add that it is based on the famous ETRNL2 By Mr. Franco, but that it has been completely rewritten, debugged, and improved. I had to move up to it when I got my Mega 4 ST.

My only comment is that you have to deconfigure it if you do *not* want a RAM disk! I preferred good ol' ETRNL2's possibility to disable with ALT-something-or-other. Sometimes one just needs all the memory that one can get, and only for a short while. Having to use EKILL.PRG is, to me, cumbersome. Volker A. Brandt, are you listening?

Otherwise, I just love it! Use EDISK 2.1!!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

779. Uniterm (RS232CONF function)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-10 14:54:31 UTC
From: mreiss@ncrcam.Cambridge.NCR.COM
Message-ID: <2221@ncrcam.Cambridge.NCR.COM>
Source record: 49667

I have several macros that og me into several different systems. Until last week everythinig was great. Then I had to get into a system that has a different baud rate and number of data bits. Well I have been making those changes manually as I change between systems. I want to include those in my login macros. According to the documentation that I have, the function that I want to use is RS232CONF. So far so good. DOCs say to see dialer setup for description of the configuration string to supply to RS232CONF. O.K. I found that. The two strings that I want appear to be 10001 and 20101. But I cannot get Uniterm to accept these. I have tried several different formats as follows:

```
rs232conf(10001)
rs232conf('10001')
rs232conf('/10001')
rs232conf(/ 10001)
rs232conf('/ 10001')
```

None of these do anything except abort the macro processor. Can someone tell me the correct format that will make my life a whole lot easier? I hope so.

mike
--
Michael A. Reiss |
| mike
USENET = Mike.Reiss@Cambridge.NCR.COM |

780. 520 ST Memory upgrade.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-10 16:54:42 UTC
From: Yonderboy@cup.portal.com
Message-ID: <36772@cup.portal.com>
Source record: 49672

Well I tried to send this to 2 people and it bounced both times.. So, I'm just going to put it up here... A friend of mine has done this upgrade and it seems to work fine... Do desolder the caps as it meantions:
Atari ST Memory Chips

Jeff Rigby / SOTA Computers
3949 Sawyer Rd. Sarasota, Fl.

The following is a brief overview of the Dynamic Memory used in the ST series of Computers. Provisions were made in the design of the Memory Management Unit for 64K (4164), 256k (41256) and 1meg (411001) chips.

The Memory Management Unit does a variety of jobs in dealing with the memory, all these are transparent to the 68000 MPU. Dynamic Ram is currently the most popular memory used in computers today, it is very inexpensive and reasonably fast. The bad news is that it has to be refreshed every 4ms or it looses it's memory. Refreshing is accomplished by strobeing all the Rows in the multi-plexed memory. In computers without a MMU the MPU looses up to 20% of it's time in just doing refresh. The great news is that Atari designed the ST with no wait states. The MMU does the refresh and Multi-plexing of the dynamic ram and the CPU (68000) is free to do what ever is needed. The MMU can controll two banks of two 8 bit words each. The current method of determining the amount of memory uses an 8 bit byte as it's base. In other words, 8 bits * 256K = 256K bytes of memory. In the ST we have 16 bit words 2*(8bit)* 256K = 512K bytes of memory in one bank using 256K chips; with two banks you have 1 meg (this is the one that will be added).

Using the new one meg chips you have 2*(8bit)* 1meg = 2meg byte per bank. If you are going to upgrade your memory then replacing one of the 512K byte banks of memory with 1 meg chips gives you 2meg plus what you have in the other bank for at least 2.5meg bytes.

41256 4 - CMOS very low power (runs cool)
1 - 1 bit
256 - by 256K

top
|-----|
A8 1 -| |- 16 Vss
Din 2 -| |- 15 CAS/
WE/ 3 -| |- 14 Dout
RAS/ 4 -| |- 13 A6
A0 5 -| |- 12 A3
A2 6 -| |- 11 A4
A1 7 -| |- 10 A5
Vcc 8 -| |- 9 A7

|_____|

A0-A8 Address lines
Din Data in
Dout Data out (on the ST the data in and out are hooked together)
WE/ Write enable when this line is low
RAS/ Row Address Strobe
CAS/ Column Address Strobe
Vss Ground
Vcc 5 volts

Refresh and RAS are accomplished when the RAS line is held low and the proper row address is selected. Refresh requires that all 256 rows be addressed one at a time. The RAS line is held low and a number (base 2) is put on A0-A6, the address bus. This is done 256 times (one for each address).

Writing to Memory is done by:

1) bringing RAS low
2) put the proper address (row address)on A0-A8
3) bring RAS high
4) bringing CAS low
5) put the proper column address on A0-A8
6) bringing CAS high
7) bringing WE low
8) put data on Din
9) bring WE high

Reading Memory is done the same way but use Dout in step 8.

As you can see there is a lot that the MMU has to do, it is running at 16Mhz doing the calculations for the Multi-plexing and other functions, but the Memory it's self can only be addressed at 4 Mhz due to the speed restrictions in CMOS devices.

The chip that is in your ST now is a 41256 dynamic ram memory chip; the one meg chips you may have heard about are still too expensive but they will come down in price soon. When they do you may upgrade your computer to a 2.5meg byte or 4meg byte ram system.

411000 4 - CMOS low power (due to improvements this chip runs 20% faster than 41256)
1 - 1 bit
1000 - by 1000k

top

|-----|
Din 1 -| |- 18 Vss
WE/ 2 -| |- 17 CAS/
RAS/ 3 -| |- 16 Dout
N/C 4 -| |- 15 A9

```
A0 5 -| |- 14 A8
A1 6 -| |- 13 A7
A2 7 -| |- 12 A6
A3 8 -| |- 11 A5
Vcc 9- | |- 10 A4
|_____|
```

If you will notice there is an A9 pin on the DRAM that was not on the 256K chip, this is where it gets the extra address range. The A9 pin on the MMU is not connected to anything in the ST and as you notice the pin configuration of the 1meg chip is nothing like the 256K chip so to upgrade I guess I am going to have to make a PC board to hang on the mother board of the ST. The refresh and addressing of this chip are the same as the 256K chip with the exception that refresh is done on 1000 addresses and the row and column addresses are 1k by 1k.

The ST is one of the best designed personal computers on the market. We hear of all the co-processors in the Amiga but never hear of the co-processors in the ST; there are several of them including several DMA channels. Atari just doesn't blow it's own horn loud enough. Did you know that in all most all tests the ST is faster than the Amiga or the Mac. The memory upgrades to the Amiga slow down the Amiga 12% (refresh is not transparent). Upgradeing the ST is very inexpensive and very expensive on the Amiga or the Mac. Atari went to great expense to make the ST VERY UPGRADEABLE, for our benifit and theirs (they wanted several new improved models to sell later).

I have brought this over un-editted from the arpanet info-st mailing list. I TAKE NO RESPONSIBILITY FOR ITS CONTENT OR ACCURACY. I HAVE NOT TRIED THIS MODIFICATION ON MY OWN ST AS YET. I AM PASSING THIS ALONG TO THOSE WHO DO WISH TO TRY IT. FOLLOW THE DIRECTIONS AT YOUR OWN RISK.
--Dwight McKay (75776,1521)

From: gert@pescadero

WARNING: This is a hardware modification that will void the warranty of your 520ST. If you do not have the appropriate tools or experience you have a substantial chance of ruining your 520ST. Proceed at your own risk! This modification has been in my 520ST without any problems for 6 days now. However, I have (of course) not checked with knowledgable sources at Atari to verify if this modification endangers the long term machine reliability and/or software compatibility (I suspect it may endanger their software compatibility if enough of us do it!)

Tools & components needed :

16 256K * 1 RAM chips, 150 ns access time type, e. g. NEC 41256C-15 (avilable at e. g. Fry's Electronics, Sunnyvale, CA for $2.77 each)

A good quality, preferrably temperature controlled soldering iron, with a minature tip (tip should be narrow enough to avoid touching 2 I. C. pins at the same time) e.g. Weller type soldering station.

Good quality resin core solder (thin).

Approximately 4 foot of wire-wrap wire and a good stripper for it. (you will have to route 3 wires over a sequence if I.C. pins. The easiest way to do this is t have a stripper allowing you to shift the insulation forward over the wire, solder the next point, measure new length, shift over insulation, etc. until the endpoint). The "No Nik" 0.014 (dark green handle) wire wrap stripper is the best tool for this. Available e.g. at Jensen tools, Phoenix, AZ (602) 968-6231 catalog no. H4B305.

Desoldering wick and solder suction tool.

Philips type screwdriver (for opening your ST), tweezers, pliers, etc.

A steady hand and self-confidence.

Explaination of the modification :

(Please read the rest of this document before starting. It may save you time and an 520ST)

The current memor inside the 520ST consists of 16 256K*1 RAM chips. Address (A0..A8) lines are common to all those chips. The Write Enable line is also common to all chips. Data (in and out) lines are of course individual. The RAS (row-address strobe) line is common to all chips. The 8 chips forming the high order byte group have one common CAS line, and the 8 forming the low order byte group have one common CAS line (CAS is used as enable for write operations, such that Write Enable can be common to both groups). The high order group from MSB to LSB consists of U45, 44, 43, 42, 38, 34, 33, 32. The low order group of U30, 29, 28, 25, 24, 28, 27, 26. Note that all chips are adjacent, though the numbering has gaps. RAS0, CAS0H, and CAS0L are supplied from U1 pin 8,6 and 7 respectively (the 0 indicates bank 0).

Bank 1 that you are going to build in will be "piggy-backed" on top of the current chips, where all pins of the new chips EXCEPT RAS (pin 4) and CAS (pin 15) are soldered to the old chips equivalent pins. Thus they will end up sharing addresses, data, Write Enable and power and ground with the existing chips.

All RAS pins of the new chips are wired together and will be supplied with the "RAS1" signal generated on pin 18 of U15 (the memory controller, marked 3H-2119C or so). The CAS pins of the 8 new high order byte chips (on top of U45..U32) are wired together and supplied from the "CAS1H" signal generated on pin 22 of U15. Analogously, the CAS pins of the new U30 to U16 are wired together and supplied with "CAS1L" from pin 21 of U15.

How to go about it:

Step 1: Open up your 520ST, pull off the keyboard connector and remove the main circuit card from its top and bottom shielding. Make sure to remember which screws go where and note the keyboard connector orientation.

Step 2: Desolder all of the capacitors adjacent to the existing RAM chips. (DO NOT SKIP THIS STEP. You'll lose time if you do, and worse, the modification will not be reliable since you can't solder pins obstructed by the capacitors reliably (if at all)). To desolder them, I found it easiest to heat the island on the non-component side, and bend the wires straight. After

doing that on each capacitor, turn over to the component side and heat the islands while pulling the capacitor out with the tweezers.

Step 3: Open up the holes of all the desoldered capacitors, using a combination of de-soldering wick and suction tool. Do this from the non-component side. If certain holes are difficult to open up, you may want to use a wood splinter. (push it through while heating). Be carefull to remove all solder debris!! THE REASON for opening the holes NOW is that they will be less accessible once you've done the other steps! Patience is a virtue.

(NOTE: Step 2 & 3 are the only ones that may damage your ST PC board. Be sure not to use excessive force while pullling out the capacitors. If you damage your PC board anyway, cure the problem now and not later).

Step 4: In this step we will piggyback the new RAM's on top of the old ones. Be sure to connect all pins except pin 4 (RAS) and 15 (CAS). The best way to go about this is to do chip by chip. First, bend the pins of the new RAM's such that hey are perpendicular to the package (instead of having slightly spread "cowboy legs"). Use pliers to bend pin 4 and 15 suchthat it comes out of the I.C. package horizontal, and cut off the excess length of pins 4 and 15 (I mean part of the pin, you still need to be able to solder to it!). Make sure that the new RAM fits snugly on top of the old one (in the same orientation!!!), without intervening space and with the new pins touching the old ones. Now solder each pin (except the non-touching 4 and 15) to the other RAM's. The best way to do this with the least chance of damage is to touch both the new RAM's pin and the old RAM's pin. Heat them both for a second and add A LITTLE solder then. Wait till the solder flows. After each I.C., check all pins carefully to assure a good connection (use a magnifying glass). NOTE: This step is crucial for the long term reliability of the memory extension. A badly soldered joint may show up later as sporadic memory errors. TAKE YOUR TIME.

(NOTE: until step 6 is finished, do not in any way apply power to your ST. This intermediate state of affairs will damage your memory chips!!)

Step 5: Remount all the desoldered capacitors. Bend the pins like they were before resoldering, such that they will not touch the lower shielding. Solder from the non-component side.

Step 6: In this step you will route the 3 wires mentioned earlier. The first wire connects pin 4 (RAS) of all the new RAM's to pin 18 of U15. The second wire connects pin 15 (CAS) of the new U45 to U32 to 22 (CAS1H) of U15. The third wire connects pin 15 (CAS) of the new U30 to U16 to pin 21 of U15. The best way to do this is to use the stripper to remove 5 inches of insulation. Solder the first IC pin to the end of the blank wire, measure the distance to the next pin in sequence and shift over that amount of insulation. Continue in this fashion until all the pins in sequence are done. Work from U45 to the left, soldering directly to the leftover pins on the new chips. Make sure that no wire or solder sticks out above the the top plane of the new chips, since they will almost touch the top shielding! Route the wires through the PC board hole below and to the left of U15 to connect to U15 on the non component side.

Step 7: Sit back. Use Brain. Do you feel confident about the quality of your work? No mistakes? Check evrything once again if you are but a little uncertain. Applying power with errors might make your ST into a decorative, nonfunctional piece of art. OK. Either rebuild your ST into its shielding and cabinet, or put it onto a surface clear of wires and solder debris and connect it to monitor, disk and supply. Boot it.

It it boots, you're probably there. Test if the new memory works by looking at the phystop variable ($42E) with SID if you have the developer stuff. It should read $100000 (1M hex). Also note that memcntlr ($424) now holds 5 instead of 4, and that v_bas_ad ($44E) now holds $F80000 (screen bitmap origin). If you don't have the developer stuff, try a single drive copy and check that you get the whole disk in one buffer instead of two.

If the new memory does not seem to exist, use SID to deposit and retrieve words on locations $80000 and up (1/2 Meg hex). If bit errors occur, the ST bootROM did not detect the extension (it checks all bits of 512 locations by testing a psuedo random sequence, before accepting a memory bank). Try to pin point the faulty chip(s) and remove the error.

If it doesn't boot, you're in trouble. I'm sorry. It is difficult to give hints on what to do here. So many possibilities. Desoldering the new chips probably won't work (if the old ones were functional, the ST would still boot). Check for hidden shorts on the RAM pins. May also be that you have a flaky new pin connection.

That's all there is...

PLEASE REMEMBER THAT I HAVE NOT TRIED THIS AND I AM SIMPLY PASSING THIS ALONG FOR THOSE WHO WOULD LIKE TO TRY DOING THIS.

--Dwight McKay (75776,1521)

A forwarding note...

Well, there you have it. What I found in my ST was a revision H mother board. On this particular board are the provisions for two 68 ohm resistors that are installed in series with the CAS1H and CAS1L lines (R136, R137). There was also a spot where a connector could be installed that would route the 3 new control lines to the extra memory. Obviously, someone at Atari was thinking of a memory mod for this machine. Other than that, the instructions are correct. Believe the guy when he says to remove the by-pass caps first!!! If you have had any experience with a soldering iron or kit building, this project should present no problems.

Dave James 11/30/90

781. memory upgrades for 1040....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-10 17:03:01 UTC
From: Yonderboy@cup.portal.com
Message-ID: <36775@cup.portal.com>
Source record: 49673

Ok, I supplied some folks with a document on upgrading a 520ST.. Now maybe somebody could let me know if there are similar upgrades for the 1040 (non-Ste) computer. I know there are many kits available, but I am interested in home-brew upgrades (read cheap)... Soldering is no problem.... ....Yonderboy@cup.portal.com

782. Re: No-Slot Clock chip in a ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-10 22:08:00 UTC
From: jrf@attcc.UUCP
Message-ID: <83900004@attcc.UUCP>
Source record: 49669

yes you can use a Dallas Semiconductor 1216E clock chip .It works just fine I am at the present using it with a freeware clock program that works real good . It also comes with text on how to install it (the clock prg.) if interested let me know and I will tell you exactly what the name of the prg. is . I think it is clock ver. 2.0 or 3.0

783. Re: Two Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-10 22:47:22 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <3584@jaytee.East.Sun.COM>
Source record: 49671

In article <1990Dec10.211134.7000@zip.eecs.umich.edu> heavy@zip.eecs.umich.edu (Richard Scott Hall) writes:
>I have two questions that I would appreciate help on:
> 1. A little while ago I heard that some US company was going
> to be supporting/selling Lattic C v5; is this true? I really
> want a copy, should I get it imported, or won't that work?

Try calling Pacific Software Supply at 800-327-0425, I believe it is now $249.95. I'm not sure about version # though.

For me, it's a toss-up between this and TurboC - they both cost about the same. TurboC doesn't yet have English doc but has the potential to support C++ sooner or later.

Any more info on either would be appreciated!

Cheers

Joe
-=-

784. Re: MEGA4 internal bus

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-11 06:29:45 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec11.062945.1551@santra.uucp>
Source record: 49681

The internal bus (Megabus) is directly (parallel) connected with the CPU.
Only thing you have to do is to measure which pin leads to which pin of
the MC 68000. You have the pin assignment of the 68000?

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

785. Maxidisk- The best ramdisk there is

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-11 10:35:01 UTC
From: pv@polari.UUCP
Message-ID: <2875@polari.UUCP>
Source record: 49674

While people are proposing their favorite ram disks, I have to say something about Maxidisk.

Maxidisk will auto boot from an Auto folder. It will also start from the desktop. It's non-volitile. It will also auto copy disks, directories, or files contained in directories during boot up. Any size is selectable up to memory limits. Maxidisk is easy to configure
by editing a simple two line file with a text editor. Best of all, it COMPRESSES. Everything that goes in to Maxidisk is compressed 40 to 60%. When you look at the file sizes, the orriginal uncompressed sizes are shown. When you look at the total bytes, you become amazed when you see 550K worth of data in your 400K ram disk! OK...I will better one yet. It's PD!

I've not found any program that will not run from it. Since I don't have a hard drive, Maxidisk gives me the ability to do things on my one meg Atari that most people can't (like copying 800K floppies into ram with a 700K ram disk and still run programs). One little problem. The documentation is very poor and misleading. Requests sent to me for copies will get my little correction addendum. You might want to check this one out. You'll be very suprised.
-PV-
/+=+=+=

786. Re: Memory deallocation after TSR

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-11 11:38:43 UTC
From: cadp15@vaxa.strath.ac.uk
Message-ID: <1990Dec11.113843.9395@vaxa.strath.ac.uk>
Source record: 49675

In article <5208@brahma.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) writes:
> In article <8381@star.cs.vu.nl> rfschaa@cs.vu.nl (Schaaf R F) writes:
>>
>> I have a problem: I have written a device driver for some virtual
>>device. It performs some initialisations, then quits by using the
>>gemdos(49) call (TSR). After a while, when I don't need the driver
>>anymore I would like to free the memory used up by the driver and
>>give it back for general use. Is there any way this can be done?
>
> I have had a go at doing this too. I don't think it's possible without
> tinkering with the OS pool entries. That of course would be a highly
> undocumented thing to do and would result in Allan Pratt slapping your
> wrists heavily.

Distributed a while back was a program to speed up GEM (not Quick ST, the other
one) in a demo version. It removed itself from memory after a certain amount
of use so its possible...

Sorry I can't remember the name of the demo program :-(
--
The Sorcerer is 'Only visiting this planet' but can be found at:
(cadx862 @ uk.ac.strathclyde.computer-centre-sun)
(cadp15 @ uk.ac.strathclyde.vaxb)

or second star to the right and straight on 'till morning.

787. Question: Networks for ST computers

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-11 13:02:33 UTC
From: cb01@cs.vu.nl
Message-ID: <8476@star.cs.vu.nl>
Source record: 49687
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

G'day,

Can somebody please fill me in about the available networks
for atari ST computers? I've been working a while with a net
called ITOS but that _really_ doesn't work! A couple of days
ago I watched a demonstration of the BIO-net: this seems to
work great but is quite expensive (about fl.2600 (app. $1550)
per node) and because my net may grow > 10 ST's I'll need a
fa(s)t server. Summing up interfaces, ST's, drives and the
server I reach the fl.50000 (app. $30000) easily. This, I think,
isn't worth the bennefit of having bit-mapped-'intellegent'-
ST-terminals over character-terminals connected to some
bigger server (SPARC stations aren't that expensive!!).
I heard some rumours about ATARI launching their own net...
...
...
does anybody know anything about it? Is this a regular *ATARI*
anouncement (which means it will be available somewhere in
1994) or is it serious this time?

please, let me know if you heard *anything* (and I mean anything)
about some of this!!

greetings,

Joep Vesseur
e-mail: vesseur@fwi.uva.nl
or: !hp4nl.nluug.nl!fwi.uva.nl!vesseur

788. Re: The ramdisk EDISK 2.1, a review and

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-11 14:13:00 UTC
From: woju@mist.sub.org
Message-ID: <A0axhwu4@mist.sub.org>
Source record: 49676

In <1990Dec09.230627.4743@ecst.csuchico.edu>, Ed Krimen writes:
-<ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
-<
-<- It is available from the "terminator" archive, "atari.archive.umich.edu",
-<
-<Where?! I looked in utilities, diskutils, misc, unindexed, and
-<newitems. I even tried edisk*.* in /new.

It was recently posted to c.b.a.s
Perhaps some Systems haven't expired it...

:-)

--
Bye,...
Don't trust your eyes. It's just an imagination of your brain !

woju@mist.sub.org
woju@image.in-berlin.de
woju@neon.in-berlin.de

(c) by Wolfgang Jung, Berlin (date look at header !!)

789. Re: Memory deallocation after TSR

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-11 15:51:47 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <1372@christopher-robin.cs.bham.ac.uk>
Source record: 49677

In article <5208@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <8381@star.cs.vu.nl> rfschaa@cs.vu.nl (Schaaf R F) writes:
>>
>> I have a problem: I have written a device driver for some virtual
>>device. It performs some initialisations, then quits by using the
>>gemdos(49) call (TSR). After a while, when I don't need the driver
>>anymore I would like to free the memory used up by the driver and
>>give it back for general use. Is there any way this can be done?
>
[...deleted...]
>What I want to write is a temporary RAM disk for use under Gulam.
>That way I could have a RAM disk while compiling a C program but throw it
>away afterwards leaving more memory for the compiled application to play
>with. Pure joy! Pure fantasy?

The latter, I think... The Lattice C5 manual says something to the
effect that any memory belonging to a process which does a Ptermres is
removed from the free-memory pool, and is effectively lost forever
(or until the next reboot, whichever comes first).

A thought - can you stick the code above phystop, making it
reset-resident, and then move phystop back up again to 'delete' it?
Or do changes to phystop only get noticed on reboots? I might have
the wrong variable here, but do you all know what I mean?

>
>I tried some really weird things like re-executing the TSR using Pexec #4
>in the hope that a Pterm instead of Ptermres would blow it away on the second
>run. Another good try was for the TSR to Mfree it's own basepage. The results
>were either no effect or bomb outs.
>

Presumably the Mfree would not be able to re-insert the memory back
into the main 'pool'?

>Come on Allan, help us out on this one.

Chris

-- Chris Ridd, Computer Science, Birmingham Uni, UK -- RiddCJ@Cs.Bham.Ac.Uk --

"'It's going to look pretty good, then, isn't it,' said War testily, 'the One
Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery

790. Frame grabbers and Video digitizers

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-11 19:03:25 UTC
From: MV010320@NDSUVM1.BITNET
Message-ID: <90345.130325MV010320@NDSUVM1.BITNET>
Source record: 49678
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am just starting to really get into the swing of working with my new St
and have seen some of the advanced options available for the ST and have
been impressed. What I would like to know is what is the best frame grabber/
video digitizer for the St. I have seen some of the work that Computer eyes
does and frankly I wasn't really all that impressed because it distorted colors
badly. However I am aware that there is some program put out by the same
compay that make computer eyes that apparently improves the color quality
drastically. Unfortunately I have not seen this in action. I am a amateur
turning pro video producer and would like something that digitizes the screen
from a VCR source so that I can alter the picture later. Thanks for any
help I get!
Thanks,

Thomas

791. Re: Two Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-11 19:04:16 UTC
From: pegram@kira.UUCP
Message-ID: <1990Dec11.190416.24990@uvm.edu>
Source record: 49679

From article <1990Dec10.211134.7000@zip.eecs.umich.edu>, by heavy@zip.eecs.umich.edu (Richard Scott Hall):
> I have two questions that I would appreciate help on:
>
> 1. A little while ago I heard that some US company was going
> to be supporting/selling Lattic C v5; is this true? I really
> want a copy, should I get it imported, or won't that work?

Try checking out the mail order places, they are importing it for you, you register directly with Hisoft in Britain though. I got mine from Joppa Computers when at the Boston Atari fest this fall, I've now seen it advertised for less than I paid ($150) someplace else.

> Thanks in advance,

You're welcome, sorry I couldn't help with question #2. 8-)

> Richard Hall
> University of Michigan

792. Re: Question: Networks for ST computers

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-11 20:02:21 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1990Dec11.200221.3659@d.cs.okstate.edu>
Source record: 49690
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8476@star.cs.vu.nl> cb01@cs.vu.nl (Compiler bouw 91) writes:
>
>Can somebody please fill me in about the available networks
>for atari ST computers? I've been working a while with a net

10 Mbps, $150 per node... LanTech Systems
uses coax with bayonett connectors rather like IBM3270 coax.
Allows sharig of hard-drives and printers and can be set up to
make a machine on the network look like it's the sole user of a shared
device. That's all I know... Hopefully someone can supply
LanTech's address or phone number....

cummins@d.cs.okstate.edu

793. Re: Deskaccs with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-11 20:05:06 UTC
From: sstreep@next.com
Message-ID: <319@next.com>
Source record: 49680

In article <2666@charon.cwi.nl> waal@cwi.nl (Peter de Waal) writes:
>Now that I have my Gcc cross compiler up and running on my Sparc station, I
>would like to compile the sources for a deskaccessory that I wrote. Standard
>compiling:
>
>gcc -o foo.acc foo.c -lgem
>
>does not seem to work, since my ST then just reboots when it tries
>to load the accessory. I assume that for accessories I need a different
>startup module (?). Can anybody tell how to do this (I don't see accessories
>mentioned at all in the GCC docs).

I don't know a lot about atari GNU C, but if there is no accessory startup
code I can help. I have written startup code for Laser, Mark Williams,
Megamax, and Sozobon compilers that will start regular programs or desk
accessories. The code for all the compilers except Sozobon is owned by
Antic and was published in October 89 STart magazine. The sozobon startup
is public domain
and was posted to the Atari sources group; it is conceptually identical to
my own Laser C startup code.

I can mail it to anyone that is interested in porting it to the GNU
compiler. It is my hope that someday most accessories will be runable
as programs. (yes, I know about MultiDesk, a fine program that should
not be necessary)

-sam (sam_s@NeXT.com)

794. Atari Mega ST bus notes

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-11 22:05:36 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1990Dec11.220536.762@monu6.cc.monash.edu.au>
Source record: 49682

As there has been some discussion on the Mega ST internal bus of late
the following post briefly details the bus connections and what each
pins function is. Refer to any MC68000 data book for more info.
What is presented has been abreviated slightly but no
vital information was edited out. The whole document runs for about 10
pages, most of it esoteric, dealing with Atari's reasons for the bus and
copyright info plus a lengthy Introduction on the design of the bus. No real
information. Hope this is of help. If you have any queries please don't
hesitate to call me. Best of luck.

As to whether this is legal or not - I don't know. If problems do arise
as to the legality please inform me as I don't want to cause any serious
problems. Some parts are copied (ie; typed in by hand, by myself) verbatim
from the original documents.

---------------------------<cut here>---------------------------------------

Atari Mega ST internal bus.

Mechanical Description:

Two sizes of expansion card are supported. One, the half card
is half the depth of the Mega St unit. The other, the full
card is the full depth of the unit. In either case, the card
butts up to the rear panel of the St unit which has been provided with a
removeable hatch through which connectors and/or cables can be mounted.

The expansion card connects to the St motherboard through a 64
pin connector mounted on the bottom (solder) side of the expansion board.
This connector plugs directly into its mate mounted on the motherboard.
Standoffs, 25mm in length, are mounted into the bottom case through the
motherboard. the expansion card is then screwed down to the standoffs.
The standoffs and screws are not supplied with the Mega St and thus should
be included with the expansion card. A hole located in the left rear of
the expansion card fits around a plastic stud to provide extra strain
relief for rear mounting connectors (See diagrams).

Electrical Description:

The signals provided on the 64 pin connector are essentially the
pins of the 68000 processor. These signals are all unbuffered. They are
intended to drive one LS TTL load on the expansion board. driving more than
one load or driving excessive capacitance may cause imporper St operation.
For this reason it is not acceptable to connect to the expansion connector
in any manner other than the one outlined in the previous section (e.g.
connecting directly with a cable is not acceptable.

The bus may be arbitrated away from the processor using the normal 68000 protocol. However, the bus grant signal provided on the connector is the end of the daisy chain. Response time will be effected by the DMA going on in the system (e.g. disk activity, hardware bit-blt transfers, etc). If the peripheral requires DMA to occur while interrupts are enabled, care must be taken to limit the transfers to bursts of less than about 50 bus cycles allowing adequate time between bursts to process the interupts.

The timing of the bus is that of any 8Mhz 68k processor. Since the signals provided are essentially the processor pins, connecting peripherals in the same manner as you would to any 8Mhz 68k should work with no problem. DMA is the exception. The bus cycle produced even while the bus is arbitrated away from the processor must look exactly like an 8Mhz 68k bus cycle. This constraint is necessary to provide the proper sharing of the memory between the processor and the video. In all transfers, DTACK must be provided/sampled as required by the 68k processor specification. Also, transfers may not last more than 64 clock cycles. The St will automatically generate a bus error if AS is held low for more than 64 clock cycles.

The following diagram shows a top view of the connector on the motherboard with its associated pin numbers and signal names. This connector (TRW no. 009-00002-8, JAE no. ME03-R64P-D4T2-A1 or equivalent) is the male side. The expansion board uses the female side (TRW no. 009-00005-6, JAE no. ME03-64S-D4R1-A1 or equivalent).

```
____
d4 (1) . . (2) d5
d3 (3) . . (4) d6
d2 (5) . . (6) d7
d1 (7) . . (8) d8
d0 (9) . . (10) d9
/AS (11) . . (12) d10
/UDS (13) . . (14) d11
/LDS (15) . . (16) d12
R//W (17) . . (18) d13
/DTACK (19) . . (20) d14
/BG (21) . . (22) d15
/BGACK (23) . . (24) GND
/BR (25) . . (26) a23
GND (27) . . (28) a22
CLK (29) . . (30) a21
GND (31) . . (32) GND
/HALT (33) . . (34) a20
/RESET (35) . . (36) a19
/VMA (37) . . (38) a18
E (39) . . (40) a17
/VPA (41) . . (42) a16
/BERR (43) . . (44) a15
/NMI (45) . . (46) a14
/INT-5 (47) . . (48) a13
/INT-3 (49) . . (50) a12
FC2 (51) . . (52) a11
```

FC1 (53) . . (54) a10
FC0 (55) . . (56) a9
a1 (57) . . (58) a8
a2 (59) . . (60) a7
a3 (61) . . (62) a6
a4 (63) . . (64) a5

<front of ST rear of ST>

Top view of motherboard connector.

The following is a brief description of each signal on the connector.
For more detailed info consult a 68000 processor manual.

CLK

This signal is an 8.0106Mhz TTL compatible, 50% duty cycle square wave.

/RESET, /HALT

In combination these two signals can be used to indicate a system
reset. The /RESET can be used by itself to indicate a system or s/w
reset (RESET instruction executed). These are both bidirectional
(open collector) signal terminated on the motherboard with a 1K and
a 4K7 pullup respectively. They may be driven according to standard
68000 processor timing to acheive the functions of the 68000's
/RESET and /HALT lines.

A system reset will occur at powerup and any time the reset switch
is pressed. It causes both lines to go low for at least 1ms. A
software reset will cause only the /RESET line to go low for
approximately 15us.

A1-A23

These lines provide the 23-bit address directly from the 68000
processor. Terminated with 4K7 pullups on the motherboard.

D0-D15

16 bit bidirectional data bus. Terminated with 10K pullups on the
motherboard.

FC0, FC1, FC2

These lines indicate the processor status for the current bus cycle.
They are directly driven by the 68000 processor. Terminated by 10K
pullups on the motherboard.

/AS

When low, indicates valid address on address bus. Terminated with
4K7 pullups on motherboard.

R//W

When high, processor is doing a read. When low, processor is doing
A write. Terminated with 4K7 pullups on motherboard.

/UDS, /LDS

/UDS indicates upper 8 bits, ie; D8-D15. /LDS indicates lower 8 bits,
ie; D0-D7. Terminated with 4K7 pullups on motherboard.

/DTACK

Bidirectional signal used to indicate a completed data transfer.
Terminated on motherboard with a 1K pullup

/BERR

Used to tell the processor or DMA device that no peripheral device
has reponded to the current bus cycle. The ST will automatically
generate this signal if a bus cycle does not complete within 64 clock
cycles. Terminated on motherboard with 4K7 pullup.

E

Enable clock used for 6800 peripherals. 60/40 duty cycle.

/VPA

Open collector line used to indicate that a 6800 type cycle should
be executed. Terminated by 4K7 pullup.

/VMA

This signal is used to synchronise 6800 type bus transfers with the
E clock.

/BR

Indicates that the bus will be released at the end of the current
bus cycle. This signal is daisy chained through the other DMA
devices on the motherboard, it does not come directly from the
processor.

/BGACK

Open collector signal used by a DMA device to claim bus mastership.
Terminated by 4K7 pullup on motherboard. Should also be terminated
on expansion board with another 4K7 pullup.

/NMI, /INT-5, /INT-3

These signals are used to asynchronously generate a level 7, level 5
or level 3 interrupt. These are the only levels which can be generated
externally. If they all occur simultaneously, the highest priority
(level 7) will be acknowledged first. The expansion card is responsible
for responding to any interrupt acknowledges for interrupts which it
generates. These acknowledges can be either vectored or auto-vectored.
All three lines are terminated by a 1K pullup on the motherboard.

Power:

Power is supplied to the expansion card through a pigtail cable which plugs onto a six pin connector on the motherboard. The connector on the mother-board is AMP no. 171825-6. The mating connector on the pigtail from the expansion borad is AMP no. 171822-6. The drive capabilities are as follows;

PIN 1 - +5VDC @ 750mA
PIN 2 - +5VDC
PIN 3 - GND
PIN 4 - GND
PIN 5 - GND
PIN 6 - +12VDC @ 500mA

Software Considerations:

The mediation of available addresses should not be necessary since only one expansion card may be plugged in at any one time. Atari has set aside the addresses C00000 through CFFFFF, FF0000 through FF7FFF and FFFE00 through FFFFFD for use by outside developers. Spurious accesses to FFFFFE/FFFFFF may be generated.

You can't add RAM which will work as video memory and/or will allow DMA. Also if memory is extended on the expansion card, the operating system will not clear it or allow it to be allocated.

---------------------------------<cut here>-----------------------------------

----
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * against ignorance' *
* 900 Dandenong Rd, Caulfield East * *
* VIC, 3145. Tel (03) 573 2355/2519 * *
* Australia * *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *
----

795. Re: Frame grabbers and Video digitizers

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-12 00:14:00 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec12.001400.18973@ecst.csuchico.edu>
Source record: 49683
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

MV010320@NDSUVM1.BITNET (Thomas) writes:

- What I would like to know is what is the best frame grabber/ video
- digitizer for the St. I have seen some of the work that Computer
- eyes does and frankly I wasn't really all that impressed because it
- distorted colors badly.

Computer Eyes I think is the best, or at least, the most popular.
(We all know that most popular doesn't mean the best. :^) It only
digitizes in 16 colors, but read on....

- However I am aware that there is some program put out by the same
- compay that make computer eyes that apparently improves the color
- quality drastically. Unfortunately I have not seen this in action.

There is a desk accessory called DIGISPEC which allows you to use
Computer Eyes and digitize 512 colors on the screen at once. This is
written by a company called Trio Engineering which also wrote
Spectrum 512, the 512-color drawing program which preceded DIGISPEC
and Unispec, a 512-color animation program. I have seen results of
the Computer Eyes and DIGISPEC combination, but have never seen it
being done. Antic used to distribute the programs, but I'm not sure
if they still do. You can find them via mail order or if you have a
good local dealer.

- I am a amateur turning pro video producer and would like something
- that digitizes the screen from a VCR source so that I can alter the
- picture later. Thanks for any help I get!

DIGISPEC will allow you to change brightness, contrast, hue
saturation and a couple of other things, like convert GIF pictures to
SPC (Spectrum Compressed) format. Spectrum 512 will allow you to
manipulate the images, like cut and paste, add colors, gradient
fills, etc.

Hope this helps.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

796. Upgrading SS disk-drive

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-12 06:20:41 UTC
From: Yonderboy@cup.portal.com
Message-ID: <36830@cup.portal.com>
Source record: 49684

I have a friend who was wanting to upgrade his SS external Atari ST disk drive to DS. He bought a new DS mech. at a local computer shop and hooked it up in place of the SS mech. in his drive, but it would only work very intermittantly. So, he went back and got a different make of DS mech. and tried it with the same results. Does Atari use special mechanisms? These mechs. that he tried, had the exact same connectors on them as his old unit. We figured that even if the SS drive's electronics couldn't support DS operation, that at least these mechanisms would work in SS mode... He was able to get a directory a coupla times, but very slow.. Never able to format or write.... ..He was successfully able to look at text file... The were IBM type 720K mechs. that he was trying to use... ..Anybody know if this kinda upgrad is possible? ......Yonderboy@cup.portal.com

797. Redirect stdout to a window

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-12 08:08:35 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2852@laura.UUCP>
Source record: 49685

Now that Arcgsh 3.5 is out it is time to think about new features to be integrated. Something I really would like is to redirect standard output so that it goes no longer to the screen but to a GEM window.

I would like to catch the character output to the screen, handle it my own way and display it in a window. This would offer some fine options:

The output would not be lost when scrolled away. You could browse through the whole output - of course depending on the available memory.

The output could be edited and saved to a file.

You could "cut" certain portions of the text and "paste" them elsewhere. For example create a Zoo archive listing with "zoo l foo.zoo", then select one or more element names and extract the selected elements from the archive.

Now my question: I am sure someone has done something like that already (at least the screen output catching as such) so that I would not have to re-invent that particular wheel. A set of routines in C or assembler would be fine.

Thanks in advance!

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

798. Re: Reading the timer

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-12 08:38:00 UTC
From: stefan@hpbbi4.BBN.HP.COM
Message-ID: <7120005@hpbbi4.BBN.HP.COM>
Source record: 49686

/ hpbbi4:comp.sys.atari.st.tech / alex@hpgnd.grenoble.hp.com (Alexis MERMET-GRANDFILLES) / 10:54 am Dec 10, 1990 /

>
> 1)
> Does anybody know if there is a way (should I say official ?)
> to read the system time of the 520STE that will give a result
> more precise than 2 seconds intervals.
>
> The Bios or Xbios call GetTime() only returns hours,minutes, and
> seconds divided by 2 (ie from 0 to 30).
>
> I need something much more precise than that. Any idea?

No, there is no more precise date/timer which return
hour,minutes,seconds.
But you can the 200Hz Timer (=5ms) to measure small
durations. There is a long value at address 1210 which
is being incremented 200 times per second since system boot.
(counting 5ms ticks). You must be in super mode to read
this value.

Maybe this will help you

Stefan

799. SPICE (again)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-12 09:29:26 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.90Dec12092926@zappa.FtCollins.NCR.com>
Source record: 49688

There was a discussion here about SPICE a little while back. It seemed
that everyone wanted it and a few people knew of a port of it.
What was the conclusion? Was it ever made available? Will it?

If not, does anyone want to help me get the source code and so I can
start working on the port? (any help gladly accepted :^) I can't ftp
and Berkeley wants $200 for 8 disks worth of source code. Supposedly,
they only charge material and handling fees, but with bulk disks well
under a dollar they must 'handle' the heck out of 'em! :^}

I'd be more than happy to sign their non-disclosure agreement.
--
```
/*************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/*************************************************************************/
```

800. Re: Question: Networks for ST computers

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-12 15:09:52 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <6499@vice.ICO.TEK.COM>
Source record: 49691
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Dec11.200221.3659@d.cs.okstate.edu> cummins@d.cs.okstate.edu (John Cummins) writes:
>In article <8476@star.cs.vu.nl> cb01@cs.vu.nl (Compiler bouw 91) writes:
>>
>>Can somebody please fill me in about the available networks
>>for atari ST computers? I've been working a while with a net
>
>10 Mbps, $150 per node... LanTech Systems
>uses coax with bayonett connectors rather like IBM3270 coax.
>Allows sharig of hard-drives and printers and can be set up to
>make a machine on the network look like it's the sole user of a shared
>device. That's all I know... Hopefully someone can supply
>LanTech's address or phone number....
>
>cummins@d.cs.okstate.edu

Lantech Systems
PO Box R
Billerica, MA 01821
(508) 667-9191

My church has been using Lantech for about 5 months to network 2 Mega 2s together. At first each Mega had a hard drive, but since the net has been working so well we took one of the drives off. Now we have a Mega 2 with a 85meg Toadfile as the host and a Mega 2 as a stand alone in another office. Lantech also includes a neat little desk accessory that allows you to use any printer on any node on the net. Works great for sending messages ;-) and there is also an e-mail utility.

I am not connected with Lantech. I am just a happy customer.

Keith
keithr@icogem3.ICO.TEK.COM

801. Re: MEGA4 internal bus

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-12 15:20:58 UTC
From: alkman@hexagon.se
Message-ID: <1825@hexagon.se>
Source record: 49693

In article <1990Dec11.062945.1551@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:

>The internal bus (Megabus) is directly (parallel) connected with the CPU.
>Only thing you have to do is to measure which pin leads to which pin of
>the MC 68000. You have the pin assignment of the 68000?

Here you have the pinout:s of the Megabuss:

1 - D4 2 - D5
3 - D3 4 - D6
5 - D2 6 - D7
7 - D1 8 - D8
9 - D0 10 - D9
11 - AS* 12 - D10
13 - UDS* 14 - D11
15 - LDS* 16 - D12
17 - R/W* 18 - D13
19 - DTACK* 20 - D14
21 - BGO* 22 - D15
23 - BGACK* 24 - GND
25 - BR* 26 - A23
27 - GND 28 - A22
29 - CLK8 30 - A21
31 - GND 32 - GND
33 - HALT* 34 - A20
35 - RESET* 36 - A19
37 - VMA* 38 - A18
39 - E 40 - A17
41 - VPA* 42 - A16
43 - BERR 44 - A15
45 - ENI 7* 46 - A14
47 - ENI 5* 48 - A13
49 - ENT 3* 50 - A12
51 - FC2 52 - A11
53 - FC1 54 - A10
55 - FC0 56 - A9
57 - A1 58 - A8
59 - A2 60 - A7
61 - A3 62 - A6
63 - A4 64 - A5
--
Stefan Alkman Voice: +46-19-164787
alkman@hexagon.se or !sunic!kullmar!pkmab!hexagon!alkman
>>>>>> Tech. College of Orebro, SWEDEN <<<<<<

802. Re: Desk Accs

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-12 16:35:39 UTC
From: schultzd@kira.uucp
Message-ID: <1990Dec12.163539.28903@msuinfo.cl.msu.edu>
Source record: 49689

To everyone who has asked me if I've heard of Gulam:

YES, I have. I just think my idea will use a lot less than 200K. I think it would be convenient on a 0.5 meg machine. It also allows more control than CC under Sozo without having to look up everything. Also, I want to learn to write GEM Programs.

Please, stop telling me not to do this. It sounds like fun!
--
----- David W. Schultz -----
----- uunet!frith!schultzd -----
----- Work Phone: (517)-353-8891 -----
-- "Since my opinions are mine, I won't tell you who I work for." --

803. system variables (screen dump vector)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-12 16:53:13 UTC
From: dkoski@hercules.as.arizona.edu
Message-ID: <695@organpipe.UUCP>
Source record: 49694

Does anyone know if the location of the screen dump vector changed from tos 1.0 -> tos 1.2 -> tos 1.4 ? In version 1.0 it is at $502... If it did change, what is the new location?

Thanks in advance,

David Koski

804. Atari ST C (ANSI) Compilers

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-12 22:05:37 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1990Dec12.220537.22941@monu6.cc.monash.edu.au>
Source record: 49692

Could anyone please supply an objective reveiw of Lattice C V5 and of
Prospero C. Reason being, I would like to port some ANSI compatible C
code over to the ST. Which of the two is the better value for money and
which is easier to use and how close does each adhere to the ANSI C standard.
Also I would like to know, could they handle K&R code without too many
problems. Thanks in advance.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * against ignorance' *
* 900 Dandenong Rd, Caulfield East * *
* VIC, 3145. Tel (03) 573 2355/2519 * *
* Australia * *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *
---

805. Re: Frame grabbers and Video digitizers

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-12 22:22:42 UTC
From: scott@tab00.larc.nasa.gov
Message-ID: <SCOTT.90Dec12172242@tab00.larc.nasa.gov>
Source record: 49699
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Computer Eyes I think is the best, or at least, the most popular.
>(We all know that most popular doesn't mean the best. :^) It only
>digitizes in 16 colors, but read on....

I have color computer eyes.

First I would like to say that the company that makes color computer
eyes is one of the best I have EVER had to deal with. They have MY
highest recommendations.

Color computer eyes scans a signal and produces RGB data.
The ST low res normally supports 16 colors-- thus the normal
image shown with color computer eyes has 16 colors.

Now, you can do anything you want with the RGB data and one program
out will use this data to make a Spectrum picture. With this addition,
I find the images quite acceptable.

The resolution for these images is 320 pixels by 200 pixels.
When these images are viewed on a Sun, for example, with its
1152x900 pixel screen-- the image looks rather small.

There are various ways to provide a signal for color computer eyes: I
tend to use a digital vcr with STOP frame. Even without a tape in the
mechanism, I can press a button and freeze the image on the screen.
This image is perfectly still. I find that the scanned image will be
almost identical (sometimes the TVs color settings are slightly off.)

Next, I have used a color camera (I don't have details), but I find
that the LIGHT used makes a world of a difference. I find that the
best images are scanned DIRECTLY from the camera with a BLUE light.
These images are quite sharp and they are exactly what I was looking
for when I purchased the video digitizer.

Send me email if you want to talk more...

Scott
--
Signature follows. [Skip now]

Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game-Design requests to <game-design-request@cs.odu.edu>
ODU/UNIX/BSD/X/C/ROOT/XANTH/CS/VSVN/
----

806. Writing A Shell...

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-13 01:06:45 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1990Dec13.010645.26481@zip.eecs.umich.edu>
Source record: 49695

I am trying to write a shell, and I have a few questions...

1. Not totally to do with a shell, but when you double click on
a program to run it from the desktop, it puts the name in the
center of the menubar while it is loading it, how do you get rid
of this if you are not using a menubar?
2. What is the preferred way to run a program from inside another
program (Pexec/shel_write) ?
3. How do you clean up after a program exits (they leave their
garbage on the screen) ?

Thanks again...

Richard Hall
University of Michigan

807. Atari Trackball mods for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-13 04:33:57 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <IbNkGp_00Uh7Q4qElU@andrew.cmu.edu>
Source record: 49696

I'm sure I've seen a document which describes how to modify an Atari trackball (as in usable with a 2600 or 8-bit Atari) to work with an ST (whether that be as a mouse or joystick, I don't remember). I looked on atari.archive but didn't find it. Can someone mail it to me (if short) or give me a pointer to it?

Thanks in Advance.

-Eric Stuyvesant
es2a+@andrew.cmu.edu
Go MEMS!

808. Re: system variables (screen dump vector)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-13 10:19:09 UTC
From: lsmichae@medusa.informatik.uni-erlangen.de
Message-ID: <3368@medusa.informatik.uni-erlangen.de>
Source record: 49701

dkoski@hercules.as.arizona.edu (David Koski) writes:

>Does anyone know if the location of the screen dump vector changed from tos 1.0
>-> tos 1.2 -> tos 1.4 ? In version 1.0 it is at $502... If it did change,
>what is the new location?

I've recently written a small screen dump tool for my NEC P6+ on my MEGA ST,
which has the blitter TOS (TOS 1.2), using scr_dump ($502). I tested it on a
TOS1.4-machine and it was running.

So all at all I can say:
The screen dump vector didn't changed (Maybe in TOS 1.6, but I don't think so).

"May the Schwartz be with you."
Lars

809. Re: Memory deallocation after TSR

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-13 10:44:21 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5218@brahma.cs.hw.ac.uk>
Source record: 49706

In article <1990Dec11.113843.9395@vaxa.strath.ac.uk> cadp15@vaxa.strath.ac.uk writes:
>Distributed a while back was a program to speed up GEM (not Quick ST, the
>other one) in a demo version. It removed itself from memory after a certain
>amount of use so its possible...

Possible yes, but legal? I suspect that the memory used by it was still not available to Malloc.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

810. Re: Upgrading SS disk-drive

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-13 13:07:41 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec13.130741.8467@actrix.gen.nz>
Source record: 49702

In article <36830@cup.portal.com> Yonderboy@cup.portal.com (Christopher Lee Russell) writes:
> I have a friend who was wanting to upgrade his SS external Atari ST disk drive
> to DS. He bought a new DS mech. at a local computer shop and hooked it up
> in place of the SS mech. in his drive, but it would only work very
> intermittantly. So, he went back and got a different make of DS mech. and
> tried it with the same results. Does Atari use special mechanisms? These
> mechs. that he tried, had the exact same connectors on them as his old unit.
> We figured that even if the SS drive's electronics couldn't support DS oper-
> ation, that at least these mechanisms would work in SS mode... He was able
> to get a directory a coupla times, but very slow.. Never able to format or
> write.... ..He was successfully able to look at text file... The were IBM
> type 720K mechs. that he was trying to use... ..Anybody know if this kinda
> upgrad is possible? ......Yonderboy@cup.portal.com

As long as they have a 3 ms stepping rate, also does your SS drive box have a small PC board with a large I.C fitted, this is better removed also you will find that the side select line is not conected, so it depends on the version of rear connector card, if it has the large ic. it is a bit of a pain, but posible, i did have one SS drive that had 2 small ic's on the rear board, but they were to buffer the Step/Write data lines, NOTE: don't use 1.44 meg drives, they won't work, i have 2 NEC FD1037A drives and they work perfectly, but have had some seek problems with Mitsubishi MF353B-12U drives, they are quoted as being 3 ms, but the agent here states that they test them as 4 ms, but if you can get a true 2/3 ms Mitsubishi they are very good drives, also note some drives the Pin connector is the othere way around...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

811. Re: system variables (screen dump vector)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-13 13:11:09 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec13.131109.8554@actrix.gen.nz>
Source record: 49703

In article <695@organpipe.UUCP> dkoski@hercules.as.arizona.edu (David Koski) writes:
> Does anyone know if the location of the screen dump vector changed from tos 1.0
> -> tos 1.2 -> tos 1.4 ? In version 1.0 it is at $502... If it did change, what
> is the new location?
>
> Thanks in advance,
>
> David Koski

This is a normal vector and should not have changed, should be still be $502...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

812. Re: Maxidisk- The best ramdisk there is

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-13 14:05:13 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Dec13.140513.26615@wam.umd.edu>
Source record: 49697

In article <2875@polari.UUCP> pv@polari.UUCP (Paul Varn) writes:
>While people are proposing their favorite ram disks, I have to say something
>about Maxidisk.
>[good stuff about how Maxidisk compresses, autocopies, etc.]

Does Maxidisk handle files bigger than 512K? I don't know why, but most
of the RAMdisks I've tried seem unable to handle big files. To test
any given RAMdisk, I copy nethack.ttp (> 600K) into the RAMdisk, and
then try to run it. With almost all RAMdisk drivers I've found you
get two bombs when you try to run the copy. :-(

Edisk is a notable exception to this rule. Does anyone know why
big files cause problems with most RAMdisks?

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

813. Big logical sectors and their effects

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-13 14:12:10 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Dec13.141210.26853@wam.umd.edu>
Source record: 49698

I was looking over my ICD host adapter docs last night, and found that you can set the "logical sector size" as big as 8K. The implication was that you could have really huge partitions (e.g,, 512K per _partition_) this way.

What effect does changing the logical sector size have on the system? Does it increase minimal file size? E.g., if I create a 10 byte file, will it take up 8K on the disk, since the sector is the smallest unit of space that can be allocated?

Will a large sector size decrease performance? Confuse applications of any kind?

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

814. Doubling the speed of an Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-13 15:13:00 UTC
From: e85pln@efd.lth.se
Message-ID: <1990Dec13.151300.8986@lth.se>
Source record: 49704

Hi there!

I wonder if anyone knows what modifications are needed to replace the 8 MHz 68000 processor in the Atari with a 16 Mhz one. I've seen a mod in an English ST Magazine for about 199 pounds (approx. $400), which I consider a bit expensive! Has anyone actually tried to do this, or does anyone know the necessary changes (e.g. interfacing to the MMU, GLUE et al).

Please answer by email. If there is enough interest, I'll summarize it to the net.

/ Patrik Lindgren email: e85pln@efd.lth.se

(Still no .signature file)

815. Re: Maxidisk- The best ramdisk there is

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-13 16:01:26 UTC
From: andrew@cs.utk.edu
Message-ID: <1990Dec13.160126.20497@cs.utk.edu>
Source record: 49705

In article <1990Dec13.140513.26615@wam.umd.edu> dmb%wam.umd.edu@uunet.uu.net (David M. Baggett) writes:
>
>Does Maxidisk handle files bigger than 512K? I don't know why, but most
>of the RAMdisks I've tried seem unable to handle big files. To test
>any given RAMdisk, I copy nethack.ttp (> 600K) into the RAMdisk, and
>then try to run it. With almost all RAMdisk drivers I've found you
>get two bombs when you try to run the copy. :-(
>
>Dave Baggett
>dmb%wam.umd.edu@uunet.uu.net

Hmmm. If you have a 1040, isn't 1040/2 = 520 ? I always thought that if you have a ramdisk, the program still has to be "loaded" into the memory. It's just that it is so much quicker to copy memory->memory, it's not noticeable.
So unless I'm totally off on this one, you won't be able to run files bigger than 512K unless you get a memory upgrade...:-(

-andrew krzywdzinski (andrew@cs.utk.edu)

816. Re: The ramdisk EDISK 2.1, a review and

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-13 16:22:39 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec13172239@orion.laas.fr>
Source record: 49707

I have just uploaded edisk 2.1 to atari.archive.umich.edu, since I
didn't see it there! Is this posting enough to inform the powers that
be at atari.archive?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud new owner of a Mega 4 ST. What should I do with my SH204 drive?

817. Re: Mega ST Real Time Clocks

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-13 16:40:08 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec13174008@orion.laas.fr>
Source record: 49708

I am reposting the following question since I haven't received a
single reply. Maybe the original never got out.

In article <RALPH.90Dec3175249@orion.laas.fr> I wrote:

| What's the accuracy of the real-time clocks that come with Mega STs?
| I've noticed that on mine I'm losing a second a day. Is this within
| specs? The batteries are fresh.

Even rebooting causes an additional loss of a couple of seconds.

| The real-time clock (ZTime) that I had on my old 1040 ST seemed more
| accurate than that.
|
| Any comments?
|
| Maybe my computer is way too fast approaching Einsteinien limits in
| its calculations. :-)

Anything I can do to get more accuracy?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud new owner of a Mega 4 ST. What should I do with my SH204 drive?

818. Using a mono monitor with the same proportion as color

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-13 20:12:59 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3122.27679a7c@miavx1.acs.muohio.edu>
Source record: 49700

Having recently purchased a mono monitor I have a question. Has anyone thought of a way to have the ST use it with everything in the same proportion as in color? (the 8x8 font for everything, including the menu bar, etc) For example, when you call up a directory, the window has twice as many names listed since they are the smaller font, sorta like 49 line mode.

It looks like the mouse pointer does it, and so do the icons. (They don't have the stretched out look like they do in medium rez.)

Does this make sense? (Its awfully hard to explain.)

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~~

819. Re: Maxidisk- The best ramdisk there is

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-14 12:05:51 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec14130551@orion.laas.fr>
Source record: 49712

In article <1990Dec13.160126.20497@cs.utk.edu> andrew@cs.utk.edu (Andrew Krzywdzinski) writes:
|
| Hmmm. If you have a 1040, isn't 1040/2 = 520 ? I always thought that if
| you have a ramdisk, the program still has to be "loaded" into the memory.
| It's just that it is so much quicker to copy memory->memory, it's not
| noticeable.
| So unless I'm totally off on this one, you won't be able to run files
| bigger than 512K unless you get a memory upgrade...:-(

This is wrong! It depends on *how* the file is copied to the RAM disk. On my old 1040 ST I've had RAM disks as large as 700 Kb. Never had trouble with huge files. Only if gulam had less than 60 Kb available to do the copying.

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

820. Re: Upgrading SS disk-drive

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-14 15:01:34 UTC
From: Yonderboy@cup.portal.com
Message-ID: <36917@cup.portal.com>
Source record: 49709

I started this thread by meantioning how my friend was having trouble upgrading his SS external drive to DS.. He tried two 720K Mechs and they both failed! He went out and bought a 1.44M mech and tried it and it worked! Go figure?!?! Anyways, I guess it can be done. He simply hooked the thing up and it worked. I did receive mail telling me that there are 2 types of external drives... One has normal IBM style drives in them and another type uses some cheaper mechs. that need support circuitry (found in the case of the Atari drive) to drive them. It was reported that these (the latter) type of drive is harder to upgrade... Well, good-luck to anyone else who wants to try this... It looks kinda hit-or-miss.. Note, this message seems to contradict the message concerning 1.44M drives NOT working.. who knows, eh?

.....Yonderboy@cup.portal.com

821. Re: No-Slot Clock chip in a ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-14 15:04:23 UTC
From: Yonderboy@cup.portal.com
Message-ID: <36918@cup.portal.com>
Source record: 49710

I am interested in the no-slot clock program and docs.. Could you post here what the file name is? Is it on Panarthea or Terminator? Thanks..
....Yonderboy@cup.portal.com

822. Expanding Megafile 60 (summary)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-14 15:56:37 UTC
From: swklassen@rose.uwaterloo.ca
Message-ID: <1990Dec14.155637.8235@watdragon.waterloo.edu>
Source record: 49711

Here is a summary of the info I got regarding adding another drive
to my Megafile 60.

Some have stated that it is possible to add another drive to
my current controller, it looks like it is not the sort of thing
that I would want to do. I was hoping that it would be just a
matter of opening the case, mounting the drive and plugging in
the cable (and possibly setting a dipswitch or two). Instead
it seems that it is more complex for a number of reasons:

1) It seems the cable for the second drive has been cut off of
the controller, hence a new one would have to be installed.

2) One person mentioned that the Adaptec controller has been
modified so that data can not be read from a second drive (some
lines have been attached to ground) and these modifications
would need to be undone.

3) A new power supply might be needed.

4) I would have to write my own software as HDX will not support
the second drive.

My question for Atari is: Why has this approach been taken? I would
think that the ability to just "plug in" a second drive would be
a useful marketing tool. Instead it looks like you have gone to
extra expense to ensure that this cannot be done.

My reaction is: Too much work/risk for me to undertake. I guess
I could purchase a second Megafile but perhaps I should just save
my money to buy a better machine.

--

Steven W. Klassen
University of Waterloo

823. Drawing objects/interaction with windows.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-14 18:36:20 UTC
From: <>
Message-ID: <1990Dec14.183620.13254@cs.utk.edu>
Source record: 49713

In the GEM application I'm writing, I'd like to be able to put a bitmap/logo in the middle of the screen (i.e. like TURTLE or ARCGSH do). I constructed one using the Resource Construction Program, and can display it ok (as an object). But, when I invoke a desk acc. that opens a window (i.e. Control Panel), and then close it, I get no message from evnt_multi that the screen has to be redrawn, and the accessory with the window does not update the stuff under it (so that my logo disappears!).

I tried opening a 'dummy' window for the whole screen to get on the window update list, but although now I get the update message, weird things happen on the screen.

There just has to be a correct way of doing this (making sure that my logo is always updated when necessary). If anybody knows about this, I would be in your debt forever if you let me in on the secret.

Please send e-mail to andrew@cs.utk.edu.
Thanks,

-andrew krzywdzinski

824. Resource adjusting

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-14 19:13:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0axnur4@jonh.wimsey.bc.ca>
Source record: 49714

I'm reposting this to tech in hopes of getting some more answers.

> I'm trying to find info or source on adjusting resource files for
>resolutions. I'm using a free.tree as there's too much info to fit otherwise.
>I don't want to have separate files for colour and mono. I was sure I had
>a file and code that showed how to adjust the mono resource file by halving
>the vertical dimensions of objects, but now I can't find it.
> Can someone help me find this info?--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

825. Re: Atari ST C (ANSI) Compilers

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-14 19:37:07 UTC
From: david@doe.utoronto.ca
Message-ID: <1990Dec14.193707.12883@doe.utoronto.ca>
Source record: 49715

In article <1990Dec12.220537.22941@monu6.cc.monash.edu.au> rdt154k@monu6.cc.monash.edu.au (mr n benci) writes:
>Could anyone please supply an objective reveiw of Lattice C V5 and of
>Prospero C. Reason being, I would like to port some ANSI compatible C
>code over to the ST. Which of the two is the better value for money and
>which is easier to use and how close does each adhere to the ANSI C standard.
>Also I would like to know, could they handle K&R code without too many
>problems. Thanks in advance.

Gnu C is free and ANSI-compliant (fully), and it also works _very_ well
with K&R code (use the -traditional flag). It needs at least a 2 meg
machine, though. With MiNT and the MiNT library, you can port Unix code
practically unmodified (just change a file name here and there, ie.
.emacsrc > emacs.rc).

David Megginson
.

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

826. Enlarging the address space

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-14 22:08:44 UTC
From: adamd@rhi.hi.is
Message-ID: <2542@krafla.rhi.hi.is>
Source record: 49716

I am enlarging the address space on a 1040 ST, in order to add extra ROM etc.
By the looks of it, the /DTACK signal needs to be asserted when an address read
access is made to the new ROM area. Does anyone know what kind of output drive
capability is necessary on the logic which outputs /DTACK ?
Also (for another reason) I would also like to generate /BERR.
Does that need the same output drive as for /DTACK ?
I'm asking because there seems to be no spec sheet available for the ST custom
chips.

Thanks in advance.

Adam David. adamd@rhi.hi.is

827. Re: Big logical sectors and their effects

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-14 23:48:26 UTC
From: wallace@oldtmr.enet.dec.com
Message-ID: <1990Dec14.235535.16109@engage.enet.dec.com>
Source record: 49717

In article <1990Dec13.141210.26853@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes...
>What effect does changing the logical sector size have on the system?
>Does it increase minimal file size? E.g., if I create a 10 byte file,
>will it take up 8K on the disk, since the sector is the smallest
>unit of space that can be allocated?
The minimum file size would be 16k. The allocation unit is 1 CLUSTER not 1 sector. A cluster is equal to 2 sectors (normaly)

>Confuse applications of any kind?
Some disk analyzer and defragmentation programs like DLII will not work properly. I assume Ataris new disk analyzer will work with the larger sectors, since there latest formater uses them.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

828. Re: Mega ST Real Time Clocks

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-14 23:55:47 UTC
From: wallace@oldtmr.enet.dec.com
Message-ID: <1990Dec15.000451.16235@engage.enet.dec.com>
Source record: 49718

In article <RALPH.90Dec13174008@orion.laas.fr>, ralph@laas.fr (Ralph P. Sobek) writes...
>I am reposting the following question since I haven't received a
>single reply. Maybe the original never got out.
I posted a follow up to your original, stating that I had a similiar problem
with my Mega clock loosing time.

>| What's the accuracy of the real-time clocks that come with Mega STs?
I don't know, but when I opened up my Mega this weekend I found that there is
an adjustment for the clock 'speed'. It is small potentiometer right near the
clock chip. I turned it clockwise a 1/16 of a turn. I don't know yet what
affect, if any, it had on it.

>Even rebooting causes an additional loss of a couple of seconds.
Woa, are you sure you don't have a time setting program in your auto folder,
or a time setting desk accessory? If you do then that is most likly what is
causing your problem (based on this re-boot comment).

>Anything I can do to get more accuracy?
Adjust the pot as above.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

829. Re: Expanding Megafile 60 (summary)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-15 00:35:30 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec15.003530.18147@ecst.csuchico.edu>
Source record: 49719

swklassen@rose.uwaterloo.ca (Steven W. Klassen) writes:

- My question for Atari is: Why has this approach been taken?

It's inexpensive.

- I would think that the ability to just "plug in" a second drive
- would be a useful marketing tool.

You forget that this is Atari you're talking about. They don't market hard drives, or STs for that matter. (Actually, a friend of mine, the one that tells me about the $400 386 systems, saw an Atari ST co-op ad one morning during the Today show. Had the dealer's address and phone number at the end.)

- My reaction is: Too much work/risk for me to undertake. I guess I
- could purchase a second Megafile but perhaps I should just save my
- money to buy a better machine.

Or a better hard drive. I would think that people who read this net would know better.

I recommended an ICD drive to a friend of mine who knows nothing about hard drives, and he went out and bought a Megafile 30 for $500. He could have had a larger drive and better host adapter and software for that price if he would have heeded my recommendation. It boggles my mind when I recommend things to people after they ask me, and they go ahead and do the opposite.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

830. Re: Drawing objects/interaction with windows.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-15 00:54:29 UTC
From: apratt@atari.UUCP
Message-ID: <2782@atari.UUCP>
Source record: 49720

andrew@.cs.utk.edu (Andrew Krzywdzinski) writes:
>I tried opening a 'dummy' window for the whole screen to get on the
>window update list, but although now I get the update message, weird things
>happen on the screen.

That's because the AES decided your window covered the whole screen,
and therefore your redraw would take care of everything, and it didn't
have to update anything. The right way is to open a window just
the size and location of the logo. Then that window will get redraw
messages when parts of it are exposed, and the Desktop background
will get redraw messages for the rest of the screen.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

831. Re: Reading the timer

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-15 00:56:14 UTC
From: apratt@atari.UUCP
Message-ID: <2783@atari.UUCP>
Source record: 49721

alex@hpgnd.grenoble.hp.com (Alexis MERMET-GRANDFILLES) writes:
> Does anybody know if there is a way (should I say official ?)
> to read the system time of the 520STE that will give a result
> more precise than 2 seconds intervals.

There is a system variable that holds the time since the system was
booted, in 1/200ths of a second. For measuring time spans, this works,
but you still can't get real time-of-day any more precisely than two
seconds.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

832. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-15 04:46:29 UTC
From: rosenkra@convex.com
Message-ID: <111330@convex.convex.com>
Source record: 49722

In article <27569349.8114@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>>>[has a problem with dialog boxes]
>
> From my experience, the sequence goes like this.
>
>1. Build the dialog box via a RCS-like prog or by hand
>2. Center it on the screen with form_center() [or if you want to, fill in
> the x,y,w,h fields in the structure manually]
>3. Call form_dial(FMD_START, ...) to reserve some screen space
>4. Call form_dial(FMD_GROW, ...) to draw a growing box [optional]
>5. Call objc_draw( ) to actually draw it on the screen
>6. Call form_do( ) to let the AES handle the dialog.
>7. When you get control back again, call form_dial(FMD_SHRINK, ...)
>8. Call form_dial(FMD_FINISH, ...) to free up screen space

this is the "normal" way of doing it, but it does have limitations. i think the max dialog size is 1/4 the screen as that is all the memory form_dial deals with. i may be wrong here, though...

there is a better way, at least i use it:

1) as above
2) save ALL the screen to a 32000 byte buffer
3) objc_draw anywhere u like
4) form_do as above, in a loop while (!exit_condition)
5) on exit, restore the entire screen from the buffer

you don't get the (silly?) growbox/shrink box (my beta testers told me to ax them on some code i produced a while back).

this allows you to draw dialogs as big as the screen. the screen save/redraw is virtually instantaneous. users have the need for speed. u can also draw the dialog anywhere (on the screen makes most sense, though i think it is possible to draw it off screen and clip to the screen - i actually think i needed to do this once, but don't quote me).

u get the screen location from Physbase or Logbase calls (forget which). i think vro_cpyfm is what i use to copy the screen, though tight loop copying longs should work, too. jeez, it's been a while...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

833. Re: Upgrading SS disk-drive

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-15 04:52:53 UTC
From: rosenkra@convex.com
Message-ID: <111332@convex.convex.com>
Source record: 49723

In article <36917@cup.portal.com> Yonderboy@cup.portal.com (Christopher Lee Russell) writes:
> He went out and bought a 1.44M mech and tried it and it worked!
>Go figure?!?! Anyways, I guess it can be done. He simply hooked the thing
>up and it worked.

i need to replace a bad internal drive on a 1040 (chinon, i suspect). can u tell me what drive your friend used? vendor/make/model/etc, please. did he just plug it in or were there other mods? i a aware of potential mediachange problems...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

834. Re: Reading the timer

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-15 05:04:09 UTC
From: rosenkra@convex.com
Message-ID: <111333@convex.convex.com>
Source record: 49724

In article <17750001@hpgnd.grenoble.hp.com> alex@hpgnd.grenoble.hp.com (Alexis MERMET-GRANDFILLES) writes:
>Hello there,
>
>1)
> Does anybody know if there is a way (should I say official ?)
> to read the system time of the 520STE that will give a result
> more precise than 2 seconds intervals.
>
> The Bios or Xbios call GetTime() only returns hours,minutes, and
> seconds divided by 2 (ie from 0 to 30).
>
> I need something much more precise than that. Any idea?

i wrote a gettimeofday(2) call which did the Gettime/Getdate, but also gets the current value of the 200 Hz timer (just a system variable, long at 0x4bc, access in Super mode). that gets u down to 5 ms which i then use to get the second and stuff the rest in the tv_usec field of the struct timeval (sys/time.h).

if u can't figure it out, i can send it to you...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

835. Re: Big logical sectors and their effect

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-15 11:43:00 UTC
From: woju@mist.sub.org
Message-ID: <A0axp4km@mist.sub.org>
Source record: 49725

In <1990Dec13.141210.26853@wam.umd.edu>, David M. Baggett writes:
-<
-<What effect does changing the logical sector size have on the system?
-<Does it increase minimal file size? E.g., if I create a 10 byte file,
-<will it take up 8K on the disk, since the sector is the smallest
-<unit of space that can be allocated?

When you use 8K Clusters for the GEMDOS Filessystem, the filesystem will
allocate 8K as MINIMUM for this File and the FS will take more Memory
of YOUR HD in 8K Blocks

-<Will a large sector size decrease performance? Confuse applications
-<of any kind?

With small Files <4K the performance will decrease, but with Files somehow
ending with a filled 8K Block, it could increase performance, for a 160K
File there is only a need of 20 Clusters instead of 160 Clusters with
standard Clusters..(1 K) the increase/decrease depends on the Files

Many logical Speedcheck Programs are using 64K Blocks for read and write
Speedtests, if they test the FILESYSTEMSPEED they should say SPEEDY FS,
because the FS only searches for 8 Clusters, which should be faster
than searching for 64 Clusters on your harddiskpart....

Wolfgang Jung

--
Bye,...
Don't trust your eyes. It's just an imagination of your brain !

woju@mist.sub.org
woju@image.in-berlin.de
woju@neon.in-berlin.de

(c) by Wolfgang Jung, Berlin (date look at header !!)

836. Re: PC emulators with VGA support.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-15 18:54:20 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec15.185420.6758@santra.uucp>
Source record: 49726

You should consider this:
Delta Modul AT-emulator by Omega Computer Systems GmbH, Germany
Board: 80386sx + 16kb cache, MC68000 16 MHz + 16kb cache, math-co-processor sockets for both.
Optional: 3 x 16bit AT-slot, 4 Mb RAM for multitasking...

All STs (except STE)
For address, faxnumber, prices and things like that please ask!

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

837. Re: PC emulators with VGA support.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-15 21:53:28 UTC
From: adamd@rhi.hi.is
Message-ID: <2545@krafla.rhi.hi.is>
Source record: 49727

In <1990Dec15.185420.6758@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:

>You should consider this:
>Delta Modul AT-emulator by Omega Computer Systems GmbH, Germany
>Board: 80386sx + 16kb cache, MC68000 16 MHz + 16kb cache, math-co-processor

>All STs (except STE)

Why not STE? there can't be that much shortage of room in the box.
Will someone bring out a 386dx + 68030 board for the Mega series?

just a thought,

Adam David. adamd@rhi.hi.is

838. Re: Nec 1401PC3A Multisync, will it work?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-16 02:18:08 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Dec16031808@opal.cs.tu-berlin.de>
Source record: 49728
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Dec8.173320.15109@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:

[...] IF you can get the proper connectors
(ST's 13-pin round is a problem, cut from old cable).

Well, when I wanted to build my own monitor-switchbox, I had no trouble finding the monitor-connectors for the st.

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)

839. Re: Two Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-16 02:39:43 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Dec16033943@opal.cs.tu-berlin.de>
Source record: 49729

In article <3584@jaytee.East.Sun.COM> gaudreau@juggler.East.Sun.COM (Joe Gaudreau - Sun BOS Software) writes:

For me, it's a toss-up between this [Lattice C 5.0] and TurboC - they both cost about the same. TurboC doesn't yet have English doc but has the potential to support C++ sooner or later.

Not to mention that for DM 200,- you can get MOOP, a precompiler for Objective C that produces code for Turbo C (and some others). MOOP exists in two versions, as a regular program and as an accessory. So you just edit you Objective-C sourcecode from within the Turbo-C environment and activate the` precompilation by a few mouseclicks...

Greetings,
RIPLEY

Disclaimer: I just happen to have a friend who uses Objective C and a ST at work... I didn't have the money to buy it (yet).
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)

840. Re: PC emulators with VGA support.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-16 05:17:53 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1990Dec16.051753.29721@rodan.acs.syr.edu>
Source record: 49730

In article <2545@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
>In <1990Dec15.185420.6758@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>
>>You should consider this:
>>Delta Modul AT-emulator by Omega Computer Systems GmbH, Germany
>>Board: 80386sx + 16kb cache, MC68000 16 MHz + 16kb cache, math-co-processor
>>All STs (except STE)
>Why not STE? there can't be that much shortage of room in the box.
>Will someone bring out a 386dx + 68030 board for the Mega series?
>just a thought,
>Adam David. adamd@rhi.hi.is
ATSpeed, which is out now, emulates EGA and VGA monochrome.
Of course, if the software makes hardware calls directly to
the video adapter, then the emulator will probably not be able
to handle it (then again, this will probably be hard for any
emulator). The idea of having an actual VGA card along with
an emulator (a la the proposed card for SuperCharger) might be
the way you have to do it.
In any event, I've got ATSpeed now and I really like it. It
can handle Windows (I don't have 3.0, yet), and it even runs a
piece of software that involves different fonts and keyboard
remappings...the key is being able to load different fonts,
and this is accomplished by a dos program provided with the
emulator itself.
Regards,
Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)

841. Memory upgrade woes

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-16 10:28:42 UTC
From: system@n6vbg.hamavnet.com
Message-ID: <1990Dec16.102842.66@n6vbg.hamavnet.com>
Source record: 49731
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello everyone,

I'm thinking about adding some more memory to my 1040ST, and I was wondering if those of you who have done so in the past would share their experiences here. Is there any recommendations as to what products are reliable and which ones are not (i.e., Zram, JRI, etc).

Thanks,

--
Javier Henderson, N6VBG

system@n6vbg.hamavnet.com
{simpact,asylum,elroy}!hamavnet!n6vbg!system

842. Memory deallocation after TSR

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-16 14:30:16 UTC
From: 72347.2767@CompuServe.COM
Message-ID: <"901216143015.72347.2767.EHA33-1"@CompuServe.COM>
Source record: 49732

One technique is to load no go (seems to work as documented after TOS 1.4). I use this technique to load RSXs into my CLI. They stay in memory until I ask them to leave. Each RSX registers with a resident manager that keeps up with the address of a clean-up routine to call before kicking the program loose. The clean-up routine should Mfree() any Malloc()ed memory the RSX requested. It should also keep track of Files the RSX openned on its own and and other variables that must be reset. One RSX I have is an installable/uninstallable printer spooler. Others add to the CLI built-in command set.

Once cleanup is called the resident manager Mfree()s the basepage and the prog's environment space. I've been using this technique very successfully for a few years without problems--except you should be careful about uninstalling RSXs out of order since Malloc and Mfree lose efficiency then.

BTW RSX==Resident System eXtension (an old CPM acronym).

Robert Royar

Cratylus Educational Software

One thing I forgot in rushing to respond to the thread about deallocating TSRs was that the RSX scheme I described does not depend on Ptermres(). In fact if the RSX were to call either of the Pterm()s or Ptermres(), disaster would ensue. TOS believes the RSX's parent is the owner of all resources the RSXs control, and the RSXs run as subroutines of the parent, not as separate processes. I don't use "just go" to start an RSX, rather when the RSX loads, the resident manager computes the starting-instruction address from the basepage returned by the Pexec() load, no-go call. That starting address is an init routine that sets up the RSX internally and registers its "official" entry and clean-up routines with the resident manager. For spoolers the init routine is just a dummy, but for CLI extensions, the entry routine dispatches that RSX's working code.

As an added benefit to the RSX and to keep RSX size small, the resident manager installs pointers to some re-entrant routines in an RSX jump table. In the RSX a function can call strcmp(str1,str2) normally, but the internal routine is
_strcmp: jmp _strcmp
The jump is patched up by the resident manager so the call goes into a routine in the CLI's shared library. This added stuff is not required to make an RSX scheme work, and would break in an environment where routine's addresses may change after load, but for most uses on an ST, the jump table is a real win. Just being able to write a program that calls all the standard C string functions and the formatted print functions without their having to be linked into the executable saves quite a bit in file space, executable space, and load time.

Robert Royar

843. Enlarging address space

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-16 17:27:29 UTC
From: adamd@rhi.hi.is
Message-ID: <2547@krafla.rhi.hi.is>
Source record: 49733

What I really meant was:

Is it sufficient to put a diode on a TTL output in order to pull /DTACK low
on newly-defined address regions (wire-AND)? Is this enough to stop GLUE from
generating /BERR on normally non-existent addresses? What is the upper limit
for the number of such /DTACK ANDed inputs to guarantee correct operation?
I see no reason why it shouldn't work for small numbers unless GLUE is actively
banning larger addressing ranges.

Have any spec. sheets been made available for the custom Atari chips or do we
still have to guess and make mistakes, not knowing whether an experimental
circuit works by accident or by design?

Is there a list somewhere of which 3rd-party products use which extra addresses?

Thanks in advance for sensible info.

Adam David. adamd@rhi.hi.is

844. Re: SPICE (again)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-16 19:09:19 UTC
From: techno@lime.in-berlin.de
Message-ID: <YOBM8RH@lime.in-berlin.de>
Source record: 49734

SPICE will be available early next year on a ftp site in Germany. At the moment I am fighting my mailer to get it there. I haven't forgotten you, just hang on...

Thanx for your patience,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

845. Re: PC emulators with VGA support.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-16 22:57:58 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec16.225758.18535@santra.uucp>
Source record: 49735

Why not STE? Because of STE has its 68000 on PLCC-socket and other STs
have it on DIL/DIP package.
An adapter for STE is only a question of time, maybe someone can make one
himself, I would give a try. And Vortex has an adapter to connect ATonce
to STE, that should work with other expansions as well.

What are you saying? I fits to Megas as well, no difference!!!
It can not even be considered to be mounted to the megabus because
you should remove the old 68000 anyway. ST cannot tolerate two 68000s!

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

846. Megafile 30 connect to ICD?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-17 00:48:34 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec17.004834.1098@ecst.csuchico.edu>
Source record: 49736

A friend is bringing his Megafile 30 over to my place next week. I want to connect it to the Expansion Out port on my ICD case to copy files from my HD to his. Is this possible? What other things must I do to each drive so that they work together? What about drive designations? If I keep my CDEFG as CDEFG, what will his CDE...etc. drives become?

Thanks a bunch for the info!

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

847. Dialog Box Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-17 05:53:51 UTC
From: schultzd@kira.uucp
Message-ID: <1990Dec17.055351.8596@msuinfo.cl.msu.edu>
Source record: 49737

I get three bombs in a dialog box prog that I wrote. I narrowed it down to one of two things, but I don't have the documentation on the function calls used.

Problem Choice #1:
Incorrect use of the rsrc_load() function. Tim Oren's "Professional GEM" says use...

```
ok = rsrc_load(ADDR("blahblah.rsc"));
```

(When I compile under sozobon with GEMFAST lib, I get _ADDR is undefined.)
Instead, I use ...

```
ok = rsrc_load("blahblah.rsc"); /*This compiles*/
```

Problem Choice #2:
Incorrect parameters to form_do(). What exactly is this function expecting? Is there a limit to the size of box form_do() can handle? (Someone mentioned 25% of the screen. I need a bigger box.)

Anyway, hope thats enough. Please help me out on this one!

```
--
----- David W. Schultz -----
----- uunet!frith!schultzd -----
----- Work Phone: (517)-353-8891 -----
-- "Since my opinions are mine, I won't tell you who I work for." --
```

848. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-17 09:12:33 UTC
From: glazou@mowitz.pdc.kth.se
Message-ID: <GLAZOU.90Dec17101227@mowitz.pdc.kth.se>
Source record: 49738

In article <111330@convex.convex.com> rosenkra@convex.com (William Rosencranz) writes:

> there is a better way, at least i use it:
>
> 1) as above
> 2) save ALL the screen to a 32000 byte buffer
^^^
> 3) objc_draw anywhere u like
> 4) form_do as above, in a loop while (!exit_condition)
> 5) on exit, restore the entire screen from the buffer

AAAARRRRGGGGGLLLLL !!!! Never do that !!!! NOW, the screen buffer is
32000 bytes long, but if you uses a greater scrn, your routine will only save a
small part of it... Same thing if you use Protos or any other screen soft-
enhancer...

THIS IS DEFINITELY NOT A GOOD WAY OF PROGRAMMING GRAPHICS !

With such hints, when the resolution or the hardware changes, the
program does not work any more ! A good development muST work on all ST-models
with any hardware you want... I know this not easy to realize, but it's the
price you have to pay if you want to see the ST as a professional computer !

Daniel.

--
+--------------------------------------+-----------------------------------+
Daniel Glazman , TDS	glazou@mowitz.pdc.kth.se
The Royal Institute of Technology	
S-100 44 STOCKHOLM, SWEDEN	glazman@inf.enst.fr
+--------------------------------------+-----------------------------------+
| "Ca fait 25 ans que je me demande pourquoi je suis encore la a me demander |
| ce que je fais ici..." Anonyme |
| |
| "Gardez votre ville propre : mangez un pigeon !" Gary Gregory. |
+---+

849. 3rd party Monitor/Tape Drive compatibility query

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-17 10:02:14 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Dec17.100214.4276@rodan.acs.syr.edu>
Source record: 49739

Could someone tell me what kind of monochrome monitors will work with an ST? (What scan rate, etc...) What kind of multisynch monitors will work with an ST (What scan rate, etc, not brand names)

Also, has anyone ever managed to hook up an Everex tape drive to an Atari? Is there any way to hook up a non-SCSI tape drive to an ST???

I appreciate any info
---jb

850. Re: Big logical sectors and their effects

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-17 12:13:18 UTC
From: csbrod@medusainformatik.uni-erlangen.de
Message-ID: <3387@medusainformatik.uni-erlangen.de>
Source record: 49605

dmb@wam.umd.edu (David M. Baggett) writes:

>What effect does changing the logical sector size have on the system?
>Does it increase minimal file size? E.g., if I create a 10 byte file,
>will it take up 8K on the disk, since the sector is the smallest
>unit of space that can be allocated?

When boosting the sector size up to 8 KB, the minimal file size is
16 KB when using 2 sectors per cluster (standard case), and a _cluster_
is the smallest unit of space to be allocated.

>Will a large sector size decrease performance? Confuse applications
>of any kind?

Large sectors probably won't hurt performance. I haven't done any exact
measurements on that one yet. Many disk editors don't know about big
logical sectors yet but are being adapted. Application software
doesn't need to know about things like this and therefore runs
unaffected.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

851. Does a KUMA<->WERCS converter exist?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-17 17:27:36 UTC
From: moses@hao.ucar.edu
Message-ID: <9576@ncar.ucar.edu>
Source record: 49740

Does any one know of the location of a resource converter utility
that will convert from the KUMA resource editor format to the WERCS
format (visa-versa)? Besides the *.RSC and *.H files produced there
is the *.RSD file that is used by the resource editor internally.
Loading a WERCS file into the KUMA editor, one loses all OBJECT name
information and some other things too.

The WERCS resource editor is the better of the two but KUMAS has some
features that are unique to it.

J.Moses

852. How does one relocate the Mouse ptr from pt A to B?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-17 17:30:37 UTC
From: moses@hao.ucar.edu
Message-ID: <9577@ncar.ucar.edu>
Source record: 49591

Can someone explain how one can move the mouse location from one x,y coordinate to another 'automatically', i.e. without having to manually move it?

Will doing this cause any problems with the AES? Make it lose track of the mouse?

J.Moses

853. Re: 3rd party Monitor/Tape Drive compatibility query

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-17 18:08:49 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1990Dec17.180849.6551@ecst.csuchico.edu>
Source record: 49592

jfbruno@rodan.acs.syr.edu (John Bruno) writes:

- Could someone tell me what kind of monochrome monitors will work
- with an ST? (What scan rate, etc...) What kind of multisynch
- monitors will work with an ST (What scan rate, etc, not brand names)

I posted multsync.lzh to atari.archive a couple of days ago. It's a
collection of replies I received from here and Fidonet when I asked
about what kind of multisync is best for connecting to the ST. It
also has information about scan rates, etc.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

854. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-17 21:28:10 UTC
From: rosenkra@convex.com
Message-ID: <111628@convex.convex.com>
Source record: 49593

In article <GLAZOU.90Dec17101227@mowitz.pdc.kth.se> glazou@mowitz.pdc.kth.se (Daniel Glazman) writes:
>
>In article <111330@convex.convex.com> rosenkra@convex.com (William Rosencranz) writes:
>
>> there is a better way, at least i use it:
>>
>> 1) as above
>> 2) save ALL the screen to a 32000 byte buffer
> ^^
>> 3) objc_draw anywhere u like
>> 4) form_do as above, in a loop while (!exit_condition)
>> 5) on exit, restore the entire screen from the buffer
>
>
> AAAARRRRGGGGGLLLLL !!!! Never do that !!!! NOW, the screen buffer is
>32000 bytes long, but if you uses a greater scrn, your routine will only save a
>small part of it... Same thing if you use Protos or any other screen soft-
>enhancer...

good point, though i plead pressed for time :-)

actually, if u look at all the examples of "good" programming atari put out "in the beginning", this was often used. the "correct" way is to first ascertain the size of the screen (one of the open workstation workout[] entries, as i recall) then malloc/Malloc the space. maybe i SHOULD have said "allocate enuf space for the screen and save it to this buffer" rather than 32k. picky, picky...

> THIS IS DEFINITELY NOT A GOOD WAY OF PROGRAMMING GRAPHICS !

aw, c'mon, dan. it is not THAT bad. lighten up!

and it is the only way i know of to use dialogs larger than 25% of the screen. unless u can suggest a better approach? i'd gladly change my evil ways :-).

> With such hints, when the resolution or the hardware changes, the
>program does not work any more ! A good development muST work on all ST-models
>with any hardware you want... I know this not easy to realize, but it's the
>price you have to pay if you want to see the ST as a professional computer !

i really do not think this affects most *current* ST owners. and i use line A, too, so u can get on my case there, too, since i don't think the TT supports it, though this has been a sanctioned as OK by atari up to now, i believe (since i got a nice laser-printed S.A.L.A.D. from atari maybe 1.5 yr ago).

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

855. Re: How does one relocate the Mouse ptr from pt A to B?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-17 21:40:57 UTC
From: rosenkra@convex.com
Message-ID: <111630@convex.convex.com>
Source record: 49594

In article <9577@ncar.ucar.edu> moses@hao.ucar.edu (Julie Moses) writes:
>Can someone explain how one can move the mouse location from one
>x,y coordinate to another 'automatically', i.e. without having to
>manually move it?

i don't know what u mean by "automatically" vs "manually". you can install a new mouse position vector with vex_motn (i don't remember the exact name but this is at least close). it is called with mouse x,y in d0/d1 and you can change it. before your handler does its rts, it can change the d0/d1 based on some application-specific action, and the new coords get passed on to the AES. from that point on, the AES updates its idea of where the mouse is based on your d0.w/d1.w values. i don't know if this can be done in C. it will be non-portable at best (using asm(...) statements).
i wrote my handler in assembler and have had no problems.

>Will doing this cause any problems with the AES? Make it lose track
>of the mouse?

there should be no problems. just make sure to restore the old handler before your application finishes...

-bill
rosenkra@convex.com

(maybe this can go in the FAQ for this newsgroup as it has been asked just recently, that is if there is a FAQ...)
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

856. Re: Megafile 30 connect to ICD?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-17 22:21:51 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <27834@cs.yale.edu>
Source record: 49595

In article <1990Dec17.004834.1098@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>A friend is bringing his Megafile 30 over to my place next week. I
>want to connect it to the Expansion Out port on my ICD case to copy
>files from my HD to his. Is this possible? What other things must I
>do to each drive so that they work together? What about drive
>designations? If I keep my CDEFG as CDEFG, what will his CDE...etc.
>drives become?

Hard drives are usually set to dma address 0. You will have to open up one of your drives and change its dma address to 1 by changing DIP switches or moving jumpers. If you make your friend's drive unit 1, then his CDE... partitions will come up after your partitions, as HIJ... . Be warned that opening the case may void your warranty!!!
--
==========
| Michael Fischer <fischer-michael@cs.yale.edu> |
==========

857. Re: Big logical sectors and their effects

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-17 22:55:15 UTC
From: apratt@atari.UUCP
Message-ID: <2785@atari.UUCP>
Source record: 49596

csbrod@medusainformatik.uni-erlangen.de (Claus Brod) writes:
>Large sectors probably won't hurt performance. ...
>Many disk editors don't know about big
>logical sectors yet but are being adapted. Application software
>doesn't need to know about things like this and therefore runs
>unaffected.

What he said.

There is another side-effect to large sectors, however: your disk cache must consist of sector buffers which are as big as the largest logical sector in your system. Our hard-disk driver and cache program handle that case perfectly: the cache program (CACHENNN.PRG) interrogates the driver, asking "what's the largest logical sector size in the system?" and it sizes cache sectors accordingly. Other cache programs probably do not handle this: they probably assume 512 bytes per sector.

As for clusters, clusters are always 2 sectors long. This is due to a bug in GEMDOS. (The bug is interesting: it says, in effect, "if this isn't the first sector of the cluster, then it's the last." Hence, two sectors per cluster.) It's possible to fix the bug, of course, but a disk with clusters larger than two sectors could not be used on a system with older ROMs, and since large logical sectors fix the same problem in a way that doesn't rely on having new ROMs, we decided to do it that way.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

858. Re: PC emulators with VGA support.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-17 23:01:08 UTC
From: adamd@rhi.hi.is
Message-ID: <2551@krafla.rhi.hi.is>
Source record: 49597

In <1990Dec16.225758.18535@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:

>What are you saying? I fits to Megas as well, no difference!!!

Aha, what I was actually saying:
Maybe there's not enough room in a non-Mega for _lotsa_ extra hardware.
I have a 1040 with two internal drives, internal Spectre GCR, ST-QL shifter
board, 16Mhz Hypercache. All that without removing the shielding. I'm not
sure there's going to be enough room in there for a board with 386, '030 and
their two FPUs. On the other hand I've been considering replacing the PSU with
a slimline hard disk (both the same size), and using an external PSU.
Old style disk-drive connectors cannot be unplugged by accident, unlike the
standard ST power cord. It seems also to make better sense to have DC power
backup than using mains voltage AC inverters just to get back to old DC.

>you should remove the old 68000 anyway. ST cannot tolerate two 68000s!

Well, it would be nice to try, if that was the excuse needed in order to ditch
TOS for good :-) What about one for I/O and one for CPU work.

Greetings,

Adam David. adamd@rhi.hi.is

859. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 01:42:28 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Dec18.014228.7643@murdoch.acc.Virginia.EDU>
Source record: 49598

In article <111628@convex.convex.com> rosenkra@convex.com (William Rosencranz) writes:

>and it is the only way i know of to use dialogs larger than 25% of the
>screen. unless u can suggest a better approach? i'd gladly change my
>evil ways :-).

You can certainly save everything on the screen without knowing that
it's 32k bytes long. Try finding out how big it is and then blit it
into a buffer and back.

860. Re: Megafile 30 connect to ICD?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 03:30:59 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Dec18043059@zetkin.cs.tu-berlin.de>
Source record: 49606

In article <27834@cs.yale.edu> fischer-michael@cs.yale.edu (Michael Fischer) writes:

Hard drives are usually set to dma address 0. You will have to open
up one of your drives and change its dma address to 1 by changing DIP
switches or moving jumpers. If you make your friend's drive unit 1,
then his CDE... partitions will come up after your partitions, as
HIJ... . Be warned that opening the case may void your warranty!!!

A friend of mine has bought a ready-made harddisk (SCSi-drive and ICD-
hostadaptor) which has dipswitches outside for this. I can only
recommend this approach to any harddisk-builder !
Such a thing would contribute to my decision whether to buy a certain
drive or not. (Supposed I'd buy a ready-made drive, that is)

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)

861. Re: Dialog Box Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 05:17:42 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Dec18.051742.835@murdoch.acc.Virginia.EDU>
Source record: 49599

Well, nobody answered this in public, so I'll give it a shot.

In article <1990Dec17.055351.8596@msuinfo.cl.msu.edu> schultzd@kira.uucp (David Schultz) writes:
>I get three bombs in a dialog box prog that I wrote. I narrowed it
>down to one of two things, but I don't have the documentation on the
>function calls used.
>
>Problem Choice #1:
> Incorrect use of the rsrc_load() function. Tim Oren's
>"Professional GEM" says use...
> ok = rsrc_load(ADDR("blahblah.rsc"));
> (When I compile under sozobon with GEMFAST lib, I get _ADDR is
>undefined.)
> Instead, I use ...
> ok = rsrc_load("blahblah.rsc"); /*This compiles*/

ADDR() is one of the "portability macros" that allows you to write GEM source that will compile both on the ST and for IBM PC GEM. Few if any people use them anymore. This is mentioned at the end of Pro GEM IV, and in part XVI he stops using them.

I think the basic rule is that you can always pretty much delete them.

>Problem Choice #2:
> Incorrect parameters to form_do(). What exactly is this
>function expecting?

form_do() expects the address of the tree and an integer # of the first text field. You can get the address of the tree by using rsrc_gaddr() or by a hack. Let's see, this is how my program TeXShell loads and displays the menu bar, which was called MYMENU in the RCS:

```
#ifdef RCS
rsrc_load( "texshell.rsc" );
rsrc_gaddr( 0, MYMENU, &menu_adrs );
#else
fix_objects();
menu_adrs = rs_trindex[ MYMENU ];
#endif

menu_bar( menu_adrs, 1 );
```

The first version reads in a .rsc file and uses the function call to get the address. The root of the tree in this case is object 0.

The second version uses the fact that my resource-to-C conversion program sticks the addresses of the object trees into an OBJECT * array called rs_trindex. This is a little more obvious if you look at the output of the conversion program.

> Is there a limit to the size of box form_do() can
>handle? (Someone mentioned 25% of the screen. I need a bigger box.)

I don't know, but if you start small you should be able to get it to work without bombs. When GEM gets confused, bombs away.

-- greg

862. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 06:23:40 UTC
From: don@milton.u.washington.edu
Message-ID: <13192@milton.u.washington.edu>
Source record: 49600

In article <111628@convex.convex.com> rosenkra@convex.com (William Rosencranz) writes:

>and it is the only way i know of to use dialogs larger than 25% of the
>screen. unless u can suggest a better approach? i'd gladly change my
>evil ways :-).

There is no limit to the size of a dialog. A dialog can fill the entire screen.
This is because the area covered by the dialog is not saved in bitmap form,
but instead is redrawn by GEM and the application that owns the window(s) it
covers. Only the size of alerts is limited.

Don Clifton

863. Re: Reading the timer

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 06:24:14 UTC
From: jpexg@rice-chex.ai.mit.edu
Message-ID: <12455@life.ai.mit.edu>
Source record: 49601

In article <2783@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>
>There is a system variable that holds the time since the system was
>booted, in 1/200ths of a second. For measuring time spans, this works,
>but you still can't get real time-of-day any more precisely than two
>seconds.
>

Well--you could keep reading the seconds clock until it changes (thus giving a fix for the end of a second) and store the contents of the 200ths-of-a-second counter (or the 60ths/70ths, if you prefer it) at that moment. Then calculate the remainder when the difference between the count "now" and "then" is divided by 200 | 70 | 60. This gives the number of time quanta since the last increment of the seconds clock.

John Purbrick

864. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 09:19:59 UTC
From: jeroen@ruuinf.cs.ruu.nl
Message-ID: <4533@ruuinf.cs.ruu.nl>
Source record: 49602

In article <111330@convex.convex.com> rosenkra@convex.com (William Rosencranz) writes:

> [to draw a dialog]
>
> 1. Build the dialog box via a RCS-like prog or by hand
> 2. Center it on the screen with form_center() [or if you want to, fill in
> the x,y,w,h fields in the structure manually]
> 3. Call form_dial(FMD_START, ...) to reserve some screen space
> 4. Call form_dial(FMD_GROW, ...) to draw a growing box [optional]
> 5. Call objc_draw( ) to actually draw it on the screen
> 6. Call form_do( ) to let the AES handle the dialog.
> 7. When you get control back again, call form_dial(FMD_SHRINK, ...)
> 8. Call form_dial(FMD_FINISH, ...) to free up screen space

> this is the "normal" way of doing it, but it does have limitations. i think
> the max dialog size is 1/4 the screen as that is all the memory form_dial
> deals with. i may be wrong here, though...

The call to form_dial(FMD_START...) does not reserve ANY memory.
It just remembers the coordinates of the rectangle that will be disturbed.

The final call to form_dial(FMD_FINISH...) likewise doesn't restore
the screen. Rather, it generates an "event".
This event must be picked up by the program by a call to
evnt_multi. The infamous coordinates are supplied to you by the event,
and it is the responsibility of the program to redraw the
affected screen.

The limitation of 1/4 the screen size applies only to form_alert
dialogues. The background of form_alert dialogues is saved
by the operating system, and therefore no events are generated
by this call.

> there is a better way, at least i use it:
> 1) as above
> 2) save ALL the screen to a 32000 byte buffer
> 3) objc_draw anywhere u like
> 4) form_do as above, in a loop while (!exit_condition)
> 5) on exit, restore the entire screen from the buffer

I prefer this solution, too.
You can even have sub-dialogues by allocationg a second buffer.

>you don't get the (silly?) growbox/shrink box (my beta testers told me to
>ax them on some code i produced a while back).

The choice to grow/shrink box is independent of the way
you save the background.
This feature is achieved by the form_dial(FMD_GROW/SHRINK) calls,
which can be included or not, regardless of the way you
subsequently restore the screen.

Ideally, the grow/shrink is executed conditionally depending
on a switch that can be set by some preferences-dialogue.
--
Jeroen Fokker | jeroen@cs.ruu.nl
dept.of Computer Science, Utrecht University | tel.+31-30-534129
PObox 80089, 3508TB Utrecht, the Netherlands | fax.+31-30-513791

865. Why doesn't this DMA code work?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 09:27:26 UTC
From: bwhite@oucsace.cs.ohiou.edu
Message-ID: <2717@oucsace.cs.OHIOU.EDU>
Source record: 49603

I'm working on a program that will allow me to read in an entire track of the floppy disk at a time (using the Type III `read track' command) and put it somewhere in memory, where I'm going to analyze it and such, as part of a head-alignment program.

My main problem here is, I can do all sorts of Type I commands which don't require DMA data transfer, but as soon as I try to read something off the disk, ... well, according to the floppy controller all went well; but the data doesn't appear anywhere in memory.

The code is in Mark Williams C. I have a hard drive running during program execution; shutting it off after boot from HD does no good. I would boot from floppy to see if the HD boot program (ICD) is causing a problem, but if I could use my floppy I wouldn't be writing this program!
I replaced the `read track' with a `read sector' command, which I *know* should work, and I use it on side 1, where the head is in perfect alignment. The data still doesn't go into memory.

My code looks like this:

```
readtrack(buffer,track,side)
char *buffer;
int track,side;
{
long buflong;
int dummy = 0;
static int oldtrack;

#define FLOCK (char *) 0x43eL
#define DMAC_HI (char *) 0xff8609L
#define DMAC_MD (char *) 0xff860bL
#define DMAC_LO (char *) 0xff860dL
#define DMAMODE (char *) 0xff8606L
#define DISKCTRL (char *) 0xff8604L
#define DMASTAT (char *) 0xff8606L
#define DMAINTR (char *) 0xfffa01L

buflong = (long) buffer;
pokeb(FLOCK, 0xff);
Offgibit(2); /* Select drive */
Ongibit(1);
if (side) /* Select side */
Ongibit(0);
else
Offgibit(0);
```

```
if (track != oldtrack) {
oldtrack = track;
pokew(DMAMODE, 0x0180); /* Toggle R/~W */
pokew(DMAMODE, 0x0080);
pokeb(DMAC_LO, (int) (buflong & 0xffL));
pokeb(DMAC_MD, (int) ((buflong>>8) & 0xffL));
pokeb(DMAC_HI, (int) ((buflong>>16) & 0xffL));
pokew(DMAMODE, 0x0086);
dummy++; /* A slight delay */
pokew(DISKCTRL, track);
dummy++;
pokew(DMAMODE, 0x0080);
dummy++;
pokew(DISKCTRL, 0x19); /* Command: seek */
dummy++;
do { } while (peekb(DMAINTR) & 0x20);
}

/* The above code works fine. The next code fails miserably. */

pokew(DMAMODE, 0x0180);
pokew(DMAMODE, 0x0080);
pokeb(DMAC_LO, (int) (buflong & 0xffL));
pokeb(DMAC_MD, (int) ((buflong>>8) & 0xffL));
pokeb(DMAC_HI, (int) ((buflong>>16) & 0xffL));
pokew(DMAMODE, 0x0180); /* Removing this does no good either */
pokew(DMAMODE, 0x0080);

/* pokeb(0xff860dL, 0x00); Uncommenting this doesn't help either.
pokeb(0xff860bL, 0x84);
pokeb(0xff8609L, 0x0f); */

pokew(DMAMODE, 0x0084);
dummy++;
pokew(DISKCTRL, 0x0001); /* Set sector to 1 */
dummy++;

pokew(DMAMODE, 0x0080);
dummy++;
pokew(DISKCTRL, 0x0080); /* Execute `read sector' command */
dummy++;
do { } while (peekb(DMAINTR) & 0x20);

#ifdef DEBUG
pokew(DMAMODE, 0x0080);
fprintf(stderr,"DEBUG: ERROR %x FLOCK %d\n",peekw(DISKCTRL),
peekb(FLOCK));
fflush(stdout);
#endif

pokeb(FLOCK, 0);
}

Anyone out there know what's going on?
```

| Bill White Internet: bwhite@oucsace.cs.ohiou.edu |
| LAW OF THE INDIVIDUAL: |
| Nobody really cares or understands what anyone |
| else is doing. |

866. Re: Memory deallocation after TSR

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 10:29:49 UTC
From: rfschaa@cs.vu.nl
Message-ID: <8529@star.cs.vu.nl>
Source record: 49604

In article <2767@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>In article <8381@star.cs.vu.nl> rfschaa@cs.vu.nl (Schaaf R F) writes:
>>>... quits by using the gemdos(49) call (TSR).
>>>... I would like to free the memory used up by the driver ...
>
>>I have had a go at doing this too. I don't think it's possible without
>>tinkering with the OS pool entries. That of course would be a highly
>>undocumented thing to do and would result in Allan Pratt slapping your
>>wrists heavily.
>> [...]
>>Come on Allan, help us out on this one.
>
>You lose. You can't Terminate and Stay Resident, then not Stay Resident.
>There is no help to give: you asked to stay resident, and you got it.
>You'll have to look at some other approach.
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

How about the following (is this legal?)
1. Use Pexec to just load the program in memory and save the pointer,
say 'basepage_pointer', to the basepage
2. Execute the program, again using Pexec. The program then exits
using Ptermres.
3. When finished perform 'Mfree(basepage_pointer)'

This seems to work, but the memory gets fragmented and I still seem
to lose some memory. Therefore: 1. Is this legal?
2. can I recompact the memory so it
becomes contiguous?

Richard Schaaf (rfschaa@cs.vu.nl)

P.S. I will not be at the university for at least 4 weeks, so please
send any reply via email otherwise the article will probably
not be available when I return..... THANKS

867. Re: Drawing objects/interaction with windows.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 11:22:08 UTC
From: Alex.Valdez@bbs.actrix.gen.nz
Message-ID: <1990Dec18.112208.8492@actrix.gen.nz>
Source record: 49607

In article <1990Dec14.183620.13254@cs.utk.edu> andrew@.cs.utk.edu (Andrew Krzywdzinski) writes:
> In the GEM application I'm writing, I'd like to be able to put a
> bitmap/logo in the middle of the screen (i.e. like TURTLE or ARCGSH do).

Try calling wind_set(WF_NEWDESK, ...). This tells GEM that the desktop is now the object tree you created and will redraw it everytime the desk is exposed. You won't receive evnt_multi messages to redraw the desktop, AES will do it for you!

--
Alex Valdez

868. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 11:57:24 UTC
From: csbrod@medusainformatik.uni-erlangen.de
Message-ID: <3391@medusainformatik.uni-erlangen.de>
Source record: 49608

rosenkra@convex.com (William Rosencranz) writes:
>>
>>> there is a better way, at least i use it:
>>>
>>> 1) as above
>>> 2) save ALL the screen to a 32000 byte buffer
>> ^^
>>> 3) objc_draw anywhere u like
>>> 4) form_do as above, in a loop while (!exit_condition)
>>> 5) on exit, restore the entire screen from the buffer
>>
>>
>> THIS IS DEFINITELY NOT A GOOD WAY OF PROGRAMMING GRAPHICS !

>aw, c'mon, dan. it is not THAT bad. lighten up!
Sorry, Bill, Dan is right. It _is_ that bad, and there are easy ways to
do it better.

>and it is the only way i know of to use dialogs larger than 25% of the
>screen. unless u can suggest a better approach? i'd gladly change my
>evil ways :-).

Get the size and position of the dialog displayed. Find out the number
of bitplanes used by calling vq_extnd() and looking at work_out[4]
(I think it is 4, but there I might be wrong.). Malloc sufficient space
for your dialog and vro_cpyfm the background to the allocated memory area.
You don't need any video buffer addresses to do that. Just fill in 0L
as the start address in the screen MFDB; VDI will automatically fill
in all the required MFDB parameters for the screen.

Then objc_draw() your dialog and do any form_do thingies you'd like.
Afterwards, vro_cpyfm() the background to the screen again.

This way, you can have _fast_ dialogs in a GEM-compatible way, and
you won't ever have to bother with new screen resolutions or graphic
cards with video RAM that is not visible in the processor's address
space.

>i really do not think this affects most *current* ST owners. and i use line A,
>too, so u can get on my case there, too, since i don't think the TT supports
>it, though this has been a sanctioned as OK by atari up to now, i believe
>(since i got a nice laser-printed S.A.L.A.D. from atari maybe 1.5 yr ago).

Right, you shouldn't use Line A anymore.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.

D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

869. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 13:32:25 UTC
From: glazou@mowitz.pdc.kth.se
Message-ID: <GLAZOU.90Dec18143224@mowitz.pdc.kth.se>
Source record: 49609

in article from csbrod@medusainformatik.uni-erlangen.de (Claus Brod) Date: 18 Dec 90 11:57:24 GMT, you write:

> [deleted lines]
>
> >aw, c'mon, dan. it is not THAT bad. lighten up!
> Sorry, Bill, Dan is right. It _is_ that bad, and there are easy ways to
> do it better.
>
> >and it is the only way i know of to use dialogs larger than 25% of the
> >screen. unless u can suggest a better approach? i'd gladly change my
> >evil ways :-).
>
> Get the size and position of the dialog displayed. Find out the number
> of bitplanes used by calling vq_extnd() and looking at work_out[4]
> (I think it is 4, but there I might be wrong.). Malloc sufficient space
> for your dialog and vro_cpyfm the background to the allocated memory area.
> You don't need any video buffer addresses to do that. Just fill in 0L
> as the start address in the screen MFDB; VDI will automatically fill
> in all the required MFDB parameters for the screen.
>
> Then objc_draw() your dialog and do any form_do thingies you'd like.
> Afterwards, vro_cpyfm() the background to the screen again.
>
> This way, you can have _fast_ dialogs in a GEM-compatible way, and
> you won't ever have to bother with new screen resolutions or graphic
> cards with video RAM that is not visible in the processor's address
> space.
>
> [deleted lines]

Waouuuuuuu... a REAL programmer... Thanks God, it still exists.
You are perfectly right, this is a complete GEM-routine.
BUT, i am not so happy to see work_out[4]... This last sentence is
not written for you but for Atari. A parameter MUST NEVER BE OBTAINED by
looking in a set of system variables but using inquire's functions like

vdi_what_is_current_resolution(x,y,w,h,planes)

And it is possible to compare the use of Line-A stuff to the old Peek &
Poke.
I hope we will see someday a *nice* Gem...

/Daniel/

--

Daniel Glazman , TDS	glazou@mowitz.pdc.kth.se
The Royal Institute of Technology	
S-100 44 STOCKHOLM, SWEDEN	glazman@inf.enst.fr

"Ca fait 25 ans que je me demande pourquoi je suis encore la a me demander ce que je fais ici..." Anonyme
"Gardez votre ville propre : mangez un pigeon !" Gary Gregory.

870. Re: Expanding Megafile 60 (summary)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 15:25:45 UTC
From: ralf@ppcnet.ppc.sub.org
Message-ID: <hVjzrD@ppcnet.ppc.sub.org>
Source record: 49610

swklassen@rose.uwaterloo.ca (Steven W. Klassen) writes:

>Here is a summary of the info I got regarding adding another drive
>to my Megafile 60.

>1) It seems the cable for the second drive has been cut off of
> the controller, hence a new one would have to be installed.
Yes. The 20-pin-connector for the second harddisk is not soldered in.

>3) A new power supply might be needed.
If you use a low-power-supply-harddisk, you don't need another power-supply.

>4) I would have to write my own software as HDX will not support
> the second drive.
For the HDX-Software this is true. But: There is a famous harddisk-driver
written by Claus Brod (unfortunately NOT PD) which supports a second drive
on one MEGAFILE-Controller.

>My reaction is: Too much work/risk for me to undertake. I guess
>I could purchase a second Megafile but perhaps I should just save
>my money to buy a better machine.
You need to be experienced in hardware-working for that. But after all
modifications, it's running quite well ! I've modified my own MEGAFILE-30-
controller and it drives now 2 Seagate-drives without any problems. And
the system is running 24-h a day under OS-9 ! Sometimes it takes 4-5 weeks
until i must reboot my machine, so the hardware of Atari isn't bad at all !

Gruss Ralf
--
Ralf Sauther | ...doitcr!smurf!ppcnet!ralf | ralf@ppcnet.ppc.sub.org
| +49 7274 76825 (voice only) |

871. Re: Expanding Megafile 60 (summary)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 15:27:58 UTC
From: cadp15@vaxa.strath.ac.uk
Message-ID: <1990Dec18.152758.9514@vaxa.strath.ac.uk>
Source record: 49611

```
In article <1990Dec14.155637.8235@watdragon.waterloo.edu>, swklassen@rose.uwaterloo.ca
(Steven W. Klassen) writes:
[deleted stuff...]
> My question for Atari is: Why has this approach been taken? I would
> think that the ability to just "plug in" a second drive would be
> a useful marketing tool. Instead it looks like you have gone to
> extra expense to ensure that this cannot be done.
>
> My reaction is: Too much work/risk for me to undertake. I guess
> I could purchase a second Megafile but perhaps I should just save
> my money to buy a better machine.
>
Why not try the Third Coast drives - they do allow you to 'plug in and go' with
a second drive from what I've read...

--
#include xmas.sig
/*****************************************************************************
* The Sorcerer man be 'Only visiting this planet' but wishes you a merry *
* Christmas and a happy New Year. He can still be found at: *
* *
* JANET: cadx862@uk.ac.strathclyde.computer-centre-sun *
* cadp15 @uk.ac.strathclyde.vaxb *
* INTERNET: via nsfnet-relay.ac.uk BITNET: via ukacrl UUCP: via ukc.uucp *
* *
* or second star to the right and straight on 'till morning. *
*****************************************************************************/
```

872. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 16:12:38 UTC
From: mintha@unixg.ubc.ca
Message-ID: <1990Dec18.161238.24031@unixg.ubc.ca>
Source record: 49612

I'm writing a program that uses only AES, and not VDI. When I put up
a dialog box, I save the portion of the screen used with my own copy routines,
and when the dialog finishes, I copy the region back. Everything works fine
except when the user moves the mouse at a later time, a small square the size
of the mouse appears with the standard desktop background pattern. Is there
anyway to avoid this, can I change the buffer used to hold what is underneath
the mouse pointer background?

--

Jim Mintha University of British Columbia
Programming Assistant Geography Department
e-mail: mintha@geog.ubc.ca Vancouver, B.C.

873. Re: Maxidisk- The best ramdisk there is

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 16:58:43 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1990Dec18.165843.8881@watmath.waterloo.edu>
Source record: 49613

Recently, someone mentioned Maxidisk.
I would like to try this. Does anyone know a source?

874. Line A Considered Harmful (was Re: Closing AES boxes interfering with VDI drawing)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 18:04:28 UTC
From: entropy@ai.mit.edu
Message-ID: <ENTROPY.90Dec18130428@pogo.ai.mit.edu>
Source record: 49614

In article <3391@medusainformatik.uni-erlangen.de> csbrod@medusainformatik.uni-erlangen.de (Claus Brod) writes:

>Right, you shouldn't use Line A anymore.

AAAAAAAAACCCCCCCCCKKKKKKKK! What? How are we supposed to do graphics now? (PLEASE don't say "Use GEM" -- I really don't want to wait till next spring to get some graphics on the screen.) Is there any TT-compatible, acceptable method for producing FAST graphics on the ST? (Preferably one that will stay acceptable.) Or are we all doomed to either incompatibility or slow, creeping death? Perhaps I should read this group a little more closely. This is the first I've heard on this topic...

Maybe I'll dig out my Atari 800...nobody complains if you POKE to the screen on those... :-)

entropy

875. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 21:17:43 UTC
From: rosenkra@convex.com
Message-ID: <1990Dec18.211743.17281@convex.com>
Source record: 49615

In article <1990Dec18.161238.24031@unixg.ubc.ca> mintha@unixg.ubc.ca (Jim Mintha) writes:
>
> I'm writing a program that uses only AES, and not VDI. When I put up
>a dialog box, I save the portion of the screen used with my own copy routines,
>and when the dialog finishes, I copy the region back. Everything works fine
>except when the user moves the mouse at a later time, a small square the size
>of the mouse appears with the standard desktop background pattern. Is there
>anyway to avoid this, can I change the buffer used to hold what is underneath
>the mouse pointer background?

hide the mouse before u copy the screen (before and after)...

and for the rest of u, quit beating me up about 32k. i don't do this myself
(i even checked my last GEM program). i DO do it correctly. my post was done
in haste, admitedly. ALL code i write that absolutely is not tied to some
OS or other dependency IS portable, or at least i strive for it consciously.
sometimes i hack, but believe me, anything i write which i have the
slightest inkling of selling at some point is done to maximize the potential
user base. things i do on usenet generally do not fall into this category.

yes, yes, by all means write your code to be hardware independent. though
i still believe 99% of STs use 32k screen buffers and i suspect this
will be the case for some time. if u want, we can argue that point, though
i think that is a waste of time.

later...

-bill
rosenkra@convex.com
(real programmers use emacs :-)
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

876. RAM expansions

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 21:23:38 UTC
From: billm@CSUFresno.EDU
Message-ID: <1990Dec18.212338.1351@CSUFresno.EDU>
Source record: 49616

I have gotten a hold of an ST second hand. It is a 520, with 1 meg upgrade. The upgrade is an AERCO EasieST Solderless RAM board, and was installed by a shop in San Lois Obispo, CA (That's what the previous owner told me). I have none of the docs for this board. It has 32 sockets, with 18 pins each. 16 of these sockets are populated with 32K 150ns RAMs with 16 pins each. The extra 4 pins that are open on the sockets all halve solder traces connected to them, so it seems likely that this board can handle larger (18 pin DIP) chips.

My questions:

Does Aerco still exist, and if so, where can I get a hold of them?
Is any-thing more than plugging in 16 more 32k chips required to take my machine to 1.5 meg?
Will using faster RAM speed up any operations that use the memory in the card?
Can I replace the 32k chips with 64, or even 256K chips (all of which are very inexpensive these days) to go upwards toward 4 meg?
Any help will be greatly appreciated, please respond via e-mail.
-Bill Mills
--
=-=-=-

877. Mega Bus Connector Source?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 22:30:12 UTC
From: onders@taac.ipl.rpi.edu
Message-ID: <L6J^TT#@rpi.edu>
Source record: 49617

Does anyone know of a source (preferrably US) of the Mega ST expansion
connectors (Both M & F)?
-Tim Onders
onders@ipl.rpi.edu

878. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-18 23:46:36 UTC
From: jansteen@cwi.nl
Message-ID: <jansteen.661563996@piring.cwi.nl>
Source record: 49618

mintha@unixg.ubc.ca (Jim Mintha) writes:

> I'm writing a program that uses only AES, and not VDI. When I put up
>a dialog box, I save the portion of the screen used with my own copy routines,
>and when the dialog finishes, I copy the region back. Everything works fine
>except when the user moves the mouse at a later time, a small square the size
>of the mouse appears with the standard desktop background pattern. Is there
>anyway to avoid this, can I change the buffer used to hold what is underneath
>the mouse pointer background?

[mail bounced...]

Did you hide the mouse while redrawing?

Jan van der Steen
--

-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands
--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

879. Re: Line A Considered Harmful (was Re: Closing AES boxes interfering with VDI drawing)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-19 03:49:23 UTC
From: rosenkra@convex.com
Message-ID: <1990Dec19.034923.291@convex.com>
Source record: 49619

In article <ENTROPY.90Dec18130428@pogo.ai.mit.edu> entropy@ai.mit.edu (entropy) writes:
>In article <3391@medusainformatik.uni-erlangen.de>
csbrod@medusainformatik.uni-erlangen.de (Claus Brod) writes:
>
>>Right, you shouldn't use Line A anymore.
>
>AAAAAAAAACCCCCCCCCKKKKKKKK! What? How are we supposed to do graphics
>now? (PLEASE don't say "Use GEM" -- I really don't want to wait till
>next spring to get some graphics on the screen.) Is there any
>TT-compatible, acceptable method for producing FAST graphics on the
>ST? (Preferably one that will stay acceptable.) Or are we all doomed
>to either incompatibility or slow, creeping death?

u know, this was my initial reaction, when i first heard the TT would not
support line A (which i use because it is extremely easy to program
graphics, once u make a few trivial assembler functions to do put/getpixel
and drawline). in fact, i just posted a mono gif viewer yesterday which
uses linea 0, 1, and 3. it also will NOT run on a color monitor, tho that
was the point, afterall. i own a couple of STs (including a mega4) with
both monitors, tho i greatly prefer the really excellent mono monitor.

i can just see the screams of anguish THAT will cause :-) :-) :-) :-)

still, it is FREE (including src) so if u don't like it, TOO BAD (expletive
deleted). don't use it, or post a version (including src) that does the
same and runs on ST/STe/TT/?T. since i am not selling this, i really don't
care that it won't work on the TT (or ST with overscan). if/when i get a TT
or BIG monitor, i will program for it. maybe the people howling at me
about portability will send me one gratis :-). my stuff runs on >1 million
STs. i can live with that. my next COMMERCIAL code will run on all systems,
IF it makes sense from a marketing perspective (it generally does, BTW).

the advice i gave on dialog boxes is sound. i will conceed that it is not
entirely portable, tho i'll stand by it nevertheless. i suspect it is the
basic idea that the person was looking for, which is what i presented. it
is up to him/her to fill in the blanks after that. i am glad this oversite
was pointed out, though i resent being called a lousy programmer because
of it. i GAVE this community a working nroff (i COULD have SOLD it to you).
and yes, it is not a complete/perfect nroff, but i use it daily and format
reports for my customers with it (files run UNMODIFIED under real unix)
as well as 100's of man pages for my system.
and it is FREE with NO RESTRICTIONS so u can do whatever u like with it
(no, i won't say it :-). i just added hyphenation as well, and am
planning a rewrite soon, complete with (non-GDOS) fonts for italics and

BOLD in conjunction with man(1). this nroff is being distributed with Minix as well (and ported with extreme ease, BTW, eventho i do not even have a running minix system) and do not receive (nor wish to) a penny from its sale.

i was going to write (and distribute, src included) a tcsh(1) using MiNT as well. i am NOT going to worry about it not running on some systems. you get the src, you fix it yourself. the only reason i am forced to write this (for myself) is that u can't get the src to gulam and fix it (tho i can't complain about something free which i use regularly - in fact, just the opposite).

my guess is that >95% of the people reading this group have no intentions of selling their work. those that do plan on selling, will find out what portability really means when they get complaints. besides, i see them as potential competitors :-). and NOBODY should complain about free software they can't use. i also encourage everyone to post source code so that if someone does have an odd configuration, they can fix it to work (if they want to take the time and have the propensity to do so). i generally ALWAYS post source. others cannot make this claim for one reason or another. i share my efforts...completely...

no need for followups on this. the issue is beaten to death...

(ok, i have calmed down...it is good to vent the spleen every once in a while and i was pissed off)

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

880. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-19 09:06:02 UTC
From: jeroen@ruuinf.cs.ruu.nl
Message-ID: <4545@ruuinf.cs.ruu.nl>
Source record: 49620

In article <1990Dec18.161238.24031@unixg.ubc.ca> mintha@unixg.ubc.ca (Jim Mintha) writes:

> I'm writing a program that uses only AES, and not VDI. When I put up
>a dialog box, I save the portion of the screen used with my own copy routines,
>and when the dialog finishes, I copy the region back. Everything works fine
>except when the user moves the mouse at a later time, a small square the size
>of the mouse appears with the standard desktop background pattern. Is there
>anyway to avoid this, can I change the buffer used to hold what is underneath
>the mouse pointer background?

While copying the screen, you must temporarily switch the mouse off,
like in:

```
copyscreen(from,to) long from,to;
{
register long *x;
register long *y;
register int i;
x = (long*) to;
y = (long*) from;
i = 8000;
graf_mouse(M_OFF,0L);;
do{ *x = *y;
x++;
y++;
}
while (--i);
graf_mouse(M_ON,0L);
}
```

Note for Swedish flamers: no, I do NOT intend to port
my programs to later versions of the Atari.
It is my decision to sacrifice portability later
for efficiency now. I am aware of the fact that it
is harmful.
--
Jeroen Fokker | jeroen@cs.ruu.nl
dept.of Computer Science, Utrecht University | tel.+31-30-534129
PObox 80089, 3508TB Utrecht, the Netherlands | fax.+31-30-513791

881. Re: Dialog Box Woes

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-19 09:32:42 UTC
From: teexand@ioe.lon.ac.uk
Message-ID: <1990Dec19.093242.29465@ioe.lon.ac.uk>
Source record: 49621

In <1990Dec17.055351.8596@msuinfo.cl.msu.edu> schultzd@kira.uucp (David Schultz) writes:

>"Professional GEM" says use...
> ok = rsrc_load(ADDR("blahblah.rsc"));
> (When I compile under sozobon with GEMFAST lib, I get _ADDR is
>undefined.)
> Instead, I use ...
> ok = rsrc_load("blahblah.rsc"); /*This compiles*/

ADDR is a macro which takes an address and breaks it into 2 16 bits numbers.
This is essentially a hangover from PC-GEM days. If your GEM libraries are
correct, you can lose the ADDR

> Incorrect parameters to form_do(). What exactly is this
>function expecting? Is there a limit to the size of box form_do() can
>handle? (Someone mentioned 25% of the screen. I need a bigger box.)

(This is from memory only). I think you pass two parameters. The first is the
address of the resource tree. The second should be zero unless your dialog has
editable text objects, in which case it should be the resource index of the
editable text object that the cursor is to be placed at. I believe some
documentation tells you to pass -1 instead of 0 if no editable text strings are
used, which is incorrect (I hope I got this the right way round!). I don't
think there is a limit on size as long as it will fit on the screen. 25% is the
size of the redraw buffer and applies to menus and alerts only. When your
dialog is removed, a series of redraw events will be sent to the owner(s) of
the windows underneath. Note that having too large a dialog may restrict the
resolutions in which your application will work.

--
Andrew Dawson, Computer Centre, University College London, Gower Street,
London WC1E 6BT, England.
JANET: ccaaand@uk.ac.ucl EARN/BITNET: ccaaand@ucl.ac.uk
INTERNET: ccaaand%ucl.ac.uk@nsfnet-relay.ac.uk UUCP: ...!ukc!ucl.ac.uk!ccaaand

882. form_dial(0,...) ??

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-19 11:03:37 UTC
From: stefan@hpbbi4.BBN.HP.COM
Message-ID: <7120006@hpbbi4.BBN.HP.COM>
Source record: 49622

Does anyone really know what the aes call

form_dial(0,...)

does. The doc tells me it reserves area on the screen ?!.
First time I thought the window rectangle lists will reflect this.
So it should be possible to update a window which is under
the reserved area ? This is not true (at least on version 1.2).

What is the real meaning of that call?
Which consequences has this call?
Which consequences has omitting the call?

Just to be complete

form_dial(3,....)

forces a redraw of all windows which intersect with rectangle
given with form_dial(3,..).

Thanks for your help

Stefan

883. Re: RAM expansions

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-19 13:52:47 UTC
From: ttensfeldt@eagle.wesleyan.edu
Message-ID: <1990Dec19.085247.37103@eagle.wesleyan.edu>
Source record: 49623

In article <1990Dec18.212338.1351@CSUFresno.EDU>, billm@CSUFresno.EDU (Bill Mills) writes:
> Keywords:EasieST Solderless RAM
>
> I have gotten a hold of an ST second hand. It is a 520, with 1 meg
> upgrade. The upgrade is an AERCO EasieST Solderless RAM board, and was
> installed by a shop in San Lois Obispo, CA (That's what the previous
> owner told me). I have none of the docs for this board. It has 32
> sockets, with 18 pins each. 16 of these sockets are populated with 32K
> 150ns RAMs with 16 pins each. The extra 4 pins that are open on the
> sockets all halve solder traces connected to them, so it seems likely
> that this board can handle larger (18 pin DIP) chips.
>
> My questions:
>
> Does Aerco still exist, and if so, where can I get a hold of them?
> Is any-thing more than plugging in 16 more 32k chips required to take my
> machine to 1.5 meg?
> Will using faster RAM speed up any operations that use the memory in the
> card?
> Can I replace the 32k chips with 64, or even 256K chips (all of which
> are very inexpensive these days) to go upwards toward 4 meg?
> Any help will be greatly appreciated, please respond via e-mail.
> -Bill Mills
> --
> =-=-=-=

Note that the 16 256K drams are in the bank furthest away from the the edge card connectors.

When installing the 1 megabit rams, remove the 256 K chips and put the 1 megabit chips in the bank closest to the edge card connectors.

The address for Aerco is

Aerco
Box 18093
Austin TX 78760
512-451-5874

I have no idea if they are still in business or not. I guess I ought to call them and see.

If anyone has additional information about bringing one of these boards to 4 megs please let me know thanks...

btw.. I have no affiliation with Aerco and if your machine dies when working on it, I disclaim any liability. Of course if any of this works then it is because of me. Natch...

==========
Tom Tensfeldt Bitnet: TTENSFELDT%Eagle.WESLYN@Wesleyan.Bitnet
Internet: TTENSFELDT@Eagle.Wesleyan.Edu

4 Laurel Avenue, Ledyard, CT 06339 (203)-464-9009
Pfizer, Inc., Box 100, Groton, CT 06340 (203)-441-4835
Chemistry Dept, Wesleyan Univ, Middletown, CT (203)-347-9411 X2635
==========

884. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-19 15:09:20 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Dec19.150920.12812@murdoch.acc.Virginia.EDU>
Source record: 49624

In article <4545@ruuinf.cs.ruu.nl> jeroen@ruuinf.cs.ruu.nl (Jeroen Fokker) writes:

>It is my decision to sacrifice portability later
>for efficiency now. I am aware of the fact that it
>is harmful.

The question is, of course, is how much faster is your hard-wired
routine than using a software-blitter? It's better to fix the slow ROM
code in one place than fix it in all your programs.

885. cpu upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-19 17:09:57 UTC
From: mlutz@convex.COM
Message-ID: <1990Dec19.170957.4940@convex.com>
Source record: 49625

I'm looking for information on 68020/68030 cpu upgrades that will work in a 1040ST; also interested in some of the 16 Mhz 68000 upgrade boards. Could someone e-mail or post information on what is available--price, speed, source, etc.

Thanks in advance,
mlutz@convex.com

886. Re: Big logical sectors and their effects

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-19 18:26:26 UTC
From: csbrod@medusainformatik.uni-erlangen.de
Message-ID: <3398@medusainformatik.uni-erlangen.de>
Source record: 49626

apratt@atari.UUCP (Allan Pratt) writes:

>csbrod@medusainformatik.uni-erlangen.de (Claus Brod) writes:
>bug in GEMDOS. (The bug is interesting: it says, in effect, "if this
>isn't the first sector of the cluster, then it's the last." Hence, two
>sectors per cluster.) It's possible to fix the bug, of course, but a

Does this imply that 1 sector per cluster is perfectly legal with all
TOS versions?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

>==========

887. Re: Line A Considered Harmful (was Re: Closing AES boxes interfering with VDI drawing)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-19 18:49:16 UTC
From: csbrod@medusainformatik.uni-erlangen.de
Message-ID: <3400@medusainformatik.uni-erlangen.de>
Source record: 49627

entropy@ai.mit.edu (entropy) writes:

>In article <3391@medusainformatik.uni-erlangen.de>
csbrod@medusainformatik.uni-erlangen.de (Claus Brod) writes:

>>Right, you shouldn't use Line A anymore.

>AAAAAAAAACCCCCCCCCKKKKKKKK! What? How are we supposed to do graphics
>now? (PLEASE don't say "Use GEM" -- I really don't want to wait till
>next spring to get some graphics on the screen.) Is there any
>TT-compatible, acceptable method for producing FAST graphics on the
>ST? (Preferably one that will stay acceptable.) Or are we all doomed
>to either incompatibility or slow, creeping death? Perhaps I should
>read this group a little more closely. This is the first I've heard
>on this topic...

Ahem... use GEM 8-) Yes, there are ways to have _fast_ GEM-compatible
graphics. The idea is to build up your graphics in a non-visible
background buffer. There, you can use any kind of hand-coded,
optimized graphics routine - as long as you use the GEM standard
format in the background buffer (no interleaved bitplanes). When
you have generated what you need, vr_trnfm() it to the device-
specific format used by your current screen driver and use
vrt_cpyfm() or vro_cpyfm() to blit your graphics to the screen.
This should be fast enough for most applications except animation.

By the way: If you fool around with VDI a bit, you'll notice
soon that it isn't as bad as most people think. The only part of it
I don't like that much are the font functions, especially finding
out reliably if some font is proportional or which default sizes
you have. Hopefully, FSMGDOS will improve things now.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

888. Delta Modul AT-emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-19 21:37:56 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec19.213756.23247@santra.uucp>
Source record: 49628
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

That continuous stream of email asking info about it was a bit a surprice!

For those who are about to send email to me, please read this first, then,
if something is still dark over there, ask.

(I am not working for Omega!)

Here is the information I promised to give you. It is a rather bad translation
from german, hopefully there are no big missunderstandings.
(I should take those lessons in german)

DELTA MODUL

386sx AT-Emulator for Atari ST/Mega

Hardware

Intel 80386sx 16MHz processor
16 Kb cache
socket for 80387sx arithmetic co-processor

Motorola MC 68000 16MHz processor
16 Kb cache
socket for 68881 arithmetic co-processor
average acceleration 170% compared to original ST

16 bit AT-slot
total of 3 cards possible
(for example VGA or SuperVGA graphics-card)

RAM-expansion 2 or 4 Mb
makes possible to run MS-DOS- and GEM-program parallelly

Software

Switching between operating systems is like switching between
programs.
MS-DOS programs are started from GEM-Desktop.
Supports ST hardware, like DMA, serial port, parallel port, clock etc.

Graphics-emulations: Hercules, CGA
MS-Mouse compatible driver for Atari Mouse
VDI-driver for using VGA-graphics-card under Atari GEM

Prices

Delta Modul AT-Emulator 1.198,- DM
1x 16 bit AT-Slot 29,- DM

2x 16 bit AT-Slot 39,- DM
3x 16 bit AT-Slot 49,- DM
RAM-card 2 Mb 898,- DM

Where

OMEGA Computer Systeme GmbH
Oeltzenstr. 14
D-3000 Hannover 1
Germany (West-side)

Tel. int +49 511 17294, +49 511 13635
Fax. int +49 511 18289

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

889. Re: 520 ST Memory upgrade.....

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-19 21:44:16 UTC
From: NCOYNE@ESOC.BITNET
Message-ID: <90353.224416NCOYNE@ESOC.BITNET>
Source record: 49629

HELP
I WANT TO UPGRADE TO 1MEG I CAN GET THE RAM AND MY MOTHER BOARD ALREADY HAS SPACES FOR 16 EXTRA 41256'S.MY PROBLEMS OCCUR WHEN TRYING TO DETERRMIN THE VALUE FOR THE CAPACITORS THAT ACCOMPANY EACH RAM CHIP.COULD ANYONE SUPPLY ME WITH VALUES,TYPES AND MAYBE PART NUMBER.ALSO CAN ANYONE GIVE ME DETAILS OF WHERE I CAN GET A CCT. DIAGRAM FOR MY ST.
COME IN YONDERBOY...

NICK COYNE
E.S.O.C.
DARMSTADT
GERMANY

890. Re: PC emulators with VGA support.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-19 21:59:31 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec19.215931.23540@santra.uucp>
Source record: 49630

Your 1040 is definitely a neat package! My 1040 has a brand new Tower-
housing to fit all extras inside, including two Seagates.
My ST also has two drives, Spectre GCR and HyperCache, but it also
has 4Mb RAM expansion and Vortex ATonce AT-emulator.
You should get a tower also!
What is ST-QL shifter???????????
If you are planning to get the Delta Modul, your HyperCache will
become an orphan, hope you'll find a nice home for it...snif.

Where are you planning to get 68030 fitting to ST???
Do you think that Gadgets by Small gets their thing working?

By the way, I have a german friend, a real electronics wizard.
His ST has 4Gb RAM (!!!) and four parallel 68030 running over
30 MHz!!! I have several times asked him to go to markets with
these superior upgrades, but he says "never, I'll lose my privacy that way".
Hope someone else can make these things work someday...

Oh, sorry! I almost forgot it! There is the HyperCache 030, it has
68030 with cache, but it is not compatible with all software, so forget
it again (at least I will!)

Y

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

891. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-19 22:11:05 UTC
From: mintha@unixg.ubc.ca
Message-ID: <1990Dec19.221105.5886@unixg.ubc.ca>
Source record: 49631

On a related topic, does anyone who is using gcc know how the asm
command works? I can't seem to find any information on in it in the
info system in emacs. I want to do a loop to move the screen up one
line in assembly, but I can't seem to get it to use labels.
I want to do something like this: (somewhat simplified)

```
asm ("movel %0,a0" :: "a" (scrbase)) /* load a0 screen adr */
asm ("movel %0,a0" :: "a" (scrbase2)) /* destination (1 line down) */
asm ("movew %0,d0" :: "d" (size)) /* number of long words */
asm ("loop: movel (a1)+,(a0)+") /* copy the memory */
asm ("dbf d0,loop") /* --1 and branch */
```

My assembly is a little shakey, but I was able to get it to work with
megamax C, but the above GCC version won't work.
Jim (email mintha@geog.ubc.ca)

--

Jim Mintha University of British Columbia
Programming Assistant Geography Department
e-mail: mintha@geog.ubc.ca Vancouver, B.C.

892. Delta Modul AT-emulator (further info...)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-19 22:11:52 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec19.221152.23771@santra.uucp>
Source record: 49632
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
If someone reading this has connected the OMEGA Computer Systeme GmbH,
or any other way gained further information about this emulator,
please tell me those news!
I am wondering, if they ever get it ready for end-users?

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***
```

893. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-19 22:56:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4eb2849b.20b6d@apollo.HP.COM>
Source record: 49633

gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>In article <4545@ruuinf.cs.ruu.nl> jeroen@ruuinf.cs.ruu.nl (Jeroen Fokker) writes:
>>It is my decision to sacrifice portability later
>>for efficiency now. I am aware of the fact that it
>>is harmful.
>
>The question is, of course, is how much faster is your hard-wired
>routine than using a software-blitter? It's better to fix the slow ROM
>code in one place than fix it in all your programs.

Which (code in TOS ROMs) is out of Jeroen's control. And, this assumes
that Atari *will* optimize the ROMs in our lifetimes.

(*Have* they significantly sped-up AES or VDI since v1.0 of the ROMs?
I'm genuinely curious, not flaming. Were the 1.4 ROMs, or the 1.6 ROMs
in STes, tuned in any way for graphics performance? My impression from
reading this group was not...)

--
"The goons are riding motorcycles, but WE'VE | (Steve) rehrauer@apollo.hp.com
got a whole big metal car! This will be like | The Apollo Systems Division of
stepping on ants..." -- Freelance Police | Hewlett-Packard

894. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-20 01:46:00 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Dec20.014600.22089@murdoch.acc.Virginia.EDU>
Source record: 49634

In article <4eb2849b.20b6d@apollo.HP.COM> rehrauer@apollo.HP.COM (Steve Rehrauer) writes:

>>The question is, of course, is how much faster is your hard-wired
>>routine than using a software-blitter? It's better to fix the slow ROM
>>code in one place than fix it in all your programs.
>
>Which (code in TOS ROMs) is out of Jeroen's control. And, this assumes
>that Atari *will* optimize the ROMs in our lifetimes.

No, I was talking about commercial programs like TurboST and QuickST,
that replace the ROM routines. They are sometimes not completely
compatible, but it seems that if you're doing "ordinary" GEM programs,
they do pretty well. And you can just program in GEM and not have to
drop into assembler all the time.

>(*Have* they significantly sped-up AES or VDI since v1.0 of the ROMs?

Well, from what people said, removing the line-F traps and putting in
subroutine calls made things faster. But they certainly didn't go in
and rewrite the VDI routines in assembler :-(Fortunately, there are
at least 2 companies happy to exchange your cash for their solution.

Are QuickST and TurboST available in Europe?

895. Re: Big logical sectors and their effects

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-20 02:22:59 UTC
From: apratt@atari.UUCP
Message-ID: <2787@atari.UUCP>
Source record: 49635

>apratt@atari.UUCP (Allan Pratt) writes:
>>(The bug is interesting: it says, in effect, "if this
>>isn't the first sector of the cluster, then it's the last." Hence, two
>>sectors per cluster.)

and csbrod@medusainformatik.uni-erlangen.de (Claus Brod) writes:
>Does this imply that 1 sector per cluster is perfectly legal with all
>TOS versions?

Don't press your luck. :-) It's not guaranteed, it hasn't been tested,
and it's not to be relied on. No, it's not legal.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

896. ICD Hard Drive Stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-20 03:43:33 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Dec20.034333.2782@terminator.cc.umich.edu>
Source record: 49636

I have a home built hard drive system that uses an ICD host adapter and ICD driver software. I also have a Supercharger PC emulator. Shortly after I got the Supercharger, I found out the hard way that SC didn't behave properly with the ICD write cache. Everything would appear fine, but the SC would never purge the cache. When the system was shut off, the last thing I wrote to the disk would disappear. The obvious solution was to disable the cache. This works, but I miss the cache, especially in ST mode. Does anyone out there have any ideas on how I can get the SC to automatically purge the cache? If anyone reading this group is associated with ICD or Talon, I'd really like to hear your input. The only other solution I've come up with is to read a large file right before shutting down. This forces the cache to purge. Unfortunately, this is dangerous as I only have to forget once, and I could lose a large data file. Besides, I'm usually not the one to use PC emulation. Also, if the machine crashes or if there's a power outage, this method isn't effective. I am looking forward to hearing any replies that could help. Thanks.
Terry
PS- Please respond directly to me as I am incapable of reading this newsgroup. (Thanks, Jeff, for posting this)

TWells:ES AE:Xerox
TWells.ES_AE@xerox.com
(213)333-5839
Message: Bell:ES AE:Xerox (165.25220325666.0)

--
weiner@terminator.cc.umich.edu Shakey Jake in '92!! Run Jake, Run!!
"Aren't you going to look under the hood?" "Hell, NO! It's dark and thick-smelling under there and I might get grease on my hat!" -Sam & Max

897. ICD Hard Drive Stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-20 06:14:36 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Dec20.061436.5294@terminator.cc.umich.edu>
Source record: 49637

Sorry to waste this space, but the last article 666 was a post for a friend,
Terry Wells. Plese reply to him directly, as he doesn't read this group.

His address is Terry_C._Wells.ES_AE@xerox.com

Apparently our news thing-a-ma-bob chopped that from the beginning of the
article.

Thanks,
weiner
--
weiner@terminator.cc.umich.edu Shakey Jake in '92!! Run Jake, Run!!
"Aren't you going to look under the hood?" "Hell, NO! It's dark and thick-
smelling under there and I might get grease on my hat!" -Sam & Max

898. JRI SIMMs upgrade (was Re: Memory upgrade woes)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-20 09:32:18 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1990Dec20.093218.1798@rodan.acs.syr.edu>
Source record: 49638
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Dec16.102842.66@n6vbg.hamavnet.com> system@n6vbg.hamavnet.com writes:
>Hello everyone,
>
>I'm thinking about adding some more memory to my 1040ST, and I was
>wondering if those of you who have done so in the past would share their
>experiences here. Is there any recommendations as to what products are
>reliable and which ones are not (i.e., Zram, JRI, etc).
>
>Thanks,
>
>--
>Javier Henderson, N6VBG
>
>system@n6vbg.hamavnet.com
>{simpact,asylum,elroy}!hamavnet!n6vbg!system

Here's a repost of my repost on installing the JRI SIMMs board. I installed 4MB in my 1040ST. Everything works, the memory is usable with Spectre and everything else. Once in a while, the 1040 has problems booting, but if I lift it slightly off the desk and drop it, it works fine. Note that the prices I have quoted are much cheaper now, probably $35-40 or so (for the SIMMs)

---jb

Here's a summary of my recent adventure expanding my ST's RAM to 4MB using the JRI SIMMs board.

John Russell Innovations
PO Box 5277
Pittsburg, CA 94565
(415) 458-9577

I bought 4MB of 1MBx8 80NS SIMMs from some vendor (I forget) but browsing through the current MacWeek, I found the PSI ad:

PSI, Inc. (800) 622-1722, for $59.50 per MB, you defintely need low profile SIMMS. By the way, the JRI board was $125, so the whole thing can be done for about $350-400.

Here's how it went for me:

The JRI kit arrived and even included some jumper wires and some solder! There are 4 different sets of instructions that you must choose from, depending on your particular ST's motherboard (works for 520STs also, by the way). The

differences between the boards are clearly shown. I found that the instructions were a little vague about a couple of things, for example, the instructions keep refering to top,bottom,left,right sides of the shifter board when the proper orientation of the board is never shown.

Basically you have to remove 6 resistors from
the motherboard (only 3 if you're just going to 2.5MB) and put in a total of about 10 jumper wires, one of which is a pain because it is a jumper to pin 61 of the MMU, which must be soldered UNDERNEATH the motherboard and then attached to the JRI board. I had a couple of problems with the upgrade, first problem was that the jumper to the MMU that runs under the motherboard got shorted by some of the soldering points under the ST. I solved this by using electrical tape to stick the jumper to the backside of the motherboard in safe fashion. You also have to remove the Shifter chip, which is inside a square tin housing. You then put the chip on a supplied board, which then goes into the socket (thank god a socket was used!) left by the now vacant Shifter. This board has space for 2 shifter chips, which means that if you buy the optional second shifter (can get them at any Atari service place, I guess) you can get 4096 colors instead of the 512 on a regular ST (I haven't done this yet) Anyway, I accidentally plugged the shifter board in wrong, it's difficult to see what you're doing here--not much space. Next problem was that the bottom of the shifter board was shorting out with other components underneath it. I used more tape to fix this. This problem was weird because the machine worked in monochrome, but would bomb out in color. Luckily, I figured it out. Oh, by the way, I noticed the problem with the shorted MMU jumper because the machine only recognized 1MB of RAM. The third problem was where to put the board and still be able to shut the ST's case. I found the best way was to run all the wires through the shield that goes over the power supply (I had to bend the shield for this) and lay the board between the power supply shield and disk drive ABOVE the big tin shield. I put the board in a plastic bag to hopefully avoid any moisture or spill problems.

All in all, the thing works!!!
The instructions were a little vague in the areas I touched on above, and I wouldn't recommend doing the upgrade unless you are willing to rip your machine apart. A couple of times I thought I had broken my machine, but carefully going over all of the connections helped me find all of the problems.

By the way, you only need 120NS SIMMs, not the faster ones I got, but the savings for the slow SIMMs are probably minimal.

Good luck if you decide to go for it!
---jb

899. Re: Maxidisk- The best ramdisk there is

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-20 10:49:46 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Dec20114946@orion.laas.fr>
Source record: 49639
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1990Dec18.165843.8881@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
|
| Recently, someone mentioned Maxidisk.
| I would like to try this. Does anyone know a source?

Well, Paul Varn, who informed us about Maxidisk in article <2875@polari.UUCP>, has kindly sent me maxidisk.arc!!

I have uploaded maxidisk.arc to atari.archive. You should see it available shortly.

Merry Christmas and Happy New Year to all Atari enthusiasts!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

900. Re: cpu upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-20 12:38:59 UTC
From: alex@hpgnd.grenoble.hp.com
Message-ID: <17750002@hpgnd.grenoble.hp.com>
Source record: 49640

Have you ever heard of the MEGA STE that were present at the COMDEX Show.

68000 at 16 Mhz with 16K of cache mem.
2 Meg of RAM
STE Blitter capabilities

About 1800$ with monitor
2800$ with 50 Meg Hard Disk (?? And the new laser printer SLM605)

Should be available in the UK for Spring 1991.

Disclaimer: Information extracted from a French ST magazine : ST Mag.
---

901. Re: How does one relocate the Mouse ptr from pt A to B?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-20 13:29:27 UTC
From: domen@wiener.crin.fr
Message-ID: <DOMEN.90Dec20142927@wiener.crin.fr>
Source record: 49491

In article <1990Dec20.100134.21871@qut.edu.au> zseelunnon@qut.edu.au writes:

:
:
:
There are probably some other gotchas but I can't recall them right
now, but use of the mouse exchange vector (boy will I get flamed now)
is probably ok if the above rules are followed and the handler is only
installed while the mouse is in your space ie over your window (
a watchbox will be needed) unless of course (in apollo terms :-) you
"borrow" the screen for a bit (Really love that term :-)

Well that is my (confused) contribution to this thread

>
> J.Moses

BOB
R_Lunnon@qut.edu.au
ZSEELUNNON@qut.edu.au
lunnon@design.fen.qut.edu.au

Using the vex_motv function is actually not really ok. If the mouse
moves while this function is changing the vector, then the ST crashes
(at least with TOS 1.0). One should prevent the mouse to move by
setting the system variable which says wether the keyboard interrupts
must be handled or not. Unfortunately, I can't remember the location
of this variable.

Eric Domenjoud
e-mail: domen@loria.crin.fr

902. Re: Memory upgrade woes

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-20 14:26:27 UTC
From: pbh@pandora.cs.wayne.edu
Message-ID: <1990Dec20.142627.18332@cs.wayne.edu>
Source record: 49492
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I'm thinking about adding some more memory to my 1040ST
> --
> Javier Henderson, N6VBG
>
> system@n6vbg.hamavnet.com
> {simpact,asylum,elroy}!hamavnet!n6vbg!system

I recently purchased a Zram 4-D ram upgrade for my ST. I am pleased with the upgrade, it appears solid and has worked fine in the 520STFM I have it installed in, but there are a few cautions.

The company that manufacturers the board offers a one year warranty for the board if they install it. However, a warranty is only as good as the company that backs it up. Simply put, their customer service is piss-poor. When I purchased the board, I was assured the 4 meg board fit into my 520ST old style machine. I shipped my machine to california, where they proceeded to stuff the 4meg board into the machine. The machine was returned to me, and promptly failed a couple of days later. A call to customer service informed me that the 3-D 4meg board was not designed to go into the old style 520 (somehting the salesperson assured me, at WAACE in October, that it did.). I shipped the 520ST and the STFM to California, where, having forgotten my original instructions, installed the RAM chips on the top rather than the bottom of the board, thereby requireing that I take the machie to a local dealer to get the board upgraded to 4meg from the current 2.5 meg.

So, if you buy your board, buy it from and have it installed by a dealer. Don't ship it to Zubair. The entire debacle was entirely Zubair's fault (first they sold me the wrong board, then they installed(!!!) the thing, and their only offer of recompense for my trouble was that they would re-install the board for free, not even pay for shipping the things!

I find that many ST products are sold by people who may be having a hard time of it, as there aren't alot of ST's in teh U.S., and many take their frustrations out on their customers (Toad, Best Products, and Gadgets are of course exceptions to this rule, but then, I hear they're all doing quite well so they have no reason to be unfriendly...)
.

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

903. Re: How does one relocate the Mouse ptr from pt A to B?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-20 15:01:34 UTC
From: zseelunnon@qut.edu.au
Message-ID: <1990Dec20.100134.21871@qut.edu.au>
Source record: 49493

In article <9577@ncar.ucar.edu>, moses@hao.ucar.edu (Julie Moses) writes:
> Can someone explain how one can move the mouse location from one
> x,y coordinate to another 'automatically', i.e. without having to
> manually move it?
>
> Will doing this cause any problems with the AES? Make it lose track
> of the mouse?

I beleive there are a couple of ways. The way I did it in a recent
hack job :-) was to use the VDI mouse exchange vector system call
the curret x co-ordinate from the driver appears in d0 and y in d1
change these to your new location and vector through the address
returned originally by vex_motd (I think thats the call name I
haven't got my ref manual here). Someone has mentioned that the
mouse and kbd exchange vectors are semi priveleged (for aes use only)
but my DRI developers kit for GEM 3 makes no assertions of this
nature (I trust DRI when it comes to gem :-) anyway you need to
be VERY carefull with this call.

1. The mouse vector MUST be restored before you exit your program
otherwise when TOS releases you programs memory and zaps it the
routine you specified in the mouse call disappears and VDI vectors
int thin air next time it execute the mouse driver, This applies
to error and exception bomb outs too, so either your programs must
be exception proof or you must handle exceptions yourself. (ATARI -
I think you missed this one in TOS1.4 bomb handler)

2.) The routine inserted should be short: the mouse handler seems to be
called at EVERY vbl rather than when the mouse position changes
(only drawing does not occur if the mouse has not moved) *Atari should
fix this too it is a waste of time to execute the mouse driver if no
movement was detected by the IKBD*

There are probably some other gotchas but I can't recall them right
now, but use of the mouse exchange vector (boy will I get flamed now)
is probably ok if the above rules are followed and the handler is only
installed while the mouse is in your space ie over your window (
a watchbox will be needed) unless of course (in apollo terms :-) you
"borrow" the screen for a bit (Really love that term :-)

Well that is my (confused) contribution to this thread

>
> J.Moses

BOB
R_Lunnon@qut.edu.au
ZSEELUNNON@qut.edu.au
lunnon@design.fen.qut.edu.au

904. SCSI Tape Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-20 18:35:40 UTC
From: bpohl@mozart.amd.com
Message-ID: <1990Dec20.183540.7351@mozart.amd.com>
Source record: 49494

I just built an 80MB hard drive for my 1040ST using an ICD Host Adaptor. Now I am interested in adding a tape drive to it for back-ups. If I were to get a used SCSI tape drive I should be able to plug it in to the ICD card as another device, right? Is there software somewhere that would run it?

905. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-20 19:45:06 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1990Dec20.194506.21478@watmath.waterloo.edu>
Source record: 49495

In article

I have been experimenting with GCC and have found the Portable
Math Libaries PML and PML16.

My questions are:
why are there two?
what is the difference between them?

Thank you.

906. Re: Delta Modul AT-emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-21 06:36:42 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Dec21.063642.13780@math.lsa.umich.edu>
Source record: 49496
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1990Dec19.213756.23247@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>DELTA MODUL
>
>386sx AT-Emulator for Atari ST/Mega
>
>Hardware
>
> Intel 80386sx 16MHz processor
> 16 Kb cache
> socket for 80387sx arithmetic co-processor

Not bad. Not blazing, but not bad...

>
> Motorola MC 68000 16MHz processor
> 16 Kb cache
> socket for 68881 arithmetic co-processor
> average acceleration 170% compared to original ST

Sounds cool...

> 16 bit AT-slot
> total of 3 cards possible
> (for example VGA or SuperVGA graphics-card)

> RAM-expansion 2 or 4 Mb
> makes possible to run MS-DOS- and GEM-program parallelly
>
>Software
>
> Switching between operating systems is like switching between
> programs.
> MS-DOS programs are started from GEM-Desktop.
> Supports ST hardware, like DMA, serial port, parallel port, clock etc.
>
> Graphics-emulations: Hercules, CGA
> MS-Mouse compatible driver for Atari Mouse
> VDI-driver for using VGA-graphics-card under Atari GEM
This would be nice - the ST's graphics really haven't improved a whole lot
in such a long time. Even the 12 bit palette on the STe, as nice as it is,
doesn't compare to the 24-bit palettes on PCs with 8 bitplanes, or the Macs
and their 24-32 bit cards. I don't mind the palette size so much, but the tiny
number of bitplanes is a real drag. 12 bitplanes would be about satisfactory,
I guess. (Although I guess that makes for pretty huge color-lookup tables. You
don't *need* the CLUT if you have a 12 bit palette and 12 bitplanes, but it

makes it easier to achieve nifty color scrolling effects that way... }-)
>
>Prices
>
> Delta Modul AT-Emulator 1.198,- DM
> 1x 16 bit AT-Slot 29,- DM
> 2x 16 bit AT-Slot 39,- DM
> 3x 16 bit AT-Slot 49,- DM
> RAM-card 2 Mb 898,- DM
>
>Where
>
> OMEGA Computer Systeme GmbH
> Oeltzenstr. 14
> D-3000 Hannover 1
> Germany (West-side)
>
> Tel. int +49 511 17294, +49 511 13635
> Fax. int +49 511 18289
>
> *** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

907. gcc, pml

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-21 06:43:34 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1990Dec21.064334.13929@math.lsa.umich.edu>
Source record: 49497

In article <1990Dec20.194506.21478@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
>In article

>I have been experimenting with GCC and have found the Portable
>Math Libaries PML and PML16.

>My questions are:
> why are there two?
> what is the difference between them?

>Thank you.

Two questions, just 1 answer - gcc uses 32 bit ints by default. The 68000 works best with 16 bit ints. The PML16 library was compiled with the -mshort option, and is for linking with other objects compiled that way. They will typically be smaller and faster than the 32 bit default libraries. They also typically cause massive headaches when porting Unix code to the ST, but you have to expect problems, eh?
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

908. Re: Line A Considered Harmful (was Re: Closing AES boxes interfering with VDI drawing)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-21 12:07:51 UTC
From: hvaalde@cs.vu.nl
Message-ID: <8578@star.cs.vu.nl>
Source record: 49501

csbrod@medusainformatik.uni-erlangen.de (Claus Brod) writes:

>By the way: If you fool around with VDI a bit, you'll notice
>soon that it isn't as bad as most people think.

I can confirm this I once made a set of routines to give formatted text
on the screen using LineA code. Later I rewrote the stuff to use only VDI
routines. It turned out to be faster to use the VDI instead of the LineA?

Never bothered to figure out why this difference, but I learned to handle VDI
calls and still get reasonable speeds. The trick is not to use them to much be
only when you really need them.
This is ofcourse a useless statement but if you program carefully VDI is fast
enough for general purposes.

Harold van Aalderen (hvaalde@cs.vu.nl)

909. SYM-LD problems,

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-21 12:51:32 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1990Dec21.125132.5352@lonex.radc.af.mil>
Source record: 49502
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I now have gotten the full gcc 1.37.1 cross-compiler running on our Sparc
at work, with only one exception... I can compile with the -gg option fine,
but sym-ld always core dumps when I try to creat a .sym file! The cross-compiler
seems to work great, I was able to compile gdb.ttp without a hitch, I just
can't run sym-ld on the Sparc!!!

I also patched the gemlib src to include the vdi escape sequences that it
has been missing. I guess I will need to get around to sending the diffs
into the archive in the next few weeks. This gives you v_curhome, v_curdown
etc... which wasn't in the original gemlib stuff.

If someone has a version of sym-ld running on a Sun-4, please E-mail me!!

--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

910. MTools

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-21 13:33:09 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2887@laura.UUCP>
Source record: 49499

Does anybody have experience with MTools?

I would like to write files to a floppy on my Sun Sparcstation using MTools
and read them with my Atari ST. However, on the ST I can read only the
first one or two sectors, then the last portion of the file is repeated,
then a read error occurs.

On a PC reading the file is no problem. (No, I did not touch the PC myself
- I had someone doing that for me :-).) Consequently MTools works ok but
something is wrong at the ST side.

Any hints?

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

911. Re: RAM expansions

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-21 15:15:33 UTC
From: ric@mcrware.UUCP
Message-ID: <4509@mcrware.UUCP>
Source record: 49498

In article <1990Dec19.085247.37103@eagle.wesleyan.edu> ttensfeldt@eagle.wesleyan.edu (Thomas Tensfeldt) writes:

>Eventually I would like to go to 4 megs. I know that this board claims to
>be able to do this. What I do not know is if it is a simple as just
>plugging in 16 more TC511000P chips. I have a suspicion that it is somewhat
>more complicated than that.

You guessed. I asked Aerco at one point. They said they could FAX me the instructions and that it required trace cutting. That first bank is designed for 256K DRAMs, which aren't pin compatible with 1M DRAMS. They said that the trace cutting necessary was to rewire each socket in some special way.

>I have no idea if they are still in business or not. I guess I ought to call
>them and see.

Yes, they are.

Later,
Ric

-=-=-=

912. Re: Deskaccs with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-21 17:22:05 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.90Dec21122205@acae127.cadence.com>
Source record: 49503

In article <2666@charon.cwi.nl> waal@cwi.nl (Peter de Waal) writes:

> compiling:
>
> gcc -o foo.acc foo.c -lgem
>
> does not seem to work, since my ST then just reboots when it tries
> to load the accessory. I assume that for accessories I need a different
> startup module (?). Can anybody tell how to do this (I don't see accessories
> mentioned at all in the GCC docs).

the gcc startup automatically detects if a program is being run as an
ACC, but you have to help it a little bit with its stack+heap area.

the convention is that the user has to set two variables:

_heapbase to the botom of the stack+heap area
_stksize to the size of this area

here is an example:
define the following global variables in your file, adjusting the
size as appropriate.

```
char _stack_heap[1024];
void *_heapbase = (void *)_stack_heap;
long _stksize = sizeof(_stack_heap);

main()
{
/* whatever */
}
```

at startup then, the stack will be set at the top of this area, and
the heap at the bottom, and the two grow towards each other. You can
do malloc()'s from this area in your ACC (notice malloc() and not the
tos's Malloc()).

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

913. Re: Big logical sectors and their effects

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-21 17:46:10 UTC
From: csbrod@medusainformatik.uni-erlangen.de
Message-ID: <3409@medusainformatik.uni-erlangen.de>
Source record: 49500

apratt@atari.UUCP (Allan Pratt) writes:

>and csbrod@medusainformatik.uni-erlangen.de (Claus Brod) writes:
>>Does this imply that 1 sector per cluster is perfectly legal with all
>>TOS versions?

>Don't press your luck. :-) It's not guaranteed, it hasn't been tested,
>and it's not to be relied on. No, it's not legal.

Pity. Would be nice for data exchange on 1.44 MB disks with ATs.
For some reason, 1.44 MB disks have 1 sector/cluster on PCs.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

914. Re: Delta Modul AT-emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-21 18:35:51 UTC
From: Yonderboy@cup.portal.com
Message-ID: <37135@cup.portal.com>
Source record: 49506
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I too would love to hear more about this.. (First time I heard about it)..
If anybody has one of these I certainly hope he posts something hear about
it! Anyway to get one of these in the states?

....Yonderboy@cup.portal.com

915. Re: Line A Considered Harmful (was Re: Closing AES boxes interfering with VDI drawing)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-21 19:06:09 UTC
From: andyc@hplsla.HP.COM
Message-ID: <13510006@hplsla.HP.COM>
Source record: 49509

re: LINEA considered harmful

I've been unable to find all the relevant postings on this topic, maybe they didn't all make it here. The gist of it seems to be that the TT doesn't support the linea functions so any programs that use them directly will automatically not work on the TT. I hope that's an accurate summary. If not, I'm sure you all will let me know about it! :-)

Well, last night I finally got around to reading my Neodesk 3 upgrade manual (as opposed to gleefully playing with the program). There's a nice big paragraph in there about how Neodesk 3.0 bypasses the horrendously slow VDI functions and makes use of the quick linea functions instead. But wait a sec, Neodesk 3 runs on a TT! Something here does not add up. (Not to mention that I doubt Gribnif would head down the linea path if it was going to be obsolete.)

Well, one other point of commentary. I *still* find incompatibilities with the software blitter I use, and I have the latest version. So sometimes I must turn it off. I'm glad Neodesk stays nice and snappy when the software blitter isn't there.

%%%

916. Internal mods. (was Re: PC emulators with VGA support.)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-21 19:18:31 UTC
From: adamd@rhi.hi.is
Message-ID: <2563@krafla.rhi.hi.is>
Source record: 49505

In <1990Dec19.215931.23540@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:

>You should get a tower also!

Well, the whole purpose of the exercise was to see what could be fitted in the standard box, so a tower could not be considered. The only shielding I had to remove was the thin bit under the disk drives, the lower drive shields out most if not all of the gap. BTW I looked inside a STacy the other day, to fit anything extra in there would need throwing out the main board :-)

>What is ST-QL shifter???????????

It is the hardware part of the ST-QL emulator (from Jochen Merz Software and/or QJump). The shifter board provides overscan capabilities, though I think they're still working on the drivers for that aspect. It's main purpose is to provide 512*256*4colour screen for running standard software under the emulator (multi-tasking OS, ST device drivers, and software). BTW if anyone out there is still waiting to hear from me about this I shall be preparing a review as soon as I get the custom addressing chip together. (No I'm not rebuilding GLUE, only patching).

>If you are planning to get the Delta Modul, your HyperCache will
>become an orphan, hope you'll find a nice home for it...snif.

Anything goes, it can be fitted to virtually any 68000 computer but the GAL addressing has to be changed to redefine the memory map. Have to do that one anyway for custom ST address ranges. As for the Intel/Motorola hybrid board, it would need to have a 68030 and fit a Mega STE.

>Where are you planning to get 68030 fitting to ST???
>Do you think that Gadgets by Small gets their thing working?

According to recent posts it has been seen demonstrated, it'll whip the socks off anything. It looks _really_ good but there's just not room in a 1040 the way the board is designed. Does anyone know whether it can be fitted to a Mega STE?

>By the way, I have a german friend, a real electronics wizard.
>His ST has 4Gb RAM (!!!) and four parallel 68030 running over
^^^^^^^
Was that 1GB per CPU or some other configuration?
If you know any more about any of this, then do tell (if it's for real).
What OS does he use and what does he use his computer for mainly?

Oh, one more question:
Does anyone know of an amiga emulator for the STE range?

Seasons greetings,

Adam David. adamd@rhi.hi.is

917. Re: Big logical sectors and their effects

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-21 19:39:34 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <27926@cs.yale.edu>
Source record: 49504

In article <3409@medusainformatik.uni-erlangen.de> csbrod@medusainformatik.uni-erlangen.de (Claus Brod) writes:
>apratt@atari.UUCP (Allan Pratt) writes:
>
>>and csbrod@medusainformatik.uni-erlangen.de (Claus Brod) writes:
>>>Does this imply that 1 sector per cluster is perfectly legal with all
>>>TOS versions?
>
>>Don't press your luck. :-) It's not guaranteed, it hasn't been tested,
>>and it's not to be relied on. No, it's not legal.
>
>Pity. Would be nice for data exchange on 1.44 MB disks with ATs.
>For some reason, 1.44 MB disks have 1 sector/cluster on PCs.

I use 1 sector/cluster in my ramdisk and it has given me no problems
whatsoever under TOS 1.4. Allan's message was the first I knew that
it wasn't "legal".

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

918. Re: Delta Modul AT-emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-22 00:49:10 UTC
From: s37837k@saha.hut.fi
Message-ID: <1990Dec22.004910.21556@santra.uucp>
Source record: 49508
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The Delta Modul AT-emulator is propably available only in Germany, and I'
not sure if yet there either!
To see one running...got to go to Germany, I suppose...

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

919. SS->DS upgrade on PS3000 monitor??

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-22 04:59:11 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <2772E81F.19805@maccs.dcss.mcmaster.ca>
Source record: 49510

I don't know how popular they were, but here in Canada Atari used to sell the 520 with a monitor model PS3000. The PS3000 had the SS drive built in right into the monitor case, right below the picture tube. Does anyone have experience with upgrading these from single- to double-sided?

As a special favour to a friend, I've taken it upon myself to upgrade his system, starting with the floppy. But both the monitor and the floppy connectors are on one board and now I'm confused. If I can't replace the mechanism, how about adding an external, but the *external* has to be drive A. Is this possible?

I've thought of one other option. How does the Atari policy on upgrades go? What if I wanted to trade the monitor+drive for and an external drive and monitor?

Thanks for your advice.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

920. Re: SCSI Tape Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-22 13:08:50 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1990Dec22.130850.12979@actrix.gen.nz>
Source record: 49511

In article <1990Dec20.183540.7351@mozart.amd.com> bpohl@mozart.amd.com (Bion Pohl) writes:
> I just built an 80MB hard drive for my 1040ST using an ICD Host Adaptor.
> Now I am interested in adding a tape drive to it for back-ups. If I were to
> get a used SCSI tape drive I should be able to plug it in to the ICD card as
> another device, right? Is there software somewhere that would run it?

ICD does have a Tape backup device, and that comes with software, I don't think that ICD will just sell you there software, they will want to sell you the drive as well, I have never heard of any one else doing one..

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

921. Re: How does one relocate the Mouse ptr

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-22 13:27:00 UTC
From: woju@mist.sub.org
Message-ID: <A0ay281w@mist.sub.org>
Source record: 49507

In <DOMEN.90Dec20142927@wiener.crin.fr>, Eric Domenjoud writes:
-<In article <1990Dec20.100134.21871@qut.edu.au> zseelunnon@qut.edu.au writes:
-<
-<Using the vex_motv function is actually not really ok. If the mouse
-<moves while this function is changing the vector, then the ST crashes
-<(at least with TOS 1.0). One should prevent the mouse to move by
-<setting the system variable which says wether the keyboard interrupts
-<must be handled or not. Unfortunately, I can't remember the location
-<of this variable.
-<

Just say the keyboard cpu to suspend the sending of mousepackets..
just send him : $12 after finishing your work, just send him $0D
that should work !

Bye

--
Bye,...
Don't trust your eyes. It's just an imagination of your brain !

woju@mist.sub.org
woju@image.in-berlin.de
woju@neon.in-berlin.de

(c) by Wolfgang Jung, Berlin (date look at header !!)

922. Re: Line A Considered Harmful

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-22 16:54:47 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <37164@cup.portal.com>
Source record: 49512

In Article: <13510006@hplsla.HP.COM>
andyc@hplsla.HP.COM (Andy Cassino) Writes...
>re: LINEA considered harmful
>
>I've been unable to find all the relevant postings on this topic, maybe they
>didn't all make it here. The gist of it seems to be that the TT doesn't
>support the linea functions so any programs that use them directly will
>automatically not work on the TT. I hope that's an accurate summary.
>
>Neodesk 3.0 bypasses the horrendously slow VDI
>functions and makes use of the quick linea functions instead. But wait
>a sec, Neodesk 3 runs on a TT! Something here does not add up.
I wonder if maybe people have gotten LINEA and LINEF confused?
LINEF (undocumented) functions are not supported on the TT, because these
opcodes are used in the 68020/30 for coprocessors. But Motorola has not
assigned anything to the LINEA operations, so I see no reason Atari would
have dropped their support in the TT.

I don't know one way or the other on the TT and LINEA, but I wonder if
others might have confused the LINEF changes on the TT and concluded
that LINEA was dropped too.

Could someone at Atari clarify this?

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
BIX: r.tim_coslet

923. Re: Closing AES boxes interfering with VDI drawing

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-23 00:15:27 UTC
From: harryk@bucsf.bu.edu
Message-ID: <71214@bu.edu.bu.edu>
Source record: 49513

In article <1990Dec18.161238.24031@unixg.ubc.ca> mintha@unixg.ubc.ca (Jim Mintha) writes:
>
> I'm writing a program that uses only AES, and not VDI. When I put up
>a dialog box, I save the portion of the screen used with my own copy routines,
>and when the dialog finishes, I copy the region back. Everything works fine
>except when the user moves the mouse at a later time, a small square the size
>of the mouse appears with the standard desktop background pattern. Is there
>anyway to avoid this, can I change the buffer used to hold what is underneath
>the mouse pointer background?
>
>--
>---
>Jim Mintha University of British Columbia
>Programming Assistant Geography Department
>e-mail: mintha@geog.ubc.ca Vancouver, B.C.

The problem should be that you don't hide the mouse before you make any
changes to the screen. A procedure that should work is the following:

1. hide the mouse (AES: graf_mouse(M_OFF, 0L), or
VDI: v_hide_c(vdi_handle)
)
2. save the screen-area that the dialog box will cover
3. show the mouse (AES: graf_mouse(M_ON, 0L), or
VDI: v_show_c(vdi_handle, 0)
)
4. display & manipulate the dialog box
(objc_draw(...) and form_do(..) or evnt_multi(...))
5. same as 1
6. restore the screen-area saved in step 2.
7. same as 3

Hope we helped.......
Alex Volanis,
Harry Karayiannis

924. Re: MTools

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-23 12:40:57 UTC
From: ridderbusch.pad@nixdorf.com
Message-ID: <RIDDERBUSCH.PAD.90Dec23124057@ugun13.nixdorf.de>
Source record: 49514

>>>>> On 21 Dec 90 13:33:09 GMT, klute@tommy.informatik.uni-dortmund.de (Rainer Klute) said:

R> Does anybody have experience with MTools?

R> I would like to write files to a floppy on my Sun Sparcstation using MTools
R> and read them with my Atari ST. However, on the ST I can read only the
R> first one or two sectors, then the last portion of the file is repeated,
R> then a read error occurs.

R> On a PC reading the file is no problem. (No, I did not touch the PC myself
R> - I had someone doing that for me :-).) Consequently MTools works ok but
R> something is wrong at the ST side.

R> Any hints?

R> --
R> Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
R> Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
R> Postfach 500500 |)|/ Tel.: +49 231 755-4663
R> D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

I am also using Mtools on my local un*x box and had the same problems
that you mention (My Mtools was an older version, not 2.0). Further
investigation showed, that Mtools only wrote and updated one File
Allocation Table (FAT). While PC's have not trouble with this, the ST
does. My sources of Mtools had a define in it to allow writing of both
FAT's. After recompiling the Mtools worked okay.

Hope, this helps.
--
MfG/Regards

/==== Siemens Nixdorf Informationssysteme AG
/ Ridderbusch / , Heinz Nixdorf Ring
/ /./ 4790 Paderborn, West Germany
/=== /,== ,===/ /,==, //
/ // / / // / / \ NERV:ridderbusch.pad
/ / `==/\ / / / \ BTX:0525467066-0001

Email: ridderbusch.pad@nixdorf.com (America (North & South))
ridderbusch.pad@sni.de (Rest of world)

925. Re: Closing AES boxes interfering with V

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-23 15:00:01 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0qnz8do@jonh.wimsey.bc.ca>
Source record: 49515

All this talk about changing screen sizes has got me wondering.
I'm writing a program with a full screen dialog box. Is this going to be
full size on a larger monitor, or just sit in the middle of the screen
looking tiny?

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

926. Re: Reading the timer

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-24 04:19:19 UTC
From: crichmon@digi.lonestar.org
Message-ID: <1398@digi.lonestar.org>
Source record: 49517

The time of day is read by TOS from the keyboard processor. I believe that the time is packed into a single 32 bit word to match the way MS-DOS handles the time stamp for files.

It is possible to get the time of day from the keyboard to the nearest second. This requires patching some interrupt vector and writing a routine to send the time request packet to the keyboard and receive the time packet. Pages 67 through 84 in the book Atari ST Internals (from Abacus Software) details the interface with the ST keyboard. It seems I read somewhere that the keyboard processor keeps time to milliseconds, but cannot find it now.

Hope this helps.

927. Re: How does one relocate the Mouse ptr from pt A to B?

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-24 18:19:06 UTC
From: zseelunnon@qut.edu.au
Message-ID: <1990Dec24.131906.22082@qut.edu.au>
Source record: 49516

In article <DOMEN.90Dec20142927@wiener.crin.fr>, domen@wiener.crin.fr (Eric Domenjoud) writes:
> In article <1990Dec20.100134.21871@qut.edu.au> zseelunnon@qut.edu.au writes:
>
> :
> :
> :
> There are probably some other gotchas but I can't recall them right
> now, but use of the mouse exchange vector (boy will I get flamed now)
> is probably ok if the above rules are followed and the handler is only
> installed while the mouse is in your space ie over your window (
> a watchbox will be needed) unless of course (in apollo terms :-) you
> "borrow" the screen for a bit (Really love that term :-)
>
> Well that is my (confused) contribution to this thread
>
>
> >
> > J.Moses
>
> BOB
> R_Lunnon@qut.edu.au
> ZSEELUNNON@qut.edu.au
> lunnon@design.fen.qut.edu.au
>
> Using the vex_motv function is actually not really ok. If the mouse
> moves while this function is changing the vector, then the ST crashes
> (at least with TOS 1.0). One should prevent the mouse to move by
> setting the system variable which says wether the keyboard interrupts
> must be handled or not. Unfortunately, I can't remember the location
> of this variable.

Hmm! didn't know that one (I have TOS1.4) and have not seen this behaviour,
what exception does it cause ?. I have a pile of interrupt routines running
and occasionally get a spurious-interrupt exception generated (lotsa bombs).
I would have thought that this change would have been atomic.

Can you say B.U.G. ?????

BTW - From memory the mouse vector is stored in a documented place
in the LINE-A variable set so I spose you could be more atomic about it
and do it yourself there (At the risk of being TT incompatible I guess)

>
> Eric Domenjoud

> e-mail: domen@loria.crin.fr

BOB
R.Lunnon@qut.edu.au
ZSEELUNNON@qut.edu.au
lunnon@design.fen.qut.edu.au

(any or all of these paths might work for you)
(My last signature was wrong - oops :-)

928. Re: MTools

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-27 09:40:44 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2890@laura.UUCP>
Source record: 49518

In article <RIDDERBUSCH.PAD.90Dec23124057@ugun13.nixdorf.de>,
ridderbusch.pad@nixdorf.com (Frank Ridderbusch, PXD-S4) writes:
|> I am also using Mtools on my local un*x box and had the same problems
|> that you mention (My Mtools was an older version, not 2.0). Further
|> investigation showed, that Mtools only wrote and updated one File
|> Allocation Table (FAT). While PC's have not trouble with this, the ST
|> does. My sources of Mtools had a define in it to allow writing of both
|> FAT's. After recompiling the Mtools worked okay.

The define's name is DUP_FAT. Just compile init.c with -DDUP_FAT.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

929. Re: Environmental variables.

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-27 12:59:00 UTC
From: woju@mist.sub.org
Message-ID: <A0aybg3a@mist.sub.org>
Source record: 49519
Body handling: HTML body converted to readable text

In <1990Dec8.221952.13371@cs.utk.edu>, Andrew Krzywdzinski writes:
-

930. Internal Hard Drive for Mega

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-27 14:42:16 UTC
From: ronw@cbnewsk.att.com
Message-ID: <1990Dec27.144216.1219@cbnewsk.att.com>
Source record: 49520

Has anyone installed an internal hard drive in their Mega? Are there
any reccomendations of type/supplier?

Ron Wolenty
inuxy!wolenty

931. Re: Internal Hard Drive for Mega

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-27 19:25:50 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <40157@ucbvax.BERKELEY.EDU>
Source record: 49521

I now that alot of people out there have put those in, my question is
Do you get a connector that allows you to hook up any SCSI drive off
the back of your Mega? Iknow that it should work if the host adapter follows
the starndard SCSI implementation, however which one will allow you to use a
17 foot scsi cable, or multiple devices off an internal HA? Has anyone done
any similar configuration?

I think that reposting to the net is appropriate.

932. Atari Laser with 2 HD's

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-27 20:16:58 UTC
From: jalkio@cc.helsinki.fi
Message-ID: <4377.277a56ba@cc.helsinki.fi>
Source record: 49522

Is it possible to use the SLM804 laser with 2 hard disks on a MEGA4?

If so, do I have to alter the dip switches somehow?

Jouni

933. Re: Line A Considered Harmful (was Re: Closing AES boxes interfering with VDI drawing)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-27 23:18:52 UTC
From: apratt@atari.UUCP
Message-ID: <2790@atari.UUCP>
Source record: 49525

To clear up any confusion, when we talk about line-A we're talking about graphics. Line-F was a hack in the ST ROMs to save space, and that's not what we're talking about here.

The blanket statement "Line A doesn't work on the TT" is actually a little misleading. The actual statement from Atari is more like this: "Line A is maintained for compatibility with existing programs only, and should not be used in new programs, and will not be maintained for new features of the ST/TT line of computers."

This "new stuff not supported though line-A" is already in evidence in the TT: you can't use line-A in 256-color mode, because you only have access to four color bits. New programs should not use line-A.

If you use VDI correctly, it is no slower than line-A. This is obvious when you realize that line-A is just a back door to the same routines that the VDI uses! There is a little overhead from VDI, but it's small compared to the time to do anything remotely complicated, like drawing a line. Two things can make VDI seem slow: using clipping when it's not necessary, and using some versions of GDOS. In the latter case, it's GDOS's fault, not VDI's, and newer GDOSes are faster.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

934. Re: <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-28 00:27:20 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Dec28012720@donald.cs.tu-berlin.de>
Source record: 49523

In article <1990Dec20.194506.21478@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:

Portable Math Libaries PML and PML16.
why are there two?
what is the difference between them?

I'd guess one is 32bit and the other 16.

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)

935. Re: Atari Laser with 2 HD's

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-28 00:33:32 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Dec28013332@donald.cs.tu-berlin.de>
Source record: 49524

In article <4377.277a56ba@cc.helsinki.fi> jalkio@cc.helsinki.fi writes:

Is it possible to use the SLM804 laser with 2 hard disks on a MEGA4?
The cables have to be short enough, as their buffering is very bad.
Otherwise, I don't see any problems.

If so, do I have to alter the dip switches somehow?
Normally harddisks are put on ACSI-Device #0, so you have to
adjust one of them to another address. I don't know much about
the SLM, but it sounds obvious to me that is relatively useless w/o
harddisk, so I'd say it is already on another address. To be on
the safe side, read the appropriate paragraphs of the manual.

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)

936. Latest version of GDOS (Was Re: Line A Considered Harmful (was Re: Closing AES boxes interfering with VDI drawing)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-28 15:03:02 UTC
From: jlf@h.cs.wvu.wvnet.edu
Message-ID: <1166@h.cs.wvu.wvnet.edu>
Source record: 49526

From article <2790@atari.UUCP>, by apratt@atari.UUCP (Allan Pratt):

[Interesting facts about Line A removed]

> it's GDOS's fault, not VDI's, and newer GDOSes are faster.
>
> ==
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

One question...

What is the most recent version of GDOS? I'm using version 1.2 and it
does slow screen graphics down. It's most apparent in the zoom boxes.

--
Jack Forester, Jr. * Disclaimer: My opinions are mine and mine *
jlf@a.cs.wvu.wvnet.edu * alone! I don't share my opinions *
West Virginia University * with anyone! :-) *
Dept. of Computer Science * *

937. Re: Internal Hard Drive for Mega

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-28 17:30:14 UTC
From: pegram@kira.UUCP
Message-ID: <1990Dec28.173014.348@uvm.edu>
Source record: 49530

From article <40157@ucbvax.BERKELEY.EDU>, by emerson@gandalf.Berkeley.EDU (Emerson Mei):
> I now that alot of people out there have put those in, my question is
> Do you get a connector that allows you to hook up any SCSI drive off
> the back of your Mega? Iknow that it should work if the host adapter follows
> the starndard SCSI implementation, however which one will allow you to use a
> 17 foot scsi cable, or multiple devices off an internal HA? Has anyone done
^^^^^^^^^^^^^^^^^^^ > any similar configuration?

I don't know the answer to your question, but I have heard of some
problems with it. Sometimes the external Acsi connection is rendered
useless for the laser printer etc.. FYI, SCSI cables are at most 6'
(six feet) long, with short stub connectors extra (6" <six inches> or
so, I don't remember this spec so well), set up as a bus.

e.g.

|--------|--------|--------|--------|--------|-------|-------|

(where '|' is a stub connector and '---' is the cable, 8 devices,
including the host adaptor max)

So scale back your expectations a little ok? 8-)

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

938. Re: Latest version of GDOS (Was Re: Line A Considered Harmful (was Re: Closing AES boxes interfering with VDI drawing)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-28 19:52:33 UTC
From: apratt@atari.UUCP
Message-ID: <2791@atari.UUCP>
Source record: 49529

jlf@h.cs.wvu.wvnet.edu (Jack L Forester,,2933607,6526712) writes:
>What is the most recent version of GDOS? I'm using version 1.2 and it
>does slow screen graphics down. It's most apparent in the zoom boxes.

I jumped the gun: the "new GDOS" I referred to isn't actually available yet. You may have heard about it in reports from COMDEX and the Dusseldorf Atari Fair where it was shown on the TT.

If you're desperate for something faster than GDOS 1.2, you could try G+PLUS, which is a GDOS workalike from Germany (I think); it is faster, but not complete, so it's possible that not all drivers and programs will work correctly with it. This is not an endorsement of G+PLUS from Atari; I just happen to know about it.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

939. SCSI CD ROM drive

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-28 20:33:21 UTC
From: seitz@netcom.UUCP
Message-ID: <19520@netcom.UUCP>
Source record: 49527
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I recently acquired a Philips CM110 SCSI CD ROM player. Any hints on how I can hook this up to my Atari ST? I have an old Supra 20Mb hard disk (only one connector on the back, no clock calender). Can I use its SCSI controller to hook up to the CD ROM and the Hard Disk. Any sources of drivers and other software?

940. memory upgrade - old 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-29 05:39:38 UTC
From: reyy@vax5.cit.cornell.edu
Message-ID: <1990Dec29.013939.1794@vax5.cit.cornell.edu>
Source record: 49528

I'm sorry to bring up such a talked-about issue,
but this is yet another request for memory upgrade
info.
Okay, I've got an old-style 520ST. External Disk
drive. Supposedly the Zubair Z-RAM/2.5 will work
for me. Does anyone know if I am making the correct
assumption? (anything I should know?)
Also, that MMU that I need, I opened my ST up and
there are 4 chips that are CO2[something]-38
It's the 38 I want, right? (but one is a -38A ...?)

Any help will be greatly appreciated. Please respond
via e-mail. Thanks in advance!

David S. Rowell
REYY@Vax5.cit.cornell.edu (Internet)
.signature upon request

941. Re: Latest version of GDOS (Was Re: Line A Considered Harmful (

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-30 02:08:20 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <37373@cup.portal.com>
Source record: 49531

Allan Pratt writes:

>If you're desperate for something faster than GDOS 1.2, you could try
>G+PLUS, which is a GDOS workalike from Germany (I think); it is faster,
>but not complete, so it's possible that not all drivers and programs
>will work correctly with it. This is not an endorsement of G+PLUS from
>Atari; I just happen to know about it.

G+PLUS is a commercial product of Codehead Software, written by
Charles F. Johnson and John Eidsvoog... (I can only hope Charles doesn't
read this... :)

G+PLUS is a faster *and complete* replacement for GDOS. Anything which
uses GDOS will work faster and better with G+PLUS. Unlike GDOS, G+PLUS
is a fully supported product. Among its advanced features is the ability
to choose among several ASSIGN.SYS files, and to re-load a different one
at any time.

G+PLUS should be available at your "local" Atari dealer for about $25.

BobR

(My God.. you'd think Atari would be a bit more knowledgable about the
world outside of Sunnyvale...)

942. Re: Latest version of GDOS (Was Re: Line A Considered Harmful (

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-30 13:37:10 UTC
From: steveh@tharr.UUCP
Message-ID: <1545@tharr.UUCP>
Source record: 49532

In article <37373@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Allan Pratt writes:
>
>>If you're desperate for something faster than GDOS 1.2, you could try
>>G+PLUS, which is a GDOS workalike from Germany (I think); it is faster,
>>but not complete, so it's possible that not all drivers and programs
>>will work correctly with it. This is not an endorsement of G+PLUS from
>>Atari; I just happen to know about it.
>
>G+PLUS is a commercial product of Codehead Software, written by
>Charles F. Johnson and John Eidsvoog... (I can only hope Charles doesn't
>read this... :)

I assume Allan meant AMCGDOS, the GDOS replacement from Germany. This was originally written as a faster version of GDOS and is now, I think, supported by Atari Germany. It has a few enhancements over the Atari GDOS, such as support for Intel and Motorola format fonts. I've not come across any incompatabilities myself, using it with the Epson FX and PostScript drivers supplied with Timeworks 1.12 and a variety of programs - Degas, EasyDraw, Timeworks, and assorted others. Using the Quick Index program, it results in only a small deterioration in speed. This is compensated for a bit by its speeding up of the open / close zooms.

943. ANDF

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-30 20:27:53 UTC
From: ericco@ssl.berkeley.edu
Message-ID: <ERICCO.90Dec30122753@sdaf1.ssl.berkeley.edu>
Source record: 49533

I saw an article recently about Architecture Neutral Data Format (ANDF) which looked quite interesting. This is an intermediate language between source code and machine code that is machine independent. The article suggests that future compilers could consist of two parts: source to ANDF, ANDF to machine code. The idea is that ANDF would be difficult to reverse engineer (to protect software producers) and would allow allow machine independent software development. Thus, a company like Lotus could expand into the ST market without a heavy cost. Or, ST developers could reach elements of the IBM market.

hmmm,
Eric
--
Eric
ericco@ssl.berkeley.edu

944. Re: Internal Hard Drive for Mega

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-30 22:35:13 UTC
From: ritchie@hpdmd48.boi.hp.com
Message-ID: <6560001@hpdmd48.boi.hp.com>
Source record: 49534

>useless for the laser printer etc.. FYI, SCSI cables are at most 6'
>(six feet) long, with short stub connectors extra (6" <six inches> or
>so, I don't remember this spec so well), set up as a bus.
>
>Bob Pegram
>
>pegram@griffin.uvm.edu

Actually, the correct values are 6 and 0.1 meters, respectively.
(I cheated, however -- I looked it up in the ANSI standard).

Whether or not this works for your drive and controller is left as a
exercise for the student....

-- Dave Ritchie
ritchie@hpdmd48.boi.hp.com

945. Re: Latest version of GDOS (Was Re: Line A Considered Harmful (was Re: Closing AES boxes interfering with VDI drawing)

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-30 23:07:18 UTC
From: csbrod@medusainformatik.uni-erlangen.de
Message-ID: <3413@medusainformatik.uni-erlangen.de>
Source record: 49535

apratt@atari.UUCP (Allan Pratt) writes:

>If you're desperate for something faster than GDOS 1.2, you could try
>G+PLUS, which is a GDOS workalike from Germany (I think); it is faster,
>but not complete, so it's possible that not all drivers and programs
>will work correctly with it. This is not an endorsement of G+PLUS from
>Atari; I just happen to know about it.

G+PLUS isn't really a German product, I think. It comes from some US
software house and is being imported to Germany by Bela. AMCGDOS, however,
is fast and from Arnd Beissner, a German VDI expert. New on the scene
is NVDI, a GDOS with an integrated VDI screen driver (very fast and
very clean; will be the successor to Turbo ST in Germany).

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

946. Re: Host-adaptors

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-30 23:08:10 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1990Dec30.230810.5536@d.cs.okstate.edu>
Source record: 49539

If I recall correctly, the ICD units are available w/o clock now for about a 10 - 15 dollar savings. They have a BBS with the suggested retail prices posted at 1 815 968 2229.

Yes... Toad Computers uses them with the SQ-555 removable media 44Meg HD.

I have the original model (with clock, I think the original has been discontinued....) and I love it. No removable media drives yet.

I'm still hoping to learn more about the ICD tape backup system...

jc
cummins@d.cs.okstate.edu

947. Noisey ICD FaST Setup

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-31 01:45:06 UTC
From: cfw@aplpy.jhuapl.edu
Message-ID: <1990Dec31.014506.26765@aplcen.apl.jhu.edu>
Source record: 49536

I have an ICD FaST disk enclosure with a 60 Mb disk (I believe it's a Seagate...don't recall the model no.). I've had this setup about two years. It has always been noisy...emits a continuous high-pitched whine which I have always assumed was a fan (although I don't know for sure that it even HAS a fan).

Anyone know anything about these configurations? Are they usually noisey? Can anything be done about the noise? For instance, should I change the fan (assuming there is one) to a quieter one? Is there a plug-compatible, quieter replacement? Have I exceeded the threshold for dumb questions yet?

Thanks.

c.f.waltrip <cfw@aplpy.jhuadpl.edu>
Opinions expressed are strictly my own.

948. Re: ANDF

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-31 06:34:11 UTC
From: dbrooks@penge.osf.org
Message-ID: <17606@paperboy.OSF.ORG>
Source record: 49537

In article <ERICCO.90Dec30122753@sdaf1.ssl.berkeley.edu> ericco@ssl.berkeley.edu (Eric C. Olson) writes:
>I saw an article recently about Architecture Neutral Data Format
>(ANDF) which looked quite interesting. This is an intermediate
>language between source code and machine code that is machine
>independent.

Essentially correct. This is a development of the Open Software Foundation. It's in a feasibility stage right now; we have yet to announce the chosen technology (out of 3, I think, submitters) and bring it out. Don't hold your breath.

> Thus, a company like Lotus could expand into the
>ST market without a heavy cost. Or, ST developers could reach
>elements of the IBM market.

Things being what they are, the initial implementations will probably be targetted to Unix (or at least Posix) platforms.

For more information, you can call OSF at (617)621-8700.

--
David Brooks dbrooks@osf.org
Systems Engineering, OSF uunet!osf.org!dbrooks
In Memoriam: Chris Naughton, aged 16, killed by a drunk driver Dec 22, 1990

949. Host-adaptors

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-31 09:26:15 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Dec31102615@troll.cs.tu-berlin.de>
Source record: 49538

Hello.

I am in the process of switching from a c't-harddisk to a
regular one and I will need a ACSI-SCSI adaptor very soon.

The only problem is, I know next-to-nothing about these beasts.

I've heard good things about the ICD-advantage and that the BMS2000(?)
is the only one to support a certain Seagate-drive with fullspeed.

As the latter problem isn't one for me, I'm tending towards the ICD
at the moment.

Could you fill my knowledge gap about these things, mainly about
different ICD-models and price differences ?

What I need is ACSI-through to connect more devices (SLM et al.)
and SCSI-out to connect another drive eventually. The ICD's
having an internal clock is quite nice, but it makes them
relatively expensive as well. Is the ICD-software suitable
for a removable harddisk (SQ 555, aka. Megafile 44) ?

Thanx,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)

950. Re: Host-adaptors

Newsgroup: comp.sys.atari.st.tech
Date: 1990-12-31 22:34:38 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.90Dec31233438@ram.cs.tu-berlin.de>
Source record: 49540

In article <1990Dec30.230810.5536@d.cs.okstate.edu> cummins@d.cs.okstate.edu (John Cummins) writes:

They have a BBS with the suggested retail prices posted at 1 815 968 2229.
That doesn't help me much. If I called there, I could buy the most
expensive adaptor as well :-)

Greetings,
RIPLEY

PS: I already got some helpful mail (thanx Bob) in which Supra was
mentionend. Of course I'd like to have information about these
as well.
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)

951. hard drive problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-01 01:01:13 UTC
From: rdf@pinet.aip.org
Message-ID: <1991Jan1.010113.20800@pinet.aip.org>
Source record: 49541

I am using a BMS 100 drive adaptor and an adaptec 4070 controller with a Seagate RLL 277 65meg drive. The drive recently started to give me some trouble so I bought a second one. I am planning to get the original one fixed and would like to use both at once. Before sending it away I thought I would try seeing how both work together.

I tried using Atari's HDX 3.01 formatter to check on the second drive, but it only sees unit 0. I have the address jumpers set correctly on the two drives. In addition the AHDI autoboot program does not install any of the logical partitions on the second unit. Berkely supplied a program called "INSTALL" which does let GEM know about the second unit, but I thought the autobooter would check for all active drives.

Does anyone have any suggestions on suitable software combinations for formatting, installing and booting up the second drive?

In addition I am having several intermittent problems. First the drive does not always initialize properly when first turned on. I must power down the drive unit and turn it on again. Second I get occasional alert boxes when doing file operations stating that Drive C is damaged. Most of the time this causes the system to freeze up. After rebooting the same file is ok. This all happens with the new drive. Is the new drive defective? Or is something wrong with the BMS board or the controller? Are there any tests that can be run to isolate the problem? I would like to get the issues resolved before the warrantee on the new drive expires.
--
Robert Feinman rdf@pinet.aip.org
American Institute of Physics rdf@aip.bitnet

952. Re: Noisey ICD FaST Setup

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-01 07:44:46 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan01.074446.19771@ecst.csuchico.edu>
Source record: 49542

cfw@aplpy.jhuapl.edu (Chuck Waltrip) writes:

- I have an ICD FaST disk enclosure with a 60 Mb disk (I believe it's a
- Seagate...don't recall the model no.). I've had this setup about two years.
- It has always been noisy...emits a continuous high-pitched whine which I have
- always assumed was a fan (although I don't know for sure that it even HAS a
- fan).

- Anyone know anything about these configurations? Are they usually noisey?
- Can anything be done about the noise? For instance, should I change the
- fan (assuming there is one) to a quieter one? Is there a plug-compatible,
- quieter replacement? Have I exceeded the threshold for dumb questions yet?

I've had an ICD FaST case with a Seagate 157N-1 for about a year and
a half (installed by Joppa Computers). The noise, fan or drive,
isn't bad; in fact, other HD owners who have heard it say it's
quieter than their non-ICD drives. It may be that the drive is
noisier than others or that ICD used a different fan in your model.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

953. Reading Roland W-30 disks on an Atari-ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-01 13:29:42 UTC
From: dc@presto.ruhr.de
Message-ID: <1010263@presto.ruhr.de>
Source record: 49543
Cross-posted to: comp.sys.atari.st.tech,rec.music.synth

I need to transfer samples from a Roland W-30 Music workstation to another sampler. The W-30 can't do MIDI sample-dumps so I'm trying to get the samples off the disks. The disks are formatted DS, 80 track, 9 sector and they are readable (with a disk monitor) on an Atari-ST. Does anyone know the exact format of the W-30 data disks ?

--
dc@presto.ruhr.sub.org
dc@presto.ruhr.de

954. Re: Host-adaptors

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-01 20:50:05 UTC
From: clf3678@isc.rit.edu
Message-ID: <1991Jan1.205005.21414@isc.rit.edu>
Source record: 49544

In article <RIPLEY.90Dec31233438@ram.cs.tu-berlin.de> ripley@opal.cs.tu-berlin.de (Hans-Ch. Eckert) writes:
>
>PS: I already got some helpful mail (thanx Bob) in which Supra was
>mentionend. Of course I'd like to have information about these
>as well.
>--
>Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
>Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)

I own two ICD Host Adapters. If you plan on buying a new ICD Advantage Host Adapter, TRASH THE SOFTWARE! The programs are really poor. They don't support SASI devices anymore, and you can't enter your own HD data for off-brand drive mechs. I use the Supra software with my Advantage ST.

Chris Freemesser, Rochester Institute of Technology (THE ACORN BBS
||| BITNET: clf3678@ritvax) (716)436-3078
||| Usenet: clf3678@ultb.rit.isc.edu (2400 baud/42 megs
/ | \ GEnie: C.FREEMESSER) full Atari support

955. Memory upgrade - old 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-02 05:50:14 UTC
From: tgkreimer@miavx0.ham.muohio.edu
Message-ID: <1991Jan2.015014.358@miavx0.ham.muohio.edu>
Source record: 49548

(Sorry, I planned to E-mail this, but I lost the original address)

Yes, the 2.5 one should work for you. The 4 meg one WILL NOT work. I have returned mine and am waiting for the 2.5 in exchange. The 3-D/4MEG works, but you can't put the back on at all, even with only 2 meg installed. It is just too big for your machine.

You want the CO25912-38, not the CO100109-001. The later can only address up to 1 Meg. and is only in the newer machines. I don't know about the -A, but it seems ok.

My 2 meg board should be here in another week or so, I can say for sure then, but I am reasonably certain it will work now.

If you want more 'help' with the Zubair board, just ask. (E-mail's best)

Tom Kreimer | tgkreimer@miavx1.acs.muohio.edu | Opinions are
Miami University | tgkreimer@miavx2.bitnet | mine only,
Oxford, Ohio | "I Usta Dint No Nuttin, Now I Are A Xburt" | if I have one.

956. Setting 2000 year date

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-02 08:45:42 UTC
From: alex@hpgnd.grenoble.hp.com
Message-ID: <17750003@hpgnd.grenoble.hp.com>
Source record: 49546

Hi and Happy New Year....

My STE definitively refuses to set its Date to any day
after the 31 december 1999.

I have tryied with either GEMDOS call TSetdate() or BIOS (or XBIOS?)
call settime() with the proper bit structure.

There is no problem for any date below year 2000,
but it seems impossible for any other date.

Has anybody experienced this problem ?

Alexis.

PS: My TOS release number is 1.62, I have bought my STE 2 months ago.

957. Re: MTools

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-02 10:51:05 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jan2115105@orion.laas.fr>
Source record: 49547

In article <2890@laura.UUCP> klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:
|
| In article <RIDDERBUSCH.PAD.90Dec23124057@ugun13.nixdorf.de>,
| ridderbusch.pad@nixdorf.com (Frank Ridderbusch, PXD-S4) writes:
| |> I am also using Mtools on my local un*x box and had the same problems
| |> that you mention (My Mtools was an older version, not 2.0).

I have posted an ST compatible patch to one of the newsgroups which
redid the DEFINE and also patched the volume name for Gulam! By the
way, where is Mtools 2.0 available for FTP?

P.S. PC's also have trouble with the single FAT: it depends upon
which application you use.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud new owner of a Mega 4 ST. What should I do with my *small* SH204 drive?

958. Your attention please...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-02 11:39:43 UTC
From: rhl@computing-maths.cardiff.ac.uk
Message-ID: <1991Jan2.113943.29204@computing-maths.cardiff.ac.uk>
Source record: 49550
Cross-posted to: comp.os.misc,comp.realtime,comp.os.vms,comp.sys.amiga.tech,comp.sys.mac.programmer,comp.sys.atari.st.tech,comp.os9,comp.windows.misc

Over the years, reading newsgroups like this one, I have found that the best way to get a huge response from readers is to write something they can argue against.

Goal :- I want to know how operating systems (of the multitasking flavour) other than Unix perform I/O - how they implement device drivers..

Bait :- Unix has the best form of device I/O.
Unix device drivers are faster than all other operating systems.
Unix device drivers are the easiest to program.

If it makes you feel better, you can pretend I really mean it... flame me !!.

Please e-mail responses 'cos I may not read all the newsgroups I send this to.

::
:: Robert Hartill, Dept Of Computing Mathematics, UWCC, Cardiff, UK. ::
:: e-mail : rhl@cm.cf.ac.uk ::
::
He who can, does. He who cannot teaches.
-George Bernard Shaw.
---

959. Color Monitor Adjustments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-02 14:16:32 UTC
From: ronw@cbnewsk.att.com
Message-ID: <1991Jan2.141632.7504@cbnewsk.att.com>
Source record: 49549

I came across a reference to Puget Sound Atari News article that
reportedly describes a proceedure to improve the color output of the
Atari color monitor. Is anyone familiar with this? I would like to find out more about it.
The article I was reading was talking about re-routing
a video lead in the 1040/520 to minimize digital noise pick-up that causes
faint vertical lines on the screen.

Ron Wolenty
inuxy!wolenty

960. Where to get ZIP for STs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-02 18:14:08 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991Jan2.181408.19676@lonex.radc.af.mil>
Source record: 49553
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I thought I say a version of unzip for the ST a while back, but can't find
it anywhere.

Does someone know where I can find a program for an ST to "unzip" files that were
compacted using pkzip on an IBM?? I want to unzip only, as several picture
files I was looking for were available on a BBS in .zip form only.
--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

961. monitor shakes -- request for information

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-02 18:19:28 UTC
From: jhm@nixtdc.uucp
Message-ID: <1991Jan2.181928.18153@nixtdc.uucp>
Source record: 49551

(I apologize to those of you who have seen this before -- either when I originally posted it with a faulty distribution keyword or when I accidentally appended it to another post. Can you tell I don't post much?)

After moving my machine to a new room, I find that my aged but usually reliable SM125 monitor has developed an intermittent case of the monitor shakes. I recall people were talking about this but didn't bother to read the posts (after all, my monitor was usually reliable). Could someone please e-mail me a summary, please? (No need to waste bandwidth, and I might not see it: we expire news awful fast here.)

Thanks!

John McMullen
jhm@nixtdc.uucp or jhmcmullen@watyew.waterloo.edu
but it just forwards to nixtdc

962. Questions for a TSR I'm writing

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-02 18:25:34 UTC
From: jlf@cs.wvu.wvnet.edu
Message-ID: <1175@h.cs.wvu.wvnet.edu>
Source record: 49552

Here's a few questions for the GEM gurus...

I'm writing a TSR that is going to use GEM and a resource that will
be compiled as part of the program. It is going to be activated by
exceptions.

Question 1...

Since I won't be using rsrc_load() to load the resource, how do I tell
GEM to initialize my resource. I've never used resources in this manner
before. Essentially, how do I use my resource? I'm using Laser C Ver 2.?
and RCP 3.0. I have created the resource and had RCP create the .C and .H
files for me. The only thing in the .C file is a large unsigned char array.

Question 2...

How do I calculate the number of bytes that the program requires to pass
to the Ptermres() function.

Last question...

I assume that even though this is going to be a TSR, I still need to
make a call to appl_init(). But what about appl_exit()? I have a feeling
that I'll never use this function.

Thanks in advance! :-)

--
Jack Forester, Jr. * Disclaimer: My opinions are mine and mine *
jlf@a.cs.wvu.wvnet.edu * alone! I don't share my opinions *
West Virginia University * with anyone! :-) *
Dept. of Computer Science * *

963. MiNT and Neodesk 3

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-02 20:07:25 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Jan2.150725.22196@qut.edu.au>
Source record: 49545

I have just received my Neodesk 3 upgrade and find that the new loading procedure for neodesk and MiNT do not get on :-(seeing these are my two fav. proggies I would like to see this fixed. I have isolated the problem to memory allocation. For some reason the mint malloc routine attaches all the system meory to the neodesk program or neoload and memory cannot be allocated to load the neodesk.exe bit. I suspect this is because neoload runs before mint and tries to load neodesk.exe (from a different copy of neoload) after mint :-(unfortunately I'm not a MiNT expert (Yet) but if no-one has a solution to this problem I am likely to become one ;-)

Ideas anyone

BOB
lunnon@qut.edu.au /* finally got my new username pity
they changed their minds */

964. Running GEM programs from TOS/MiNT cli's

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-02 21:16:21 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Jan2.211621.10795@doe.utoronto.ca>
Source record: 49554

I am writing a small program gem.ttp to run from bash, init, etc.
under MiNT. Ideally, I will be able to type

```
cd /dev/C/uniterm
gem uniterm.prg
```

in bash, and have uniterm crank up intact (or showdvi, or what have you).
The obvious way is to call appl_init(), open a virtual workstation, turn
on the mouse with v_show_c(0,0) (graf_mouse() doesn't seem to do the
job as well), clear the screen, turn off the text cursor (not in that
order), run the program, then turn off the mouse, clear the screen, turn
on the cursor, and return the program's exit code. Ideally, I should try
to lock the terminal first, and abort if I cannot.

The first problem is that the mouse seems not to work from a program
installed as TOS on the desktop. It will appear, but its clicks do not
register. Also, uniterm crashes no matter what I do. I would like to
be able to do this without GEM if I can -- just enable the mouse and turn
off the cursor. I can turn off the cursor, but what is the easiest way to
crank up the mouse? Help!

David

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

965. Re: Where to get ZIP for STs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-02 23:15:01 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <37500@cup.portal.com>
Source record: 49555
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There are various implementations of ST_UNZIP available practically everywhere. Nothing fancy, but it gets the job done. It's either Shareware or PD can't recall..

Also DC Utilities (commercial, like $30) has a ZIPper and UNZIPper.

Bryan_Jones_Woodworth@cup.portal.com

966. Is BASh available for MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-03 06:36:31 UTC
From: dstailey@gnu.ai.mit.edu
Message-ID: <1991Jan3.063631.15229@mintaka.lcs.mit.edu>
Source record: 49556

According to the docs provided with the latest version of
The MINT kernel, BASh is available for MiNT. Can someone
please let me know where I can get a copy? What kind of
shape is it in? Does it support job control?
Thanks for any help.

Regards,

Doug (dstailey@gnu.ai.mit.edu)

--

ARe mY CaPS CORrECT?
--
disclaimer: This message is sold by weight, not volume. Contents may have
settled during shipment.

967. Re: MTools

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-03 07:59:59 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2898@laura.UUCP>
Source record: 49557

Thanks to everybody who replied to my recent Mtools question here.

Several people suggestest to define DUP_CAT in the file init.c. This worked fine.

However, the author of Mtools, Emmet P. Gray (fthood!egray@uxc.cso.uiuc.edu) brought to my attention, that the latest Mtools version 2.0.3. does not need the DUP_CAT definition anymore. This version also has bugs removed and new features.

Mr Gray said that he had posted Mtools v2.0 to the unix-pc.sources newsgroup (and mailed to the moderator of comp.sources.unix) on the 17th of September 1990. Since then, patches 1, 2, and 3 have been posted to unix-pc.sources, comp.sources.bugs, and emailed to Rich Salz. In addition, the current version of Mtools and all patches are available via anonymous ftp from cerl.cecer.army.mil (129.229.1.101).

I installed this Mtools version on my SPARCstation and I am working (i. e. interchanging floppies with my Atari ST) with it without problems.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
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968. two RSC files?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-03 10:20:16 UTC
From: jeroen@ruuinf.cs.ruu.nl
Message-ID: <4593@ruuinf.cs.ruu.nl>
Source record: 49558

```
I am writing a program that uses a lot of dialogues.
The size of the RSC-file is approaching the 32000 byte-limit.
Can I split up the RSC-file in two parts?

I would write the following program:

rsrc_load(file1);
rsrc_gaddr(...forms from file1...);
rsrc_load(file2);
rsrc_gaddr(...forms from file2...);
...main program...
rsrc_free();
rsrc_free();

Is this possible?
Does the Atari keep track of the different areas of memory
to be released by subsequent rsrc_free() calls?

I would appreciate any help.
I will summarize replies made by email to the net.
--

Jeroen Fokker | jeroen@cs.ruu.nl
dept.of Computer Science, Utrecht University | tel.+31-30-534129
PObox 80089, 3508TB Utrecht, the Netherlands | fax.+31-30-513791
```

969. Keyboard Controller Chip

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-03 13:46:26 UTC
From: MAHAFFY@psuvm.psu.edu
Message-ID: <91003.084626MAHAFFY@psuvm.psu.edu>
Source record: 49559

My 6301 keyboard controller chip (HD6301V1E01P) is shot and its a long trip to the nearest authorized Atari dealer. Can anyone suggest a good mail-order source?

Thanks,
John Mahaffy
MAHAFFY@psuvm.psu.edu

970. GRAFX for the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-03 14:47:36 UTC
From: raza@cs.hw.ac.uk
Message-ID: <1879@odin.cs.hw.ac.uk>
Source record: 49562

Subject: GRAFX

Here is the small info about GRAFX I promised some time ago.
Could you please post this mail to comp.sys.atari.st and
comp.sys.atari.st.tech because I have no access to News here in Paris...

~~~~~~~~~~~~~~~~

Product GRAFX for Atari ST
Company PROCYON
65, Avenue Victor Hugo
F-33110 LE BOUSCAT
FRANCE
tel: +(33).56 50 54 10
^
this is the international code for France

Main Features :

PostScript interpretor; automatic or interactive mode
Display previewer
Text Editor included for the creation &/or modification of sources
Ability to use directly GDOS fonts or to convert them in PS compatible
fonts
external programs for customizing fonts

Files Included :

GDOS
GRAFX v1.1
PS fonts : Times-Roman, Times-Italic, Courier, Courier-Oblique,
Helvetica, Helvetica-Oblique, Olde
GDOS fonts : News, Lark
GEMFONT.TOS |
CVTFONT.TOS |
STDFONT.TOS |> customizing fonts
STDTOUCH.TOS |
Printer drivers : SLM804, quite all the dot printers

Other features :

export GEM-metafiles
ability to customize the pre-file CONFIG.PS

Everything is included in 2 disks 3'5; it is very easy to install it on HD.

****
* I have absolutely no contact, personal or professional, with the *
~~~~~~~~~~~~~~~~

* company names PROCYON. This is not an advertisement. This is info... *
****

~~~~~~~~~~~~~~~~~

+-------------------------------------+-------------------------------------+
Daniel Glazman	e_mail in Sweden :
Telecommunications & Computer Science	glazou@mowitz.pdc.kth.se
The Royal Institute of Technology	e_mail in France :
S-100 44 STOCKHOLM, SWEDEN	glazman@inf.enst.fr
+-------------------------------------+-------------------------------------+
~~~~~~~~~~~~~~~~~

971. Re: STadel questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-03 15:55:24 UTC
From: steve@thelake.mn.org
Message-ID: <A1324095011@thelake.mn.org>
Source record: 49560
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[jhm@nixtdc.uucp writes ...]

> I've been thinking about setting up my own BBS, so I got the three STadel
> archives from atari.archive. Now, they contain a *lot* of useful utilities
> and stuff (is there a new version of the jsh shell?), but they don't include
> the source, and they are apparently some files not included (such as
> aide.mnu),

Oops. Several people on the net should be able to mail you that one.

> and they don't include a place to which I could send money if I decide
> to use it. (I try to pay for shareware I use.)
>
> So the questions are:
>
> 1) Does anyone actually have the "other" distribution of 3.3c, with the
> files that are missing from the atari.archive files? --preferably
> source as well, but it won't ruin my life if the sources never show.

Sources are available from the MAST BBS, (612) 472-6582, in Minnesota,
which runs a Telebit T2500 -- you can snag the files at high speed using
either V.32 or PEP protocols. Use STadel to file-request "*.dir" from
the "STadel" room. MAST has source code to STadel and binaries for
STadel, Fortress, Citadel-86 and <fnord>adel. The sysop of MAST is
tacook@mast.moundst.mn.org; the BBS is a Citadel/UUCP gateway.

The problem with the sources is that they depend on the Alcyon compiler,
which almost nobody uses anymore, and Orc's personal mutant libc.a.

> 2) Does anyone have an address for David "orc" Parsons, so I can send
> him money if I decide to use it?

Orc's network address is akcs.orc@vpnet.chi.il.us or orc@jazz.sybase.com.
He has released STadel to the public domain and is (slowly) working on
a small, modular, portable replacement.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

972. HD help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-03 17:07:23 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <37527@cup.portal.com>
Source record: 49563

I am going to be getting a sizable tax return and would like to find out as much as possible about hard drive configurations. I find that from past experience, posting to usenet has been most effective.

I would like to know what would be the best way to go. SCSI w/the ICD host adaptor? What adaptor does Supra offer? What about RLL... what sort of interface/controller would I need for that? MFM? What are advantages/disadvantages to all of these?

How do I build a HD.. do I just need the HD, case (which sometimes includes the power supply, yes?), and host adaptor?

Help! A novice.

Bryan_Jones_Woodworth@cup.portal.com

973. Re: two RSC files?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-03 18:13:31 UTC
From: kilian@seas.gwu.edu
Message-ID: <2492@sparko.gwu.edu>
Source record: 49564

Yes, there IS a way to use multiple resource files in an application.
Unfortunately, it involves a trick using undocumented GEM variables.
The technique was demonstrated in a German ST journal, but I don't
remember which one and when.

Apparently, GEM stores the root of the resource tree in an entry in
the global[] array, which can be found via the GEM parameter block
passed on an AES call. You should be able to use more than one resource
file if you do the following:

1. rsrc_load() the first file
2. rsrc_gaddr() all your pointers
3. save the global[] entry in a variable
4. repeat 1. and 2. for the second file

When your program is finished, you rsrc_free() the resources loaded
from the second file, restore the pointer saved in step 3, and repeat
the rsrc_free() call for the resources from the first file.

So. What is that entry in global[] that I've been talking about ?
Sorry, but I don't remember, and I can't check now because my ST is
5000 miles away from me at the moment. I suggest you look in some
recent book on GEM.

Hoping to have helped you.

Jens Kilian

--
Internet: kilian@seas.gwu.edu SnailMail: 4715 MacArthur Blvd.
(I don't know any other addresses ...) Washington, DC 20007

974. math copro chips, 68881 68882

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-03 20:49:13 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <3801@eastapps.East.Sun.COM>
Source record: 49561

Anyone know a mail order source for these guys? Possible pricing info?

Thanx!

Joe
-=-

975. Re: Noisey ICD FaST Setup

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-04 04:33:00 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jan4.043300.15860@watmath.waterloo.edu>
Source record: 49565

In article <1990Dec31.014506.26765@aplcen.apl.jhu.edu> cfw@aplpy.jhuapl.edu (Chuck Waltrip) writes:
>I have an ICD FaST disk enclosure with a 60 Mb disk...
>...
>It has always been noisy...emits a continuous high-pitched whine which I have
>always assumed was a fan (although I don't know for sure that it even HAS a
>fan).

I moved up from a 1040 to a Mega ST2 and was annoyed by the the fan.
Then I bought a hard drive and was annoyed even more by noise of the
hard drive unit (yes it has a fan) and by the noise of the FaST drive's
fan. I always assumed I could cure the problem by drilling a hole in
the wall and then putting the hard drive on the other side |:^) .

>Opinions expressed are strictly my own.

Me too.

976. Re: GRAFX for the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-04 09:00:47 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <2904@laura.UUCP>
Source record: 49566

```
In article <1879@odin.cs.hw.ac.uk>, raza@cs.hw.ac.uk (Z. Raza Hussain) writes:
|> Product GRAFX for Atari ST

Do you know the price?

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386
```

977. Blitter support chip info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-04 09:26:29 UTC
From: jkenyon@janus.mtroyal.ab.ca
Message-ID: <1991Jan4.022630.4406@janus.mtroyal.ab.ca>
Source record: 49570

I'm own an Atari 2080ST (Yes, such a beast exists - even if it says marketing sample on the bottom :-)). Here's is the catch, I want to add a blitter to it (it has the socket) but I'm missing a support chip for the blitter. Any one out there know what it is ? If I add the blitter and boot the machine it hangs half way thru the booting processing before even getting to the hard drive. Remove the blitter and all is fine.

Techincal specs:

Board revision: C10059 REV 2.
The missing chip is a 20 pin DIP marked as U69 with it's associated capacitor marked as C98.
The blitter chip is marked as U66.
Both the blitter and the missing IC are near the lower right hand corner.
Most of the lines that run form the blitter to the IC are in the pins 50-60 roughly as numbered on the blitter.

Any help would be appreciated. Thanks.
Nick.

P.S. Atari doesn't officially support or recognize this model but any help form Atari personel would be appreciated. Allan?

978. Re: two RSC files?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-04 09:58:34 UTC
From: fiebelko@maria.informatik.uni-dortmund.de
Message-ID: <9101040958.AA17860@maria.informatik.uni-dortmund.de>
Source record: 49567

Dear Jeroen,

> I am writing a program that uses a lot of dialogues.
> The size of the RSC-file is approaching the 32000 byte-limit.
You have a 64kB-limit (supported by Kuma-RCS 2.x & Digital RCS 2.x)

> Can I split up the RSC-file in two parts?
Yes, you can!

> I would write the following program:
> rsrc_load(file1);
> rsrc_gaddr(...forms from file1...);
> rsrc_load(file2);
> rsrc_gaddr(...forms from file2...);
> ...main program...
> rsrc_free();
> rsrc_free();
NEARLY right. Atari don't keep free the memory of the first resource-file.
You must save the address for the full resource tree from global[5,6].
This address points to the __first__ OBJECT of the loading resource file.
In most cases it's the IBOX for the menu-tree.

Two little routines, which will help you:
```
------------
void *rsrc_get (void)
{
extern int *global /* = _GemParBlk.global (for Turbo C) */ ;
OBJECT **rsc;

rsc = (OBJECT **) &(global[5]);
return (*rsc);
}

void rsrc_put (void *addr)
{
extern int *global /* = _GemParBlk.global (for Turbo C) */ ;
OBJECT **rsc;

rsc = (OBJECT **) &(global[5]);
*rsc = addr;
}

main()
{
void *save_resorce;
```

```
rsrc_load(file1);
rsrc_gaddr(...forms from file1...);
save_resorce = rsrc_get();
rsrc_load(file2);
rsrc_gaddr(...forms from file2...);
...main program...
rsrc_free();
rsrc_put(save_resorce);
rsrc_free();
}
------------
I hope it's right !!!! and would help you.

Ciao --- Dieter

-------------------------------------------------------------------------------
| Dieter Fiebelkorn | With a rubber duck :-) |
| fiebelko@petra.informatik.uni-dortmund.de | one's never alone! :^{ |
-------------------------------------------------------------------------------
```

979. Re: two RSC files?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-04 10:01:32 UTC
From: haacke@exunido.uucp
Message-ID: <2905@laura.UUCP>
Source record: 49568

```
From fiebelko@maria.informatik.uni-dortmund.de Fri Jan 4 10:58:23 1991
Received: by exunido.irb.informatik.uni-dortmund.de id AA04108 (0); Fri, 4 Jan 91 10:58:18
+0100
From: Dieter Fiebelkorn <fiebelko@maria.informatik.uni-dortmund.de>
Date: Fri, 4 Jan 91 10:58:34 +0100
Message-Id: <9101040958.AA17860@maria.informatik.uni-dortmund.de>
To: haacke@exunido.informatik.uni-dortmund.de
Subject: Re: two RSC files?
Status: R

Dear Jeroen,

> I am writing a program that uses a lot of dialogues.
> The size of the RSC-file is approaching the 32000 byte-limit.
You have a 64kB-limit (supported by Kuma-RCS 2.x & Digital RCS 2.x)

> Can I split up the RSC-file in two parts?
Yes, you can!

> I would write the following program:
> rsrc_load(file1);
> rsrc_gaddr(...forms from file1...);
> rsrc_load(file2);
> rsrc_gaddr(...forms from file2...);
> ...main program...
> rsrc_free();
> rsrc_free();
NEARLY right. Atari don't keep free the memory of the first resource-file.
You must save the address for the full resource tree from global[5,6].
This address points to the __first__ OBJECT of the loading resource file.
In most cases it's the IBOX for the menu-tree.

Two little routines, which will help you:
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void *rsrc_get (void)
{
extern int *global /* = _GemParBlk.global (for Turbo C) */ ;
OBJECT **rsc;

rsc = (OBJECT **) &(global[5]);
return (*rsc);
}

void rsrc_put (void *addr)
{
extern int *global /* = _GemParBlk.global (for Turbo C) */ ;
```

```
OBJECT **rsc;

rsc = (OBJECT **) &(global[5]);
*rsc = addr;
}

main()
{
void *save_resorce;

rsrc_load(file1);
rsrc_gaddr(...forms from file1...);
save_resorce = rsrc_get();
rsrc_load(file2);
rsrc_gaddr(...forms from file2...);
...main program...
rsrc_free();
rsrc_put(save_resorce);
rsrc_free();
}
------------
I hope it's right !!!! and would help you.

Ciao --- Dieter

-------------------------------------------------------------------------------
| Dieter Fiebelkorn | With a rubber duck :-) |
| fiebelko@petra.informatik.uni-dortmund.de | one's never alone! :^{ |
-------------------------------------------------------------------------------
```

980. Re: How does one relocate the Mouse ptr from pt A to B?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-04 15:04:44 UTC
From: domen@wiener.crin.fr
Message-ID: <DOMEN.91Jan4160444@wiener.crin.fr>
Source record: 49569

In article <1990Dec24.131906.22082@qut.edu.au> zseelunnon@qut.edu.au writes:

> Hmm! didn't know that one (I have TOS1.4) and have not seen this behaviour,
> what exception does it cause ?. I have a pile of interrupt routines running
> and occasionally get a spurious-interrupt exception generated (lotsa bombs).
> I would have thought that this change would have been atomic.
>
> Can you say B.U.G. ?????
>
> BTW - From memory the mouse vector is stored in a documented place
> in the LINE-A variable set so I spose you could be more atomic about it
> and do it yourself there (At the risk of being TT incompatible I guess)

It does not cause an exception but simply crashes the ST. The problem
is due to the fact that setting the mouse vectors lasts more than one
cycle and thus may be interrupted. If the mouse moves while the vector
is beeing setted, the mouse handler is called and the ST crashes
because the vector is not a valid one. Try to write a program that
calls vex_motv 10000 times and move the mouse. With TOS 1.0, it
crashes.

Eric Domenjoud
e-mail: domen@loria.crin.fr

981. Re: Setting 2000 year date

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-04 19:24:20 UTC
From: apratt@atari.UUCP
Message-ID: <2795@atari.UUCP>
Source record: 49573

alex@hpgnd.grenoble.hp.com (Alexis MERMET-GRANDFILLES) writes:
>My STE definitively refuses to set its Date to any day
>after the 31 december 1999.

I just tried setting the date to 1/4/2001 on my TT and it works fine.
The code hasn't changed between 1.62 and this version, so I don't know
what to tell you. Try Tsetdate(0x2a24) -- the return code should be
zero, meaning it succeeded.

If you then try to print the date with a program which is not prepared
to handle the turn of the century, that can cause trouble, but it's not
TOS's fault.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

982. Re: Questions for a TSR I'm writing

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-04 21:36:01 UTC
From: csbrod@informatik.uni-erlangen.de
Message-ID: <1991Jan4.213601.28046@informatik.uni-erlangen.de>
Source record: 49571

jlf@cs.wvu.wvnet.edu (Jack L Forester) writes:

>Here's a few questions for the GEM gurus...

> I'm writing a TSR that is going to use GEM and a resource that will
>be compiled as part of the program. It is going to be activated by
>exceptions.

Are you sure you're going to do this in a TSR? TSRs normally link into
some system vecors, i.e. TRAPs. The problem is: You can't call AES
from a TRAP handler. You will experience nothingbut crashes.
Would it be possible to do what you want in a DA? What kind of
function will the TSR perform?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

983. Re: Questions for a TSR I'm writing

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-05 04:50:23 UTC
From: jlf@h.cs.wvu.wvnet.edu
Message-ID: <1177@h.cs.wvu.wvnet.edu>
Source record: 49572

From article <1991Jan4.213601.28046@informatik.uni-erlangen.de>, by
csbrod@informatik.uni-erlangen.de (Claus Brod (turo)):
> jlf@cs.wvu.wvnet.edu (Jack L Forester) writes:
>
>>Here's a few questions for the GEM gurus...
>
>> I'm writing a TSR that is going to use GEM and a resource that will
>>be compiled as part of the program. It is going to be activated by
>>exceptions.
>
> Are you sure you're going to do this in a TSR? TSRs normally link into
> some system vecors, i.e. TRAPs. The problem is: You can't call AES
> from a TRAP handler. You will experience nothingbut crashes.

Really? I've finished the program, and I've had no crashes (not even one
lockup). I do call the AES to throw up a dialog during an exception, but I've
had no ill effects (btw: I'm using (gasp) TOS 1.0)

> Would it be possible to do what you want in a DA? What kind of
> function will the TSR perform?

It's just a simple program which catches exceptions and puts up a dialog box
containing information about the exception and the CPU registers. Someone
put a program on atari.archive a couple of months ago to do this, but I was
unimpressed with it. So a couple of days ago I decided that the text messages
that Neodesk displayed on the screen were too crude (no offense, I _love_
Neodesk) for me - after all we're in a graphics environment, why not use it?

I'm putting the finishing touches on the program and writing the docs. As
soon as I put all of this together, I'm going to upload it to atari.archive.

>
> --
> Claus Brod, Am Felsenkeller 2, Things. Take. Time.
> D-8772 Marktheidenfeld, West Germany (Piet Hein)
> csbrod@medusa.informatik.uni-erlangen.de
> --
--
Jack Forester, Jr. * Disclaimer: My opinions are mine and mine *
jlf@a.cs.wvu.wvnet.edu * alone! I don't share my opinions *
West Virginia University * with anyone! :-) *
Dept. of Computer Science * *

984. Re: Host-adaptors

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-06 05:49:12 UTC
From: ritchie@hpdmd48.boi.hp.com
Message-ID: <6560002@hpdmd48.boi.hp.com>
Source record: 49574

>I own two ICD Host Adapters. If you plan on buying a new ICD Advantage
>Host Adapter, TRASH THE SOFTWARE! The programs are really poor. They
>don't support SASI devices anymore, and you can't enter your own HD data
>for off-brand drive mechs. I use the Supra software with my Advantage
>ST.
>
>Chris Freemesser, Rochester Institute of Technology (THE ACORN BBS

Chris,
if you are really wanting to support SCSI devices, you ought to call
the ICD BBS (815)968-2229 and get the old versions of ICDHOST -- They
still support SASI. (whether or not the old versions work with the
Advantage, I do not know).

-- Dave Ritchie
ritchie@hpdmd48.boi.hp.com

985. Re: Using Compiled Resources w/ Laser (was: Questions for a TSR...)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-06 12:03:27 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.91Jan6120327@zappa.FtCollins.NCR.com>
Source record: 49575

jlf@cs.wvu.wvnet.edu (Jack L Forester) writes:

> Since I won't be using rsrc_load() to load the resource, how do I tell
>GEM to initialize my resource. I've never used resources in this manner
>before. Essentially, how do I use my resource? I'm using Laser C Ver 2.?
>and RCP 3.0. I have created the resource and had RCP create the .C and .H
>files for me. The only thing in the .C file is a large unsigned char array.

Laser 2.x provides a call to load the array as a resource and then it
can be accessed in the canonical way. I forget the exact name of the
call I think it's something like mrsc_load()... Read the release notes
that came on your original disks that's where it's documented. I have
code which uses this feature if you have problems later.
--
```
/*************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * "This mind intentionally left blank" */
/* (303)223-5100 X-319 * All standard disclaimers apply */
/*************************************************************************/
```

986. Re: Blitter support chip info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-06 13:54:51 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan6.135451.26094@actrix.gen.nz>
Source record: 49576

My machine has the Blitter option, but have not seen any other IC's for it, But there are 2 Pads if I remember that have to be Unsoldered or is it Soldered, There was a UK. Magzine some time back that had the details on how to do it....

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

987. Re: command line arguments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-06 18:12:38 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Jan6.181238.1@simvax.labmed.umn.edu>
Source record: 49578
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <16531@cs.utexas.edu>, psurge@cs.utexas.edu (Troy Carpenter) writes:
> How does one get a program in either of these languages to use arguments passed
> from the command line.

Personal Pascal 2 has special subprograms (called CMD_ARGS and CMD_GETARG())
to perform this function. They were also available in Personal Pascal 1.

usage is describe on page 6-198 of the PP 2 manual and 6-94 of the PP 1
manual. Basically:

Cmd_Args is an integer function which returns the number of arguments in the
TOS command line buffer.

Cmd_GetArg(i, request) is a procedure which assigns the requested command line
argument to the argument ('request' is a string variable, 'i' is an integer.

As for Modula-2, it would depend upon WHICH Modula-2 compiler you were using
and the nature of the libraries included with the compiler.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

988. Re: Blitter support chip info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-06 19:14:11 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Jan6.191411.10602@santra.uucp>
Source record: 49577

I installed a blitter to my 1040 ST for a while ago.
To get it work, you have to unsolder two jumpers, marked with "W", located
near to the blitter's socket. (if I remember it correctly, above and left of
the blitter. These jumpers are similar to those used to select the size
of the TOS-ROMs)

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

989. uncompression

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-07 01:11:14 UTC
From: 6600geo@ucsbuxa.ucsb.edu
Message-ID: <8011@hub.ucsb.edu>
Source record: 49579

I have encountered files that are compressed in some sort of arc'ed format which have the extension .Z. For example: readme.txt.Z. What compression program would uncompress such a file. I tried ZOO, ARC, and ZIP, but none of these seems to work. Also, files which have the name: readme.tar.Z seem to confuse me. What uncompression format and what program should one use to uncompress such a file. Any and all help would be greatly appreciated. Thank You.

990. accessing comp.binaries.atari.st

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-07 01:16:17 UTC
From: 6600geo@ucsbuxa.ucsb.edu
Message-ID: <8012@hub.ucsb.edu>
Source record: 49580

How does one download the files from
comp.binaries.atari.st? Help!

991. Re: uncompression

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-07 06:55:47 UTC
From: psurge@cs.utexas.edu
Message-ID: <16599@cs.utexas.edu>
Source record: 49581

In article <8011@hub.ucsb.edu>, 6600geo@ucsbuxa.ucsb.edu (George Barrinuevo) writes:
> I have encountered files that are compressed in some
> sort of arc'ed format which have the extension .Z.
> For example: readme.txt.Z. What compression program
> would uncompress such a file. I tried ZOO, ARC, and
> ZIP, but none of these seems to work. Also, files
> which have the name: readme.tar.Z seem to confuse
> me. What uncompression format and what program
> should one use to uncompress such a file. Any and
> all help would be greatly appreciated. Thank You.

These are Compressed files (don't laugh, that's what it's called!). From
the command line in Unix type:

uncompress *.Z

This will take all the .Z files and replace them with the uncompressed files.
You can get the COMPRESS.TTP utility from atari.archive in the archivers
directory. I have not used this on my ST, but I do have it. First time I
tried it on my ST I got 'not enough memory for this program' or something like
that...

The .tar files are something different altogether. you might want to do a man
page on tar (type: man tar) and you will see how to use it...I always forget
how to untar things and always have to look at the man page. It is not that
hard if I remember...maybe someone who does tar more than I can give you the
exact command (Howard?)

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

992. Re: uncompression

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-07 09:17:52 UTC
From: suhonen@kunto.jyu.fi
Message-ID: <SUHONEN.91Jan7101752@kunto.jyu.fi>
Source record: 49582

In article <8011@hub.ucsb.edu> 6600geo@ucsbuxa.ucsb.edu (George Barrinuevo) writes:

I have encountered files that are compressed in some
sort of arc'ed format which have the extension .Z.

Try (un)compress.. You can find it from atari.archive via anon. ftp.

Also, files
which have the name: readme.tar.Z seem to confuse
me.

First uncompress and then give the file to tar program (also atari.archive).
Should help...

--
Timo Suhonen I am logged in, therefore I am suhonen@nic.funet.fi
suhonen@kunto.jyu.fi
Moderator for ftp site funic.funet.fi (128.214.6.100) Atari ST dir
Opinions(?) are mine (if not stolen), NOT those of Univ. of Jyvaskyla.

993. Re: uncompression

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-07 10:26:34 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jan7112634@orion.laas.fr>
Source record: 49583

Files with the .Z extension are compatible with the Unix(tm)
compress/uncompress programs. On the ST it's called COMPRESS.TTP. I
believe that it is available from atari.archive as compress.zoo or
some such! Cheers.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud new owner of a Mega 4 ST. What should I do with my *small* SH204 drive?

994. Connecting Commodore Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-07 12:11:47 UTC
From: jvt@its.bt.co.uk
Message-ID: <+|X^F~@uzi-9mm.fulcrum.bt.co.uk>
Source record: 49584
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

PLEASE EMAIL REPLIES - News Server is Brain-Dead!

A friend would like to connect his Commodore 1901 monitor to his ST
but does not know if it will work or what the connections are.
Can anyone supply details of how to do it. Even the pin-out of
the montior would help as I do not know that.

John.

--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

995. ** HELP !!!!! ** Minix ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-07 12:47:30 UTC
From: glazou@mowitz.pdc.kth.se
Message-ID: <GLAZOU.91Jan7134733@mowitz.pdc.kth.se>
Source record: 49585

I just received my Minix ST 1.5... I was doing the safety copies when..
BADABOOM : EDF (Electricite De France) cut down the power in my house for half
of an hour !!!

Because the original AND the copy disk are dead, can someone PLEASE
send me a copy of disk 03 (/usr) of MINIX ST 1.5 ?????

Of course I will send back some money to my savior... Please use this
address :

Daniel GLAZMAN
19 rue de la Butte aux Cailles
F-75013 PARIS
FRANCE

Thanks a lot... I really want to see Minix running some day on my poor old ST !

/Daniel/

--
+---------------------------------------+-------------------------------------+
Daniel Glazman , TDS	glazou@mowitz.pdc.kth.se
The Royal Institute of Technology	
S-100 44 STOCKHOLM, SWEDEN	glazman@inf.enst.fr
+---------------------------------------+-------------------------------------+
| "Ca fait 25 ans que je me demande pourquoi je suis encore la a me demander |
| ce que je fais ici..." Anonyme |
| |
| "Gardez votre ville propre : mangez un pigeon !" Gary Gregory. |
+---+

996. Spectre GCR & SCSI devices

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-07 14:16:08 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jan7141608@ghiggins.hpl.hp.com>
Source record: 49586

According to the latest Gadgets Newsletter, the MegaTalk board offers a SCSI port which will allow SCSI devices other than HD's to be used under Spectre.

What's the position if I have an ICD-HostAdaptor-driven SCSI bus on my (non-Mega) ST? Can I hook a scanner on the SCSI bus and use it under Spectre (given the appropriate s/w)?

Thanks for any info.

Cheers,

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.
---

997. Re: Where to get ZIP for STs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-07 15:19:36 UTC
From: christ@n6vbg.hamavnet.com
Message-ID: <1991Jan7.151937.77@n6vbg.hamavnet.com>
Source record: 49587
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <37500@cup.portal.com>, Bryan_Jones_Woodworth@cup.portal.com writes:
> There are various implementations of ST_UNZIP available practically
> everywhere. Nothing fancy, but it gets the job done. It's either
> Shareware or PD can't recall..
>
> Also DC Utilities (commercial, like $30) has a ZIPper and UNZIPper.
>
>
>
> Bryan_Jones_Woodworth@cup.portal.com

998. MiNT 0.7 vs. TT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-07 16:24:23 UTC
From: csbrod@informatik.uni-erlangen.de
Message-ID: <1991Jan7.162423.9488@informatik.uni-erlangen.de>
Source record: 49588

Can somebody help me out? I'm trying to install MiNT 0.7 on my TT/8.
It starts up, finds its INIT.PRG, but when I try to start up GEM
by typing 'gem', all I get is a bus error from an access to
$FFFFFC21 (used to be the real time clock in the ST, now there's
nothing to access). The crash happens inside TOS at $E1C24.
Since I learn from the MiNT README files that Allan Pratt did
the adaption to the TT and I know that he's listening, I dare
ask if somebody has similar problems or even a solution.

Judging from reactions on other nets here in Germany, other TT
users have the same problem.

Tnx in advance,

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
---

999. Hard disks - from scratch

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-07 17:28:28 UTC
From: ronw@cbnewsk.att.com
Message-ID: <1991Jan7.172828.26337@cbnewsk.att.com>
Source record: 49589

I'm trying to get information on where to obtain pieces for constructing
a hard drive system. Specifically, the ACSI<->SCSI converter and
disk controller.

ACSI <-> SCSI :
I know ICD, SUPRA, and Berkley Microsystems make these but the only
price/ordering info I have is from ICD. Can someone fill me in on the
other guys?

Controllers:
Where are good sources for the ADAPTEC 4000 and 4070 disk controllers?
Are there any others?

If there is enough interest, I could summarize for the net.

Ron Wolenty
inuxy!wolenty

1000. Re: Internal Hard Drive for Mega

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-07 18:31:59 UTC
From: pegram@kira.UUCP
Message-ID: <1991Jan7.183159.13619@uvm.edu>
Source record: 49590

From article <6560001@hpdmd48.boi.hp.com>, by ritchie@hpdmd48.boi.hp.com
(David Ritchie):

I wrote:

>>useless for the laser printer etc.. FYI, SCSI cables are at most 6'
>>(six feet) long, with short stub connectors extra (6" <six inches> or
>>so, I don't remember this spec so well), set up as a bus.

>>Bob Pegram

>>pegram@griffin.uvm.edu

David Ritchie replied:

> Actually, the correct values are 6 and 0.1 meters, respectively.
> (I cheated, however -- I looked it up in the ANSI standard).

> Whether or not this works for your drive and controller is left as a
> exercise for the student....

> -- Dave Ritchie
> ritchie@hpdmd48.boi.hp.com

OOPS! *Blush*. I cheated worse, and relied on my very faulty memory,
instead of looking it up (I have second hand refs , not the real stuff).
Thus, the original poster's 17 ft expectations were quite realistic.
Thanks for letting me off easy 8-) 8-).

I promise to be accurate in future postings,
I promise to be....
(500X)

Bob Pegram

pegram@griffin.uvm.edu
or
uunet!uvm-gen!pegram

1001. KWEST Atari User Group - ST meeting - Wed Jan 9/91

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-07 19:49:28 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1991Jan7.194928.17428@watmath.waterloo.edu>
Source record: 49391
Cross-posted to: uw.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

The Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST) Atari user group,
has a separate 8-bit meeting and 16-bit meeting.
We meet monthly, have special interest groups (SIGs), associated bulletin
boards, public domain libraries, and a newsletter "The Hard Copy".

I am on the executive of the group
so I should be able to handle most questions or
get replies from the rest of executive.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Rooms open at 7:00 pm. Meetings start at 7:30 pm.

Call 579-3695 for details.

Next Meetings
****

16-bit (ST) - Wednesday, Jan 9, 1991
DCS Course Room, Room 2009 (2nd floor)

Hope to see you there,
Dani Roloson

1002. Moving a hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-07 21:27:16 UTC
From: petcher@wuphys.wustl.edu
Message-ID: <1991Jan7.212716.16403@wuphys.wustl.edu>
Source record: 49395

I just made a move from Florida to the Midwest, USA (Yup I know it is the wrong direction to go this time of year - my new neighbors wonder what kind of crazy guy I am) and my hard disk seems to have arrived in less than satisfactory condition. It boots up OK, but sometimes some files are not recognized (including a whole partition that is sometimes missing) althouh at other times they are there. I also get a number of read failures, but the strangest thing is that whenever I execute a program, when I quit from the program the computer just hangs. This only occurs when the hard disk is hooked up. From floppy everything looks fine (as far as I can tel so far). Any clues? I have a Berkeley Microsystems BMS200 board hooked up to an Adaptec 4070 and a Seagate 4144R drive.

--Don Petcher
petcher@wuphys.uucp
petcher@wuphys.wustl.edu

1003. Re: MiNT 0.7 vs. TT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-07 21:50:36 UTC
From: apratt@atari.UUCP
Message-ID: <2798@atari.UUCP>
Source record: 49392

csbrod@informatik.uni-erlangen.de (Claus Brod (turo)) writes:
>[MiNT 0.7] starts up, finds its INIT.PRG, but when I try to start up GEM
>by typing 'gem', all I get is a bus error [...]

Yes, you get a bus error when you try to fire up the Desktop under MiNT.
I don't know why. I never do this, so I didn't analyze it. If somebody
figures this out, send mail to Eric Smith, not me -- it's his baby.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1004. Re: 68000 upgrade to a faster 68000 or a 68020? Fast

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-07 23:22:07 UTC
From: kenc@vaxb.acs.unt.edu
Message-ID: <1991Jan7.232807.44220@vaxb.acs.unt.edu>
Source record: 49393

> hardware in general. It seems to me that I can just pull out my old
> 68000, plop in a new one rated at 16MHz, and then run the 16MHz clock
> line to the new 68000? For that matter, can I move up to a 68020

Chris,
This is a no go, because of the way that the CPU and the MMU swap cycles. From what I understand, the system clock ALREADY runs at 16 Mhz, but it gives half to the 68000, and half to the MMU. (I may have the wrong chip...it may be the glue...)
Anyway, since THAT chip, and all the support chips are not rated at anything like 16 Mhz, and all the timing is sensitive, you try to double the speed of the system clock, and you have an expensive paperweight.
I think the speed up kits available use a caching technique, so that the new chip DOES run at 16 Mhz, for it's cache, and 8Mhz for anything else. That way, you do get the speed improvement, and the system timing doesn't change. Only problem, is that that usually requires a caching chip, and another daughterboard, making the cost more than $100.

If I'm wrong here, please jump in, I'd LOVE to be able to speed up my ST for <$100....(grin)

1005. Error P at FACCC2

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-08 01:01:34 UTC
From: roulston@watserv1.waterloo.edu
Message-ID: <1991Jan8.010134.27556@watserv1.waterloo.edu>
Source record: 49397
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just started to get an error when starting up certain
programs, specifically the Prospero Fortran workbech and associated
utilities....it says

Error P at FACCC2

when I click on the program icon (from Neodesk or not).
The executable is on my hard drive but I get the same error when I try
to run from floppy , only the error address is changed to

F9FC04.

My question is where is this address??? Is this a RAM error??? And if so,
why do all my other programs work (Uniterm, Tempus...).
Or is the address in the ROM?? I don't know where they are mapped. If it is
in the ROMS, could it be do to changing over to TOS1.4?? I don't remember if
I have tried this since I did the change.

Anyway, does anyone have any suggestions?

thanx,
james

1006. Setting a 2000 year date *HELP*

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-08 12:06:27 UTC
From: alex@hpgnd.grenoble.hp.com
Message-ID: <17750004@hpgnd.grenoble.hp.com>
Source record: 49394

Hello,

In a previous posting, I was saying that my 520STE with TOS 1.62 keep
refusing a date afer 31 december 1999.

Alan Pratt has answered :

>I just tried setting the date to 1/4/2001 on my TT and it works fine.
>The code hasn't changed between 1.62 and this version, so I don't know
>what to tell you. Try Tsetdate(0x2a24) -- the return code should be
>zero, meaning it succeeded.
>
>If you then try to print the date with a program which is not prepared
>to handle the turn of the century, that can cause trouble, but it's not
>TOS's fault.

So I made two little programs : TGETDATE.TOS and TSETDATE.TOS to
try this on my 520 STE. You will find the sources hereafter.

TSETDATE.TOS calls Tsetdate GEMDOS with 0x2a24 parameter to set the date
to the 1/4/2001 , and prints the return code of Tsetdate.

TGETDATE.TOS prints the long integer return code of Tgetdate().

The results are:
Tsetdate.tos : prints that tsetdate returned 0 that means that everything
went well.

Then I call Tgetdate.tos and it prints the system date that was BEFORE
the call to Tsetdate...

I also experienced this phenomena with the BIOS call Gettime() and
Settime();

So anyone has an idea ?... What's happenning ? May be the French version
of TOS 1.62 has some new bugs ?

Thank very much for helping me .

Alexis MERMET-GRANDFILLES.

```
>>>>>>>>> ------------ Tgetdate.c -------------<<<<<<<<<<<<<<<<<
#include <osbind.h>

main()
{
printf("Tgetdate returned 0x%x\n",Tgetdate());
gemdos(0x1);
}
```

```
>>>>>>>>>>------- Tsetdate.c -----------<<<<<<<<<<<<<<<<<<<<<<<<<<<<
#include <osbind.h>

main()
{
printf("Tsetdate (0x2a24) returned 0x%lx\n",Tsetdate(0x2a24));
gemdos(0x1);
}
```

1007. Programming help wanted..

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-08 13:25:07 UTC
From: cse183@cck.cov.ac.uk
Message-ID: <1991Jan8.132507.19263@cck.cov.ac.uk>
Source record: 49398

I hope someone out there can help. Here's what I'm trying to
do.
- write a program that will run and then call another program
from the same .PRG file.

E.g program file WORK.PRG will in fact be two programs
CHECK.PRG and THIS.PRG

CHECK.PRG will execute first and then call THIS.PRG.

I also want to able to remove CHECK.PRG from THIS.PRG and
seperate the two again.
I know it can be done because I've got several compacter programs
that do it (run the decompacter and then run the program) but I wish to
do it.
The reason why I want to do this is to create some sort of
access control for the shell I am writing.
My language of choice is GFA BASIC 3 because thats what all
the development is being written in. C(Mark Williams) is acceptable though.

P.S I'm using a 520(1meg) STe with tos 1.6

Thanks a lot in advance.
Commander
--
--- COMMANDER ---
'No more than six computers will ever be sold in the commercial Market'
Howard Aiken 1950(Designer of IBM's first ever computer).
Cse183@uk.ac.cov.cck

1008. Re: Moving a hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-08 20:32:58 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jan8.203258.19105@watmath.waterloo.edu>
Source record: 49399

In article <1991Jan7.212716.16403@wuphys.wustl.edu>
petcher@wuphys.UUCP (Donald N. Petcher) writes:
> I just made a move from Florida to the Midwest, USA ... and my
> hard disk seems to have arrived in less than satisfactory condition.

I once bought a used hard drive that had to be shipped across the country.
It too had intermittent problems. About the same time, a friend
of mine starting having similar problems. We were both about to send the
things to the factory for repair, when we decided to try looking
at the internal connectors. After disconnecting the power, I opened
the box I disconnected the various cables, looked at them, scratched
my head, put them back together, "jiggled" them a little bit, and
then closed the box and re-connected the power.

I then re-booted the system and things worked! Everything has worked
fine on both drives since. We both feel very lucky.

I can't say that I recommend that you do what I did, but if you feel
like trying, you might have the same luck I did, and save your self
the bother of calling in a technician.

1009. Re: 68000 upgrade to a faster 68000 or a 68020? Fast

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-08 20:54:47 UTC
From: kilian@seas.gwu.edu
Message-ID: <2509@sparko.gwu.edu>
Source record: 49396

In Article 1068 of comp.sys.atari.st.tech, kenc@vaxb.acs.unt.edu writes:

> Chris,
> This is a no go, because of the way that the CPU and the MMU swap cycles.
> >From what I understand, the system clock ALREADY runs at 16 Mhz, but it gives
> half to the 68000, and half to the MMU. (I may have the wrong chip...it may be
> the glue...)
> Anyway, since THAT chip, and all the support chips are not rated at anything
> like 16 Mhz, and all the timing is sensitive, you try to double the speed of
> the system clock, and you have an expensive paperweight.
> I think the speed up kits available use a caching technique, so that the new
> chip DOES run at 16 Mhz, for it's cache, and 8Mhz for anything else. That way,
> you do get the speed improvement, and the system timing doesn't change. Only
> problem, is that that usually requires a caching chip, and another
> daughterboard, making the cost more than $100.
>
> If I'm wrong here, please jump in, I'd LOVE to be able to speed up my ST for
> <$100....(grin)

The cheapest speed-up board I've seen was a project by the German magazine
"c't" (one of the fall issues, but I can't check it now). It should be around
$100 or cheaper, IF you're prepared to put it together yourself.
As far as I remember, it only speeds up accesses to the ROMs and internal
CPU operations, in RAM it runs at the normal speed (you can't speed up RAM
accesses because the Shifter needs to access video RAM at fixed intervals).
It has no cache, so it isn't as effective as the commercial boards, but it's
CHEAP.

Jens Kilian
--
Internet: kilian@seas.gwu.edu SnailMail: 4715 MacArthur Blvd.
UUCP: ...uunet!seas.gwu.edu!kilian Washington, DC 20007
"Sie hawwe-mer so e bekannt Physionomie, ich mahn, ich misst Ihne kenne.
Sinn-Se net, um Vergebung, der Herr Assesser Ranft ?"

1010. DMA sound help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-08 22:32:36 UTC
From: mhoffos@janus.mtroyal.ab.ca
Message-ID: <1991Jan8.153236.4491@janus.mtroyal.ab.ca>
Source record: 49402

In one of the courses here at the college I am involved with, we just received 4 1040STe machines. As a result, I am now in need of information on the STe pertaining to its hardware/memory layout. In other words, if anyone out there can send me info on the DMA sound (at a register level) and another hardware changes I would appreciate it.

(BTW: the course is a system software course; last years big assignment was to write a midi-based 'talk' or 'phone' utility. The Atari OS isn't used as the course is designed to teach hardware interfacing and programming.)

Mike Hoffos
--
Disclaimer: Mount Royal College isn't even aware that I exist, so they cannot be held responsible for anything I say here.

1011. Memory upgrade problems brand new ST/STE

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-09 01:16:41 UTC
From: jkr@ifi.uio.no
Message-ID: <CMM.0.88.663383801.jkr@skakke.ifi.uio.no>
Source record: 49400

Ok, here's a couple of unusual RAM upgrade problems...

The first one's a brand new STE,- this is the absolutely latest
model. I work part-time in a computer shop and these came in just
about one month ago. (Paint still fresh).
The machines work fine with 2 SIMM modules inserted. Insert 4
modules (of any type) and there are several different reactions.
Upon booting the STE language disk the "POOL FIX INSTALLED" appears
onscreen. Then after 0.5 second EVERY SECOND character fades out. A similar
effect may sometimes be observed on the Desktop. About 50% of all software
works while the extra 2 modules are inserted. It may seem to me
like the CPU recognizes the RAM but that the VIDEO CHIP has
problems with it. This is only a guess, I haven't been in there
with a machine code monitor to check. I've tried shielding the modules
from the switchmode power supply, but it doesn't seem to help. I've
compared the Motherboard with a previous release STE that handles the SIMMs
properly, and I have found no (obvious) differences. Resistors R405 & R459
(Behind SIMM sockets) are missing on both versions of the board.
Anyone have any suggestions ?

The second one's more conventional:
A 520STFM, again the latest model. Just to be on the safe side I
soldered in SOCKETS instead of soldering the RAM straight in.
I have not installed the condensators, JUST the sockets. The
problem is that the machine doesn't work. I get various amounts
of bombs,- the interesting part is that in the black part of the
bombs I get random 'sprinkles' of colored pixels that come & go.
(Kinda like multi-colored "snow" from the old IBMs)
(They seem to be generated by the video circuitry because the do
not remain on screen)
Due to the width of my sockets I had to solder 4 of
the RAM chips directy onto the motherboard (this has always worked fine
earlier..) The symptoms are much the same regardless of whether the 12
remaining chips are
installed or not. I have a feeling this problem is noise-related,
although that may only be a part of the problem. I do not think
this lies in the custom chip sockets, although there's always a
possibility...

K. Rosenvold, jkr@ifi.uio.no / ...!{uunet,mcvax,sunic}!ifi.uio.no!jkr
Short signatures R cute.

1012. Re: Setting a 2000 year date *HELP*

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-09 01:27:18 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan09.012718.16813@convex.com>
Source record: 49401

```
---
stupid question: why is setting the date in the next millenium of any
importance now? do u really expect to be using TOS 10 years from now?
i don't even think much of the software available now will even be
around in 10 years, including TOS. 10 years from now u will be using
a 64-bit/64MB/50Mhz/unix(?) system that'll cost u $500 in 1990 dollars...

maybe u should explain what u are doing. there may be a better solution.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com
```

1013. Re: Setting a 2000 year date *HELP*

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-09 02:28:27 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan09.022827.18862@convex.com>
Source record: 49403

---
i just checked out an ST version of unix date(1) i wrote. it correctly
sets the date on a mega4 (tos 1.2). however, i needed to do 2 things:

1) call GEMDOS Tsettime/Tsetdate to tell GEMDOS of the change
2) call XBIOS Settime/Setdate to tell the ikbd of the change
(Tset* does NOT do this).

you need to do both as far as i can tell. at any rate, it does not seem
to hurt. maybe apratt can elucidate...

try that. if u insist, i can mail u the src for this program...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1014. Microsoft Write Printer Descriptions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-09 14:23:15 UTC
From: stevec@wren.inmos.co.uk
Message-ID: <13529@ganymede.inmos.co.uk>
Source record: 49409

Does anyone know the format of Microsoft Write printer description (.PRD)
files? Or where I could find this information?

Stephen Clarke INMOS Ltd, Bristol | EMail(UK) ukc!inmos!stevec
The opinions above are my personal | or stevec@inmos.co.uk
views and do not reflect INMOS policy. | Internet: stevec@inmos.com

1015. 1st Word Bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-09 16:03:41 UTC
From: steveh@tharr.UUCP
Message-ID: <1590@tharr.UUCP>
Source record: 49412

The First Word Plus looping keyboard problem struck me again this week.

To recap, this is different to the Phantom Typist, where events seem to
get delayed, but you can usually do enough to save your work and reset.
1WP is more usually afflicted by a problem where in the middle of typing
it repeats your last few characters several times and then bombs.

Way back last February...

grahamt@syma.sussex.ac.uk (Graham Thomas) wrote:

> GST say it's something inside TOS (or GEMDOS or whatever layer
> it might be), so I was rather hoping the problem might go away with TOS
> 1.4.

To which kbad@atari.UUCP (Ken Badertscher) replied:

> Now why doesn't that surprise me? Not to bash GST, but I have found
> that a lot of problems similar to this are a result of bad programming
> practices. Not intentional, but just because the developer wasn't
> aware of some restriction or another. It's all too easy to blame TOS.

> I would like to know exactly how the GST products get their keyboard
> input, in gory detail. *IF* I knew that, then I might be able to
> figure out what causes the problem. I strongly suspect that the
> problem is caused by mixing input modes between AES/VDI/GEMDOS/BIOS.
> That has been known to produce results like this. If it is _not_ that,
> then there is a good chance that it _is_ a bug in TOS, and I want to
> fix it!!!

If you don't like the look of gore, please turn away :-) The following is
the output from the utterly brilliant SYS_MON of the central loop in 1WP,
with comments by me based on a little extra detective work with a low level
debugger. It makes interesting reading, but as to whether the way 1WP works
causes this problem...

My copy of 1WP is version 3.14. The problem occurs in all ST versions of
TOS.

```
****************************************************************
*
* This file was created by SYS_MON, the ATARI ST System Monitor,
* copyright by Karsten Isakovic, Berlin
*
* It is forbidden to publish this file or extracts of it without
* the copyright header !
*
```

```
* Return Program Func Stack Function Arguments
* addr name no addr name

$0BFEA4 WORDPLUS A_25 $0CF314 evnt_multi KYBD BUT { 2,1,1 } M1 { leave
(567,48 ) (1 ,1 ) } MSG
TIMER { 200,0 } Buf $0CD3BE
-> (567,48 ) B$00 K$00 Key
$3920 But $00 Event = MU_KYBD
* Waiting for a keyboard event, button event, leaving the current mouse
* position (so can turn the cursor back on, when disabled whilst typing), a
* message event, a time event (for flashing the cursor on and off).
* This particular event has returned a keypress for us to analyse.

$0BFEA4 WORDPLUS A_107 $0CF346 wind_update BEG_UPDATE -> 1
* Stop AES interfering whilst updating screen.

$0BA26C WORDPLUS X_38 $0CF360 Supexec CODE $0AA9D6 ->
* Disables the key repeat by making a supervisor mode call to a routine which
* clears bit 1 of system variable $484, conterm. This seems to be so so you
* can't enter keypresses faster than they can be processed. (You know the
* problem, repeat a command key too long and you sit around waiting for the
* screen to catch up.)

$0BFEA4 WORDPLUS A_104 $0CF32C wind_get H 1 TOP -> 1
$0BFEA4 WORDPLUS A_79 $0CF330 graf_mkstat -> (567,48 ) But $00 Key
$0000
$0BFEA4 WORDPLUS A_104 $0CF2C2 wind_get H 1 TOP -> 1

* [Various VDI calls to update the screen deleted]

$0BFEA4 WORDPLUS A_24 $0CF34C evnt_timer 0,0-> 0
* Erm... Another event call?

$0AA968 WORDPLUS B_11 $0CF356 Kbshift Mode -1-> NoState
* Get the keyboard state. Presumably to get at bit 4 to test if Caps Lock has
* been altered, so can update the on-screen button.

$0BFEA4 WORDPLUS A_107 $0CF346 wind_update END_UPDATE -> 1
* Let AES attack the menus once more.

$0BA26C WORDPLUS X_38 $0CF360 Supexec CODE $0AA9CC ->
* Re-enable the key repeat.

* [Into another evnt_multi]
*
* End of SYS_MON file.
*****************************************************************

Comments anyone?
```

1016. Alignment problems with Pexec()

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-09 18:44:42 UTC
From: kilian@seas.gwu.edu
Message-ID: <2511@sparko.gwu.edu>
Source record: 49410

While implementing a Prolog system on the ST, I came across the following problem:

I'd like the program to be able to pre-load the Prolog code of the compiler and library and to 'dump' itself to a new executable file. When starting the new file, the Prolog code will be present in memory, greatly speeding up the startup process. [For those not familiar with such a technique, this is exactly what GNU Emacs does, at least on a UNIX system].
On the ST, this is a bit complicated since programs can't assume that they will always be loaded to the same address (I already figured out how to generate relocation information for the new executable file, so that's not my problem). In particular (as I understand it), TOS only guarantees that a program will be loaded on an EVEN address.
THAT'S my problem.
In the program I'm writing, the least significant 2-3 bits of a pointer are used as type tags. To make this work with the relocation scheme implemented by the TOS function Pexec(), the dumped executable program must be loaded to an address that is congruent (modulo 8) to the original load address (speaking C: (old_adress - new_address) % 8 == 0), which simply can't be done under the normal TOS.

Does anybody know a solution for this problem ? It is not simply a matter of putting a program in the AUTO folder that intercepts all Malloc() requests and forces 8-byte alignment, since Pexec() predictably doesn't call Malloc() (it calls some internal TOS routine which can't be trapped). I don't feel like rewriting Pexec() either. The program is intended for public use, so fixing the ROMS or using a modified RAM TOS won't help.

[In case someone is interested in the program, a pre-release version is available from comp.binaries.atari.st]

Thanks for any comments

Jens Kilian

--
Internet: kilian@seas.gwu.edu SnailMail: 4715 MacArthur Blvd.
UUCP: ...uunet!seas.gwu.edu!kilian Washington, DC 20007
"Sie hawwe-mer so e bekannt Physionomie, ich mahn, ich misst Ihne kenne.
Sinn-Se net, um Vergebung, der Herr Assesser Ranft ?"

1017. Re: Memory upgrade problems brand new ST/STE

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-09 18:45:28 UTC
From: pegram@kira.UUCP
Message-ID: <1991Jan9.184528.10447@uvm.edu>
Source record: 49404

From article <CMM.0.88.663383801.jkr@skakke.ifi.uio.no>,
by jkr@ifi.uio.no (Kristian Rosenvold):

> Ok, here's a couple of unusual RAM upgrade problems...

> The first one's a brand new STE,- this is the absolutely latest

> The machines work fine with 2 SIMM modules inserted. Insert 4
> modules (of any type) and there are several different reactions.

For testing at least, use four of the *same type* - do not mix 256K
simms with 1Meg simms, the STe will get very confused otherwise.

> Upon booting the STE language disk the "POOL FIX INSTALLED" appears
> onscreen. Then after 0.5 second EVERY SECOND character fades out. A similar
> effect may sometimes be observed on the Desktop. About 50% of all software
> works while the extra 2 modules are inserted. It may seem to me
> like the CPU recognizes the RAM but that the VIDEO CHIP has
> problems with it. This is only a guess, I haven't been in there
> with a machine code monitor to check. I've tried shielding the modules
> from the switchmode power supply, but it doesn't seem to help. I've
> compared the Motherboard with a previous release STE that handles the SIMMs

I can't really help on this one, the missing resistors may well be the
problem. On regular STs memory problems can run from missing
resistors and capacitors to a bad MMU. Certainly the strange screen
problems are due to bad high ram. Speculating wildly, it might even
be only 1 bank of the high memory ram.

> properly, and I have found no (obvious) differences. Resistors R405 & R459
> (Behind SIMM sockets) are missing on both versions of the board.
> Anyone have any suggestions ?
>
> The second one's more conventional:
> A 520STFM, again the latest model. Just to be on the safe side I
> soldered in SOCKETS instead of soldering the RAM straight in.
> I have not installed the condensators, JUST the sockets.

And so's the answer 8-). PUT IN THOSE CAPS! They are what kill the
switching noise from the RAM. You should also check for a bad MMU,
and for all the necessary resistors and caps for the second bank,
Atari doesn't always put them in.

> The problem is that the machine doesn't work. I get various amounts
> of bombs,- the interesting part is that in the black part of the
> bombs I get random 'sprinkles' of colored pixels that come & go.
> (Kinda like multi-colored "snow" from the old IBMs)

> (They seem to be generated by the video circuitry because the do
> not remain on screen)
> Due to the width of my sockets I had to solder 4 of
> the RAM chips directy onto the motherboard (this has always worked fine
> earlier..) The symptoms are much the same regardless of whether the 12
> remaining chips are
> installed or not. I have a feeling this problem is noise-related,
> although that may only be a part of the problem. I do not think
> this lies in the custom chip sockets, although there's always a
> possibility...

> K. Rosenvold, jkr@ifi.uio.no / ...!{uunet,mcvax,sunic}!ifi.uio.no!jkr
> Short signatures R cute.

Bob Pegram

pegram@griffin.uvm.edu
or
uunet!uvm-gen!pegram

1018. Question, RE: ICD host adaptor & Conner Data HD

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-10 01:34:39 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <37793@cup.portal.com>
Source record: 49405

I have a question. I will be buying a 90 meg 18ms CDC (Conner Data Communications??) hard disk drive. Will this be supported by the ICD host adaptor with the clock? I ask this because of the following text I read:

>I own two ICD Host Adapters. If you plan on buying a new ICD Advantage
>Host Adapter, TRASH THE SOFTWARE! The programs are really poor. They
>don't support SASI devices anymore, and you can't enter your own HD data
>for off-brand drive mechs. I use the Supra software with my Advantage
>ST.

Was wondering, is the Conner an "off-brand" drive mech?? Whatever, anyway as you can see I am a novice and need.. HELP!!!

Email is fine if you are the shy type.

thanks,

Bryan_Jones_Woodworth@cup.portal.com

1019. MGR books

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-10 02:55:47 UTC
From: pbh@pandora.cs.wayne.edu
Message-ID: <1991Jan10.025547.25899@cs.wayne.edu>
Source record: 49406
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just downloaded MGR for the ST about two weeks ago and I'm really
impressed (speed is of course a problem; any body using it with
any of the ST accelerators?). I'd like to start moving some of
my programs to MGR. Does any know of any books about MGR ? Anyone
have any? Anyone interested in trading some such beasties for some
X-windows programming books?
.

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

1020. ex

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-10 03:28:19 UTC
From: kenc@vaxb.acs.unt.edu
Message-ID: <1991Jan10.033419.44235@vaxb.acs.unt.edu>
Source record: 49407

HELP!

I just got a copy of STadel from terminator...(3.3a, I believe)...and it does a creditable job as a BBS. I'm now wanting to use it as a UUCP node. Anybody have any advice or horror stories about setting such a situation up? From the docs, I can see what is supposed to go on on this end, but what about the other end? Should I try to talk to the University I attend, or is there any feed to Usenet through local computers in the Dallas area? Thanks for any information.

+---------------------------------+--+
Ken Corey	
kenc@vaxb.acs.unt.edu	"Look, I just can't work up the energy
SysOp:Intersect BBS	to be concerned about apathy."
214/317-5722	
+--Disclaimer: These opinions are mine. Hell, I can barely GIVE 'em away!---+

1021. Re: Setting a 2000 year date *HELP*

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-10 04:09:01 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan10.040901.785@actrix.gen.nz>
Source record: 49408

<1991Jan09.012718.16813@convex.com>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: rosenkra@convex.com

In article <1991Jan09.012718.16813@convex.com> rosenkra@convex.com
(William Rosencranz) writes:
>
> ---
> stupid question: why is setting the date in the next millenium of any
> importance now? do u really expect to be using TOS 10 years from now?
> i don't even think much of the software available now will even be
> around in 10 years, including TOS. 10 years from now u will be using
> a 64-bit/64MB/50Mhz/unix(?) system that'll cost u $500 in 1990
dollars...
>
> maybe u should explain what u are doing. there may be a better
solution.
>
> -bill
> rosenkra@convex.com
>
> --
> Bill Rosenkranz |UUCP:
{uunet,texsun}!convex!c1yankee!rosenkra
> Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

Some people like to think that there machines will last forever, there
are some funny things with the Date Commands, that is why there are a
lot of Date setting programs, by the way you seem to be of the same
opinion, will Unix last that long, I thought it was allready dead !!
by the way I vote for ZIP, :-)

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1022. TT GEM Desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-10 09:04:16 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5244@brahma.cs.hw.ac.uk>
Source record: 49411

Here is a question for all you TT owners out there:-

If drag some files from a window on drive A to drive B does the desktop
store as many files as it can in memory before writing them to drive B
or does it prompt for a disk swap between each file? I would consider
swapping disks between each file to be a major cockup.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1023. Instruction timings ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-10 09:29:11 UTC
From: jamie@defoe.enet.dec.com
Message-ID: <18805@shlump.nac.dec.com>
Source record: 49413

Hello!

I wonder if anyone has a listing of 68000 instruction timings for the ST
? I've got a couple of books on ST internals and 68000 programming but
neither of them mention instruction speeds at all. I'm trying to write
some code to remove all the borders so I need to know exactly how many
clock cycles each instruction takes in my code...

Can anyone help ?

Cheers,

Jamie.

1024. Re: 1st Word Bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-10 12:21:32 UTC
From: csbrod@informatik.uni-erlangen.de
Message-ID: <1991Jan10.122132.14795@informatik.uni-erlangen.de>
Source record: 49414

steveh@tharr.UUCP (Steve Hamley) writes:
>**
>*
>* This file was created by SYS_MON, the ATARI ST System Monitor,
>* copyright by Karsten Isakovic, Berlin
>*
>* It is forbidden to publish this file or extracts of it without
>* the copyright header !
>*
>* Return Program Func Stack Function Arguments
>* addr name no addr name

> $0BA26C WORDPLUS X_38 $0CF360 Supexec CODE $0AA9D6 ->
>* Disables the key repeat by making a supervisor mode call to a routine which
>* clears bit 1 of system variable $484, conterm. This seems to be so so you
>* can't enter keypresses faster than they can be processed. (You know the
>* problem, repeat a command key too long and you sit around waiting for the
>* screen to catch up.)

This is the only practical way to avoid this problem properly. I do
the same in an editor routine of mine. I _know_ that it is not OK
to do this as you are struggling with AES and XBIOS keyboard routines
at the same time, but there seems to be no better way, and it
works with all available TOS versions.

If someone out there (maybe @atari) knows some better way to handle
this, please let me know. We are not satisfied with this solution,
but it's the best we could find so far.

Apart from that, I really think the phantom typist is a TOS bug.
It occurs in many programs, not only in WPLUS. Some friend of
mine told me at the last Atari fair in Duesseldorf that he
thought he had found the reason for it, and that it lies in
an internal TOS routine that is responsible for some keyboard
functions. It is not only called as a normal subroutine but also
from an interrupt, and it is not properly guarded to avoid
problems when the interrupt occurs while the main program is
in this routine at the same moment. A description of this has
been sent to Atari US (to Ken Badertscher, to be exact), as
I have been told. So maybe Ken knows more about it now and can
shed some light on it?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1025. Re: Instruction timings ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-10 14:12:50 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <27994@cs.yale.edu>
Source record: 49415

In article <18805@shlump.nac.dec.com> jamie@defoe.enet.dec.com () writes:
>Hello!
>
>I wonder if anyone has a listing of 68000 instruction timings for the ST
>? I've got a couple of books on ST internals and 68000 programming but
>neither of them mention instruction speeds at all. I'm trying to write
>some code to remove all the borders so I need to know exactly how many
>clock cycles each instruction takes in my code...
>
>Can anyone help ?

Sure. Get the Motorola MC68000 Microprocessor User's Manual,
published by Motorola, Inc. The instruction timings take up 8 pages
of an appendix (in the version of the manual that I have)! They are
quite complicated and depend on the particular instruction, addressing
mode and lengths of the two operands.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

1026. Re: Question, RE: ICD host adaptor & Conner Data HD

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-10 19:02:21 UTC
From: pegram@kira.UUCP
Message-ID: <1991Jan10.190221.4112@uvm.edu>
Source record: 49416

From article <37793@cup.portal.com>, by Bryan_Jones_Woodworth@cup.portal.com:
> I have a question. I will be buying a 90 meg 18ms CDC (Conner Data
> Communications??) hard disk drive. Will this be supported by the
> ICD host adaptor with the clock? I ask this because of the following
> text I read:

>>I own two ICD Host Adapters. If you plan on buying a new ICD Advantage
>>Host Adapter, TRASH THE SOFTWARE! The programs are really poor. They
>>don't support SASI devices anymore, and you can't enter your own HD data
>>for off-brand drive mechs. I use the Supra software with my Advantage
>>ST.

> Was wondering, is the Conner an "off-brand" drive mech?? Whatever, anyway
> as you can see I am a novice and need.. HELP!!!

> Email is fine if you are the shy type.

> thanks,

> Bryan_Jones_Woodworth@cup.portal.com

I'm going to be mealy mouthed here, as I have been too often incorrect
in my answers recently. 8-) The Contol Data Corp (owned by Seagate
now?) drive will probably be fine, it's just that ICD no longer does a
complete low level reformat on embedded SCSI drives. I have read in
comp.sys.amiga.hardware that some drives don't even allow one, and
have to be returned to the factory if they need it. Even if I'm
wrong about the low level format, it is true that the ICD software no
longer uses its own database of drive characteristics for SCSI drives,
instead it queries the embedded drive, and uses that info for the
formatting that it does. The information is written by the drive's
manufacturer on some "hidden" (negative nos?) sectors of the drive, if
it's blown away, you're SOL - until you get a more DIY type of
formatter. ICD does have one for their earlier (3.XX) driver
software.

good luck,

Bob Pegram

pegram@griffin.uvm.edu
or
uunet!uvm-gen!pegram

1027. Wanted: PC-Ditto I Help (the software version)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-10 20:55:59 UTC
From: cwilliam@mimsy.umd.edu
Message-ID: <CWILLIAM.91Jan10155559@mimsy.umd.edu>
Source record: 49417
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been trying to get my original PC-Ditto software emulator working. Since Avant-Garde is out of business, can someone help me?

I have an ICD host adaptor, Quantum 80MB SCSI drive, and a standard Mega 2 ST. I am using IBM PC-DOS version 3.30 and PC-Ditto version 3.00. TOS 1.4 is installed.

I have gotten PC-Ditto to run, it recognizes 4 partitions on the hard drive (from the initial screen), I insert a DOS 3.30 floppy, which successfully boots and I am faced by an A> prompt. HOWEVER, when I attempt to FORMAT C: /S as requested it gives a divide by zero error. When I do an FDISK I get another divide by zero error. Help me!

I have cleared out the C: partition (0) on my hard disk and would like to install DOS on there. I have removed everything from this first partition and in the meantime I am unable to use my hard drive. Does anyone know what the "divide by zero" error message is coming from?

Blitzkrieg ('tanks in advance),
Chris
/\/\/\

1028. Re: Wanted: PC-Ditto I Help (the software version)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-11 07:52:38 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <278D6EC6.24119@maccs.dcss.mcmaster.ca>
Source record: 49418
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CWILLIAM.91Jan10155559@mimsy.umd.edu> cwilliam@mimsy.umd.edu (Christopher Williamson) writes:
>[...]
>I have gotten PC-Ditto to run, it recognizes 4 partitions on the hard
>drive (from the initial screen), I insert a DOS 3.30 floppy, which
>successfully boots and I am faced by an A> prompt. HOWEVER, when I
>attempt to FORMAT C: /S as requested it gives a divide by zero error.
>When I do an FDISK I get another divide by zero error. Help me!
>[...]

Formatting your hard drive was major overkill. You don't need to
do that to install DOS on it.

Just type "SYS C:" and that will copy all the system files. I think
that should be enough to get you booted. I think SYS also modifies the
boot sector so that DOS can boot off of it. Either way, once you've done
that you could just copy your DOS files to drive C: (you could even do the
copying from the desktop if you wanted) and that's all it takes.

Formatting your hard drive is a lot to sacrifice to get DOS on
the hard drive. Heck, just having DOS take up the space is a waste! :-)

I don't know about the rest of your problems. Wish I could help.
Good luck.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

1029. Re: Setting a 2000 year date *HELP*

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-11 09:29:31 UTC
From: alex@hpgnd.grenoble.hp.com
Message-ID: <17750005@hpgnd.grenoble.hp.com>
Source record: 49419

Hello,

Please send flames to /dev/null.

Some people has been using apple for near 10 years. Why ST or TT machines
should not still be appreciated as home computers in 9 years.

Back to our problem:
---

1)

TOS 1.6 has corrected a early TOS bug that was :
Any change to the GEMDOS clock was not forwarded to the keyboard internal
clock.

This now works on my TOS 1.62 . If I call a (GEMDOS) TSetTime() , I can
retreive the value I put by calling a (BIOS) gettime().

2)

But my problem is different. Everythings works well if the date is before 2000.
If I try to set a date after the 2000 year , the GEMDOS seems to accept
the request , then it tries to forward it to the keyboard clock which seems
to refuse it. Then the GEMDOS clock is set back to the previous value it had.

Actually, If a program sets a 2000 year date with Tsettime() ,then gets the
date with a Tgettime() call, the Tgettime() returns the correct 2000 year date!

But then, if you quits it, return to the desktop
and run a little program that read the date, you get the previous value ???

Strange isn't it.

Atari users, is it reproducable on your systems ? on the TT ?

I am wondering if this may be a side effect of any French adaptation of the
TOS.

Alexis MERMET.

1030. Monitor and floppy plug/socket source

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-11 12:03:15 UTC
From: rn@ap.co.umist.ac.uk
Message-ID: <1991Jan11.120315@ap.co.umist.ac.uk>
Source record: 49420

Hi!

In case anyone's looking for connectors for floppies (14-pin din) and/or
monitors (13-pin din) then you can get them at Maplin's (I just found out),
and they seem pretty cheap:

code:
JW95D 13-pin din plug 98p
JW99H 13-pin din skt (pcb) 128p
JW97F 13-pin din skt (inline) 128p

JW96E 14-pin din plug 120p
JX00A 14-pin din skt (pcb) 128p
JW98G 14-pin din skt (inline) 148p

-If you haven't got a local shop (or live outside the UK), they're on

0702 552911 (PO Box 3, Rayleigh, Essex SS6 8LR)

(Not connected with Maplin's in any way of course, just been looking for a
cheap source for sooo long and though it might be useful to others...)

bob
---
bob nutter, computer officer | There's a time to live,
UMIST dept of computation | And a time to die.
po box 88 manchester m60 1qd uk | I smoke Elvis Presley's toenails
tel:+44 61 200 3386 | When I wanna get high!
email:b.nutter@umist.ac.uk | -Butthole Surfers

1031. Programming help needed - DMA/FDC

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-11 14:16:05 UTC
From: bcullign@vax1.tcd.ie
Message-ID: <1991Jan11.141607.7433@vax1.tcd.ie>
Source record: 49421

Help! I need advice on how to program the DMA and the FDC on my 520STFM. Can someone help?

Thanks in advance.

1032. Re: Instruction timings ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-12 09:42:46 UTC
From: csbrod@informatik.uni-erlangen.de
Message-ID: <1991Jan12.094246.27967@informatik.uni-erlangen.de>
Source record: 49422

fischer-michael@cs.yale.edu (Michael Fischer) writes:

>>I wonder if anyone has a listing of 68000 instruction timings for the ST
>>? I've got a couple of books on ST internals and 68000 programming but
>>neither of them mention instruction speeds at all. I'm trying to write
>>some code to remove all the borders so I need to know exactly how many
>>clock cycles each instruction takes in my code...

Be sure to include in your calculations that, on the ST, some instructions
may take longer than what Motorola tells you. This is due to the fact
that there are some 6-cycle instructions, and the ST bus is shared between
processor and shifter on a 4-cycle-basis. Thus, these instructions can
effectively take 8 cycles instead of 6!

(This applies to any instruction which has an instruction time which
is not a multiple of 4.)

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1033. Buying an ST -- Info Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-12 22:44:29 UTC
From: jennie@ius2.cs.cmu.edu
Message-ID: <11567@pt.cs.cmu.edu>
Source record: 49424

Before I start, I'd just like to say that I am not "jennie", but her fiance borrowing her account. My name is Red.

I've just come from England, having sold my ST, and I'd like to purchase a new one here in the USA. I've heard rumours about a Mega STE becoming available in the next couple of months, anyone out there have any details ?

Any recomendations as to where I should buy a new STE (or Mega STE) ? Mail order is OK -- Atari dealers in Pittsburgh may be better (I don't know of any).

I doubt any replies will be of geneal interest, so:

PLEASE E-MAIL REPLIES

and say Attn. RED (or something similar in a prominent place).

Mail to: jennie@cs.cmu.edu

Thanks,

Red/.

1034. Re: Question, RE: ICD host adaptor & Conner Data HD

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-13 01:50:55 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <37961@cup.portal.com>
Source record: 49425

Thanks Robert! Ok well I'm sure this HD will work since the person who's selling it uses it with his ST..

Bryan_Jones_Woodworth@cup.portal.com

1035. how about an upgrade to 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-13 05:06:28 UTC
From: atc@waikato.ac.nz
Message-ID: <1991Jan13.180628.2676@waikato.ac.nz>
Source record: 49423

In article <2509@sparko.gwu.edu>, kilian@seas.gwu.edu (Jens Kilian) writes:
> In Article 1068 of comp.sys.atari.st.tech, kenc@vaxb.acs.unt.edu writes:
>
>> Chris,
>> This is a no go, because of the way that the CPU and the MMU swap cycles.
>> >From what I understand, the system clock ALREADY runs at 16 Mhz, but it gives
>> half to the 68000, and half to the MMU. (I may have the wrong chip...it may be
>> the glue...)
>> Anyway, since THAT chip, and all the support chips are not rated at anything
>> like 16 Mhz, and all the timing is sensitive, you try to double the speed of
>> the system clock, and you have an expensive paperweight.
>> I think the speed up kits available use a caching technique, so that the new
>> chip DOES run at 16 Mhz, for it's cache, and 8Mhz for anything else. That way,
>> you do get the speed improvement, and the system timing doesn't change. Only
>> problem, is that that usually requires a caching chip, and another
>> daughterboard, making the cost more than $100.
>>
>> If I'm wrong here, please jump in, I'd LOVE to be able to speed up my ST for
>> <$100....(grin)
>
> The cheapest speed-up board I've seen was a project by the German magazine
> "c't" (one of the fall issues, but I can't check it now). It should be around
> $100 or cheaper, IF you're prepared to put it together yourself.
> As far as I remember, it only speeds up accesses to the ROMs and internal
> CPU operations, in RAM it runs at the normal speed (you can't speed up RAM
> accesses because the Shifter needs to access video RAM at fixed intervals).
> It has no cache, so it isn't as effective as the commercial boards, but it's
> CHEAP.
>
> Jens Kilian
> --
Why not just take out the 68000 and put in a 68010, most software should run
and should run about 10% faster.
People do this to thier amigas,but they have a piece of pd software that gets
over some minor incompatability problems.
P.S. Its a very cheap upgrade too.
Not sure if this will work but it should

Andrew Chambers
Computer Consultant
University Of Waikato
New Zealand

1036. Re: Wanted: PC-Ditto I Help (the software version)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-13 15:25:04 UTC
From: geoffc@zebedee.tharr.uucp
Message-ID: <5875623@zebedee.tharr.uucp>
Source record: 49426
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <278D6EC6.24119@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
> In article <CWILLIAM.91Jan10155559@mimsy.umd.edu> cwilliam@mimsy.umd.edu (Christopher Williamson) writes:
> >[...]
> >I have gotten PC-Ditto to run, it recognizes 4 partitions on the hard
> >drive (from the initial screen), I insert a DOS 3.30 floppy, which
> >successfully boots and I am faced by an A> prompt. HOWEVER, when I
> >attempt to FORMAT C: /S as requested it gives a divide by zero error.
> >When I do an FDISK I get another divide by zero error. Help me!
> >[...]
>
> Just type "SYS C:" and that will copy all the system files. I think
> that should be enough to get you booted. I think SYS also modifies the
> boot sector so that DOS can boot off of it. Either way, once you've done
> that you could just copy your DOS files to drive C: (you could even do the
> copying from the desktop if you wanted) and that's all it takes.
>
I have the same problem with PC-ditto on my ICD hard disk drive. I first thought it was due to having a C: partition too small. I've increased it to 6Mb and I still get the divide error whenever I try and access it (and this includes trying to SYS C:).

> John Schmitt
> johns@maccs.dcss.mcmaster.ca
> ...!unet!utai!utgpu!maccs!johns

Geoffrey Coan
--
---
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!ukc!axion!tharr!zebedee!geoffc

<- UUCP'd from my ST via tharr; *free* UK public access to Usenet 0234 261804 ->

1037. Re: how about an upgrade to 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-14 06:04:52 UTC
From: tony@tacky.cs.olemiss.edu
Message-ID: <1991Jan14.060452.878@cs.olemiss.edu>
Source record: 49427

In article <1991Jan13.180628.2676@waikato.ac.nz> atc@waikato.ac.nz writes:
>Why not just take out the 68000 and put in a 68010, most software should run
>and should run about 10% faster.
>People do this to thier amigas,but they have a piece of pd software that gets
>over some minor incompatability problems.
>P.S. Its a very cheap upgrade too.
>Not sure if this will work but it should
>
>Andrew Chambers
>Computer Consultant
>University Of Waikato
>New Zealand

No Go. I desoldered my 68K and put in the 68010. Turn it on, the screen clears, everything looks great! The drive light comes on...

Then, bombs, the screen clears, and more bombs! It keeps bombing till you turn it off!

I looked through ST Internals and found some MOVE SR type instructions, in the boot-up sequence, which are privileged on the '010, and not on the '000.

Now, I want to know if its my silly TOS version, that is, 1.0, which causes this problem, and if it's been fixed for TOS 1.2 or 1.4.

Theoretically, TOS 1.6 should run....

I have some patches that I never implemented. Perhaps I'll get the time oneday....
+=/----\=+ Get up, get,get down \ Tony Reynolds
|/ Byte \| I.B.M. is joking your \ tony@tacky.cs.olemiss.edu
|\ Boys /| town. \ /usr/games/fortune:
+=\----/=+ <<Appearing NetWide>> \If I had any humility, I'd be perfect.
Starring MC 68000, Tony RISC, and V.G.A.\ --Ted Turner

1038. GNU C

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-14 08:36:00 UTC
From: cse0507@desire.wright.edu
Message-ID: <1991Jan14.033600.2214@desire.wright.edu>
Source record: 49430
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings. Would someone be willing to email me a listing of their directory tree and environment variables for GNU C? Actually, several someones would be even more helpful. Terminator doesn't seem to have the requisite information on it. Thanks mucho.
Bob The Schulze
****
Clever .sigs verboten.
****

1039. "Right way" to read the joystick ports ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-14 11:25:35 UTC
From: tkld@cs.ed.ac.uk
Message-ID: <4454@skye.cs.ed.ac.uk>
Source record: 49428

What is the "right way" to read the state of the joysticks, and return
everything to normal after I've finished ?

Do I just hook a routine into joyvec to receive stuff from the keyboard 6301?
Should I tell the 6301 to send joystick messages instead of mouse messages ?
How do I reset it (should I check what it was first with a status message)?

Suppose I want players 3&4 on the centronics port too, do I poll or can I use
interrupts ?

Anyone got code to do it ? I started, but got fed up rebooting if I
screwed the mouse vector.

I'm sure loads of peeps would love to know how it's "supposed" to be done.

.Kevin. <tkld@lfcs.ed.ac.uk>

1040. relocating programs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-14 14:14:04 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1991Jan14.141404.24783@daimi.aau.dk>
Source record: 49431

I'm interested in learning more about how the atari
loads and relocates programs. Also I would like to
know how the relocation information is recorded in
the executable.

Does anybody know anything about it?

Christian Lynbech
University of Aarhus, Denmark

email: lynbech@daimi.aau.dk

1041. Background Running Programs (was Re: background downloading)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-14 15:46:00 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jan14164600@orion.laas.fr>
Source record: 49433
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The following line caught my eye.

In article <20338@netcom.UUCP> seitz@netcom.UUCP (Matthew Seitz) writes:
|
| I prefer using STalker with Shadow. STalker without Shadow has two
| limitations:
|
| 1. Background downloading only works if the foreground program is a
| GEM program.
| If you run a TOS program, background downloading stops.

I have already noticed this before with other programs. Why does a
background running program stop when one runs a TOS program such as
GULAM, and not when one runs a GEM program? Can this be avoided?

I use FORMAT.ACC (Broddelformat) which unfortunately pauses when GULAM
is running, even if GULAM is just sitting there.

Thanks to all.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud new owner of a Mega 4 ST. What should I do with my *small* SH204 drive?

1042. Re: how about an upgrade to 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-14 16:48:56 UTC
From: steve@thelake.mn.org
Message-ID: <A1444681262@thelake.mn.org>
Source record: 49434
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[tony@tacky.cs.olemiss.ed writes ...]

> I looked through ST Internals and found some MOVE SR type instructions, in
> the boot-up sequence, which are privileged on the '010, and not on the '000.
>
> Now, I want to know if its my silly TOS version, that is, 1.0, which causes
> this problem, and if it's been fixed for TOS 1.2 or 1.4.

The Jan/Feb issue of Atari Explorer says TT TOS includes an exception-handler
in the BIOS that traps this error and replaces it with a move from CCR.
Apparently TOS ROMs are not the only software with this instruction.

(I don't know whether TOS 1.4 and 1.6 have this error-handling, or whether
they include the offending instruction.)

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
Editor of the MAST (Minnesota Atari ST Users) newsletter - $15/year
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

1043. IO Redirection (before a pexec)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-14 17:35:07 UTC
From: adp@csug.cs.reading.ac.uk
Message-ID: <1991Jan14.173507.19761@csug.rdg.ac.uk>
Source record: 49429
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,
I am trying to write a shell program (due to the idiosyncracies of gulam), and I have made several attempts to do input/output redirection with varying degrees of success. Please could someone out there tell me the 'proper' way to redirect IO before a pexec call (thinking in terms of a shell program). Do you have to preload the program, do the redirection, and then re-pexec, etc.

Please mail me any solutions, I will summarise to the net if necessary.
Thanks,
Andrew

Andrew Pollard	JANET adp@uk.ac.rdg.cs.csug
Dept of Computer Science	BITNET adp%csug.cs.rdg.ac.uk@UKACRL
Reading, RG6 2AX	INTERNET adp%csug.cs.rdg.uk.ac@nsfnet-relay.ac.uk
England.	

1044. Problems/Questions about Chinon HD drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-14 21:58:43 UTC
From: adamd@rhi.hi.is
Message-ID: <2623@krafla.rhi.hi.is>
Source record: 49437

I have twin Chinon FX357 drives connected up to my 1040STF with TOS 1.2
Both drives are on the same flatcable and they are configured as drives
0 and 1 by setting the jumpers. The flatcable is not twisted (which would
exchange DS0/DS1 for two DS0 drives) so the setup should work perfectly, but
drive A: (slightly further away on the flatcable) only just works when cold, and
refuses to read correct data from disks when warm unless the other drive is
disconnected. Each drive works perfectly well in isolation from the other.
It is enough to remove the power from drive B: to restore full working order
to drive A: , even when running hot. What is going on here? Do I have to
terminate the drive chain (there is 2.5 cm of flatcable between the drives,
less than 25 cm of flatcable between drive B: and the drive connector on the ST,
and Spectre GCR injects into the 14-pin DIN connector)? Everything works just
fine (including Macintosh disks) except after the first few minutes when both
drives are connected. The drives are 5-Volt only types so they could be putting
too much of a strain on the power supply I suppose. What is the expected power
consumption of Hypercache + one extra drive?
(BTW these are "intelligent" drives that only spin when a disk is in them).

Can anyone help with these problems?

It's a pity that these drives have caused problems with installation, and that
other people have had various problems with these drives, because there is no
other 3.5" floppy drive as robust & reliable as these Chinons once the possible
difficulties of installation are over.

Now for the questions:

(1)

I caught the tail end of the "Media change problem" thread a while back.
Did anyone find a way of fixing these drives (or fixing TOS) in order to solve
this one? The problem as I see it is as follows:
The drive as shipped (and connected by all 34 pins to the ST) does not recognise
a disk change event unless the disk is write protected. "Normal" Atari drives
under Spectre flag a disk change if the disk is write enabled, but not when the
write-tab is open. Here's where it gets really weird ...
Spectre will automatically register a disk change on write-protected disks on
these drives and ignores write-enabled disks that get changed, whereas normally
it is the other way round. However, the GEM desktop will always cause a disk
access and update on both types of drive if the disks write-protected, whether
the disk has been changed or not. The only workaround without modifications is
to insert a write protected disk in the drive after removing / before inserting
a write-enabled one, but that makes Spectre think the disk has been changed
twice :-(
I most definitely do not wish to lose the capability of these drives to notify
Spectre of write-protect disk changes. Therefore it is not an acceptable

solution to hardwire the switch contacts in order to emulate the "normal" Atari drives. I am seeking a solution whereby both write-protect conditions will trigger a media-change event when a disk is changed. I imagine that a suitable pulse generated by the media-change signals and drive-select signals could be combined with the write-protect signal by some trivial logic to produce a modified write-protect signal that would fix these drives - maybe even fool Spectre to recognise any disk change once only. 8{:-)}
(BTW Epson and Citizen drives suffer also from the same problem). I guess that the drive-select signals are pulsed in turn and the write-protect line sampled, in order to decide which drive has "glitched" the line. Am I missing anything here? It sure makes better sense to make the same change (in hardware or software) for all the drive types, than to fix each different make of drive with a bodge that only works on that particular type.

(2)

Please can some kind soul tell me what pins 1,3,5,7,9 are used for on the Chinon FX357 drives? I read that a certain amount of non-standardness exists here between some of the manufacturers.

(3)

Can someone point me towards reliable DIY methods of getting the full speed and density out of these HD drives? Has anyone already written a PD formatter and/or driver for these beasts?

Thanks for reading, and any help welcomed!

Adam David. adamd@rhi.hi.is

1045. Re: Setting a 2000 year date *HELP*

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-14 21:59:08 UTC
From: apratt@atari.UUCP
Message-ID: <2808@atari.UUCP>
Source record: 49432

I assure you it has nothing to do with being in France. The countries that we do ROMs for get their ROMs from headquarters, and there are no differences in low-level time handling.

I have just done some research on the clock handling, and I think you're right: if you don't have a clock chip in your system (i.e. not a Mega ST or Mega STe or TT) then the keyboard clock is regarded as the most correct one, and it uses the "last two digits of the year" method of keeping time. This is too bad. If you have a clock chip, either the kind in the Mega ST and Mega STe (from Ricoh) or the kind in the TT (from Motorola), then your IKBD clock is never used, and this problem does not arise. Also, of course, if you have some third-party clock chip and a TSR that intercepts the Xbios Settime/Gettime calls, you won't have this problem.

Sorry I blew you off earlier: I forgot that there was so much variation in timekeeping in the Atari computer line.

It is certainly possible to fix this in the BIOS or with a TSR, but I don't think it'll be a priority for 9 years or so :-)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1046. Re: Background Running Programs (was Re:

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-15 05:34:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0aza25g@jonh.wimsey.bc.ca>
Source record: 49435
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <RALPH.91Jan14164600@orion.laas.fr>, Ralph P. Sobek writes:
>The following line caught my eye.
>
>
>I have already noticed this before with other programs. Why does a
>background running program stop when one runs a TOS program such as
>GULAM, and not when one runs a GEM program? Can this be avoided?
>
>I use FORMAT.ACC (Broddelformat) which unfortunately pauses when GULAM
>is running, even if GULAM is just sitting there.
>
I think a lot of tos programs probably use Conin() to wait for input
and this would effectivly stop any background process that was Gem-based
from running. I think shadow works from the serial interupt, and therefor
can over-ride anything that doesn't set the IPL higher.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C. or jhenders@wimsey.bc.ca
or ubc.cs!van-bc!jonh!jhenders

1047. Re: Background Running Programs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-15 07:24:48 UTC
From: steve@thelake.mn.org
Message-ID: <A186127919@thelake.mn.org>
Source record: 49444
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[ralph@laas.fr writes ...]

> The following line caught my eye.
>
> In article <20338@netcom.UUCP> seitz@netcom.UUCP (Matthew Seitz) writes:
> |
> | I prefer using STalker with Shadow. STalker without Shadow has two
> | limitations:
> |
> | 1. Background downloading only works if the foreground program is a
> | GEM program.
> | If you run a TOS program, background downloading stops.
>
> I have already noticed this before with other programs. Why does a
> background running program stop when one runs a TOS program such as
> GULAM, and not when one runs a GEM program? Can this be avoided?

Here's the deal: The ST basically has a single-tasking operating system. When a program is running, it has total control of the computer.

GEM adds a gross and clumsy sort of multitasking capability. A GEM program is ``event-driven'' -- it usually knows how to respond to any of many possible events, such as a keystroke, a drop-down menu selection, etc. To accomplish this, a GEM application tells the operating system what event(s) it may be interested in, and hands control to GEM.

Multitasking comes into play when GEM (actually the GEM AES Event Manager) has control of the system. It can dispatch event signals to more than one application. By cooperating, desk accessories can work in conjunction with primary applications. The DAs and the main program simply go to sleep (by calling the Event Manager) and wait for a ``wake-up call'' from GEM.

In addition to physical events like a keystroke, an application can wait for a ``timer event''. This makes it easy to write a desk accessory that performs uploading and downloading in the background. The DA calls the Event Manager frequently, letting it parcel out bits of time to other applications. When it is activated, the DA checks the ST's serial buffers and processes any data that is queued up.

But .TOS and .TTP applications such as Gulam, MicroEMACS, compilers, etc., aren't GEM applications, and they never hand control over to the Event Manager. They never ``go to sleep.'' If they want a keystroke, they don't bother with the Event Manager. Instead, they issue a direct call to the operating system that blocks other activity until it's satisfied. Therefore a DA such as STalker never has a chance to ``wake up'' and

process background data.

Fortunately, GEM isn't the only way to ``multitask'' under TOS. Another way is to take advantage of the ST's ``VBI queue,'' a list of routines that are executed every time the video display is redrawn -- about 60-70 times per second, depending on the monitor. VBI stands for Vertical Blank Interrupt.

VBI routines are a little harder to write, which is why you don't see many of them, but they work the same way: They're ``awakened'' repeatedly and they have to do a little bit of work, then voluntarily ``go to sleep'' so the system can proceed. There are programs that perform background file transfers, spool printer output, etc., using the vertical blank interrupt, and they will work happily in conjunction with a non-GEM application.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
Editor of the MAST (Minnesota Atari ST Users) newsletter - $15/year
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

1048. Re: Programming help needed - DMA/FDC

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-15 09:24:48 UTC
From: csbrod@informatik.uni-erlangen.de
Message-ID: <1991Jan15.092448.2152@informatik.uni-erlangen.de>
Source record: 49436

bcullign@vax1.tcd.ie writes:

>Help! I need advice on how to program the DMA and the FDC on my 520STFM. Can
>someone help?

A somewhat general plea for help. I could recommend you my book on this
subject (8-), but it might be best if you could describe us your
problems in more detail. Do you already have a register map?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1049. Re: Background Running Programs (was Re: background downloading)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-15 10:28:40 UTC
From: jvt@its.bt.co.uk
Message-ID: <JX2^89-@uzi-9mm.fulcrum.bt.co.uk>
Source record: 49448
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <RALPH.91Jan14164600@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>
>In article <20338@netcom.UUCP> seitz@netcom.UUCP (Matthew Seitz) writes:
>|
>| I prefer using STalker with Shadow. STalker without Shadow has two
>| limitations:
>|
>| 1. Background downloading only works if the foreground program is a
>| GEM program.
>| If you run a TOS program, background downloading stops.
>
>I have already noticed this before with other programs. Why does a
>background running program stop when one runs a TOS program such as
>GULAM, and not when one runs a GEM program? Can this be avoided?
>
>I use FORMAT.ACC (Broddelformat) which unfortunately pauses when GULAM
>is running, even if GULAM is just sitting there.

GEM is multi-tasking (not in the unix way), TOS is not. As GEM does
not have a scheduler which is interrupt driven it relies on calls
to dispatch other processes. This gives the appearance of background
running where in effect the background tasks are only run when the
main application has made a GEM call (to get a char, update the screen etc)
A shell uses only TOS calls so this cannot happen - hence no background
tasks.

However having said that, I notice that Mupfel occasionally allows my
background clock to run.

John

--
John Trickey <jvt@its.bt.co.uk> || ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369
#include <std/disclaimer>

1050. Re: Instruction timings ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-15 10:46:55 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan15.104655.26767@actrix.gen.nz>
Source record: 49450

```
In article <18805@shlump.nac.dec.com> jamie@defoe.enet.dec.com ()
writes:
> Hello!
>
> I wonder if anyone has a listing of 68000 instruction timings for the
ST
> ? I've got a couple of books on ST internals and 68000 programming but
> neither of them mention instruction speeds at all. I'm trying to write
> some code to remove all the borders so I need to know exactly how many
> clock cycles each instruction takes in my code...
>
> Can anyone help ?
>
> Cheers,
>
>
> Jamie.

I do have a Manual called Programmmer's Reference Manual
M68000UM/AD , Prentice-Hall, ISBN 0-13-541491-1, there is also a Pocket
book version of this manual used to come with the HighSoft DevpacST
also I have a Programming card, MC68000(AC1), all this was from the
Motorola agent here in Wellington NZ,, ..VSI..

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...
```

1051. Re: Problems/Questions about Chinon HD drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-15 15:15:17 UTC
From: adamd@rhi.hi.is
Message-ID: <2626@krafla.rhi.hi.is>
Source record: 49452

I've narrowed down the possible causes for the problems I encountered with
dual Chinon FX357 drives.

Basically:
1) it is not related to the power supply,
2) it is not caused by heat,
(only worsened by it, there are only two states: Drive A: functions correctly
or drive A: consistently reads the same garbage. I have not dared attempt to
write data to drive A: while the drive is malfunctioning),
3) the floppy controller is in good order,
4) it does not appear to be caused by Spectre GCR (though possibly accentuated),
5) I doubt if signal termination is a problem. The dual drive setup works 100%
if one or both of the drives are standard DD types. Therefore:
6) I strongly suspect that the problem is signal interference between the two
drives on one of the five pins that used to be earthed on the older types.
What do these signals do?

I can probably "fix" this by simply cutting a few wires in the cable, but I am
not happy with applying a blind fix. See my previous posting for why not.

Thanks for any help,
--
Adam David. adamd@rhi.hi.is

1052. Re: how about an upgrade to 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-15 17:06:32 UTC
From: pegram@kira.UUCP
Message-ID: <1991Jan15.170632.10869@uvm.edu>
Source record: 49438

From article <1991Jan13.180628.2676@waikato.ac.nz>, by atc@waikato.ac.nz:

> Why not just take out the 68000 and put in a 68010, most software should run
> and should run about 10% faster.
> People do this to thier amigas,but they have a piece of pd software that gets
> over some minor incompatability problems.
> P.S. Its a very cheap upgrade too.
> Not sure if this will work but it should

> Andrew Chambers
> Computer Consultant
> University Of Waikato
> New Zealand

Nope, won't work. As I understand it, the stackframe size is
different and corners were cut in TOS. The line F stuff may interfere
with things too - don' t know enough about '010's to tell. In general,
if you want to run a 680X0 where X>0, you need a fixed version of TOS,
either a german patched eprom version or TOS 1.62 from Atari. Also,
remember that the 68000s are soldered into Atari STs.

Bob Pegram

pegram@griffin.uvm.edu
or
uunet!uvm-gen!pegram

(line eater food)

1053. 49 line sto a screen

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-15 18:00:15 UTC
From: fields@triton.cray.com
Message-ID: <115744.2326@timbuk.cray.com>
Source record: 49453

Does anybody know how to switch the screen into 49 line mode
such that the VT52 emulator software works as if it WAS 49 lines ?

I used to be able to do it with the routine :-

```
FONTSMALL: LEA.L $FD2CA6, A0
JSR $FC4A98

RTS
```

And doing a JSR FONTSMALL.

A similar one, FONTBIG, set the screen back.

This used to work, I don't know, but I presume it was under TOS
1.0 and now I have 1.2 (and 1.6) and it doesn't work.

It sure would be nice to get back to having 49 lines (Beckemeyer
CSH works with 49 lines along with various editors.

Mike Fields
email - fields@uk.cray.com

1054. HD disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-15 18:44:11 UTC
From: psurge@cs.utexas.edu
Message-ID: <16945@cs.utexas.edu>
Source record: 49460

My internal floppy drive gave out on my 1040 the other day. I went to a store and asked for a 720K drive, but they gave me a Teak drive and said it would work as both 720 or HD. Reluctantly I took it, but I know on the phone they said they had 720K drives made my Mitsubishi (sp?). The Teak drive did not work, no matter how I tried to position the jumpers. Will those drives just not work, and do I need to get just a 720K drive?

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

1055. (none)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-15 18:59:49 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <9101151859.AA11212@sun.soe.clarkson.edu>
Source record: 49439

Subject: Re: how about an upgrade to 68010
From: AAron@sun.soe.clarkson.edu (AAron nAAs)
Newsgroups: comp.sys.atari.st.tech
References: <1991Jan14.060452.878@cs.olemiss.edu>
Distribution: world

From article <1991Jan14.060452.878@cs.olemiss.edu>, by tony@tacky.cs.olemiss.edu (Tony Reynolds):
> In article <1991Jan13.180628.2676@waikato.ac.nz> atc@waikato.ac.nz writes:
>>Why not just take out the 68000 and put in a 68010, most software should run
>>and should run about 10% faster.

> No Go. I desoldered my 68K and put in the 68010. Turn it on, the screen
> clears, everything looks great! The drive light comes on...
>
> Then, bombs, the screen clears, and more bombs! It keeps bombing till you
> turn it off!

> Theoretically, TOS 1.6 should run....

I have an STe and I wanted to try this too.
The STe has a square package 68000, and all I have is a rectangular 68010.
I have toyed with the idea of making an "adaptor" or actually getting the
68010 in the right shape, but I don't really want to put any/much money
into this.

AAron@sun.soe.clarkson.edu

1056. Re: (none)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-15 20:20:57 UTC
From: gl8f@astsun7.astro.Virginia.EDU
Message-ID: <1991Jan15.202057.23198@murdoch.acc.Virginia.EDU>
Source record: 49440

In article <9101151859.AA11212@sun.soe.clarkson.edu> AAron@sun.soe.clarkson.edu writes:

>I have an STe and I wanted to try this too.
>The STe has a square package 68000, and all I have is a rectangular 68010.
>I have toyed with the idea of making an "adaptor" or actually getting the
>68010 in the right shape, but I don't really want to put any/much money
>into this.

Well, I'm hardly an expert on this, but...

There are 2 big problems with a 68010 -- move SR,<ea> and the
exception formats. The first you can fix with a trap, the second is
much nastier and lives in the older TOS ROMS. The Germans made a patch
to old TOS that fixes this. TOS 1.6 maybe doesn't have this problem?

However, all the 68010 gets you is faster integer multiply and divide,
plus maybe loop mode now and then. You can get the same speedup using
a 16mhz 68000 with no cache. JRI used to make such a critter and sold
it for a mere $99. Even when it's running at 8mhz, the many-cycle
instructions such as integer multiply and divide go twice as fast.

So, if you can still get the JRI thing, it's a lot better because you
don't have to worry about incompatibilities. Or, you can put up a
larger amount and get a cache, which shows a real speedup.

1057. ICD Booter

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-15 21:42:35 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan15.214235.10939@ecst.csuchico.edu>
Source record: 49441

Is the ICD Hard Drive Booter (I have 4.8.4) supposed to cache the floppy drives as well as the hard drive, or do I need another program for the floppy drives? For some reason, I always thought the floppy drives would be cached too, but I think this isn't the case.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1058. How to read STE analog ports ???

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-15 22:05:51 UTC
From: adamd@rhi.hi.is
Message-ID: <2629@krafla.rhi.hi.is>
Source record: 49442

Is anyone able to give details on how to access (read) the STE analog ports?
What OS routines are available and how they used would probably be enough.
I have no documentation on the STE, are any good books obtainable?

Thanks for your help,
--
Adam David. adamd@rhi.hi.is

1059. STe extra controller ports

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 01:32:32 UTC
From: phbob@ritcsh.csh.rit.edu
Message-ID: <1991Jan16.013232.14716@ritcsh.csh.rit.edu>
Source record: 49443
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a project that I want to do on my STe using the "new" 15-pin
controller ports on the side.

One problem.....I have NO idea how to address these ports. The documentation
that came with it only gave the pin-out info, no addressing info or ANY
other info. Speed, read/write ability, etc . ....

All I have is the pin-out and an idea.....help!!!

--
****
* Just because I'm a film major | < Net-address > *
* doesn't mean I'm a Spielber-wanna-be....| *
* I'm a Lynch-wanna-be! | phbob@ritcsh.cs..rit.edu *

1060. WANTED - Documentation for PARI-1.34 for the ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 06:08:58 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1991Jan16.060858.2756@monu6.cc.monash.edu.au>
Source record: 49445
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.misc

HELP !!!!!!!!!!!!!!

Is there anyone out there who has the documentation for the PARI
calculator. Or can someone direct me to where I can obtain it from.
Any help would be most appreciated.

---

* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * against ignorance' *
* 900 Dandenong Rd, Caulfield East * *
* VIC, 3145. Tel (03) 573 2355/2519 * *
* Australia * *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *

1061. Re: Spectre GCR & SCSI devices

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 06:13:19 UTC
From: dsmall@well.sf.ca.us
Message-ID: <22663@well.sf.ca.us>
Source record: 49446

Graham, we only are compatible with mass storage media that is accessed through ACSI<->SCSI adaptors, like ICD's. The software and logic incompatabilities
made it impossible for us to get the Mac's _SCSIDispatch to work right with ACSI stuff.

So, we stuck the correct SCSI chip at the correct address with the correct wiring-pinouts to match a Mac Plus in the MegaTalk board, and THAT will accept hand-scanners, etc, in Mac mode, plus hooking into Appletalk or LocalTalk networks.

Hope this clears it up. Good question!

-- thanks, Dave / Gadgets

1062. Re: Wanted: PC-Ditto I Help (the software version)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 06:48:13 UTC
From: marshall@batserver.cs.uq.oz.au
Message-ID: <6785@uqcspe.cs.uq.oz.au>
Source record: 49447
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CWILLIAM.91Jan10155559@mimsy.umd.edu> cwilliam@mimsy.umd.edu (Christopher Williamson) writes:
>I have been trying to get my original PC-Ditto software emulator
>working. Since Avant-Garde is out of business, can someone help me?
>
>
>I have gotten PC-Ditto to run, it recognizes 4 partitions on the hard
>drive (from the initial screen), I insert a DOS 3.30 floppy, which
>successfully boots and I am faced by an A> prompt. HOWEVER, when I
I get "divide by zero" errors with PCDII. I canrun from floppies, but PCDII won't recognise h/disk c or D, even tho it syas they are installed.
Any suggestions?
.

1063. Re: how about an upgrade to 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 08:27:54 UTC
From: klamer@mi.eltn.utwente.nl
Message-ID: <klamer.664014474@mi.eltn.utwente.nl>
Source record: 49449

AAron@sun.soe.clarkson.edu writes:

>From article <1991Jan14.060452.878@cs.olemiss.edu>, by tony@tacky.cs.olemiss.edu (Tony Reynolds):
>> In article <1991Jan13.180628.2676@waikato.ac.nz> atc@waikato.ac.nz writes:
>>>Why not just take out the 68000 and put in a 68010, most software should run
>>>and should run about 10% faster.

>> No Go. I desoldered my 68K and put in the 68010. Turn it on, the screen
>> clears, everything looks great! The drive light comes on...
>>
>> Then, bombs, the screen clears, and more bombs! It keeps bombing till you
>> turn it off!

But please, a 68010 != a faster 68000!

There is a different expection/trap format for the both chips.
Tos assumes it is a 68000 and thus will fail.

Same problem occurs with a 68020 and a 68030. (probably 68040 as well --
haven't seen any spec's about him).

Klamer
--
Klamer Schutte
Faculty of electrical engineering -- University of Twente, The Netherlands
klamer@mi.eltn.utwente.nl {backbone}!mcsun!mi.eltn.utwente.nl!klamer

1064. Re: Setting a 2000 year date *HELP*

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 11:24:38 UTC
From: hvaalde@cs.vu.nl
Message-ID: <8760@star.cs.vu.nl>
Source record: 49451

I checked the problem on my computer 1040STf running TOS 1.0 11/20/1985 and
on a 1040STE running TOS 1.6 (don't know the date)

As Allan Pratt stated the problem lies entirly in reading the year byte
from the keyboard clock what happens is the following

The 'clockvec' vector from the Kbdvbase structure reads the year byte
from the keyboard procsessor
It is converted from BCD format to normal binary form
an offset of 80 is substracted which ofcourse is correct if the year was between
80-99 but is wrong for years from 00-79
in this case one should add an offset of 20
if you don't you have a very wrong year number which according to the GEMDOS
format indicates the year 2028

A simular bug is in the Settime code when writing the year byte to the keyboard

I am trying to write a patch for it and a small test program which shows the
problem, but I don not have much time so it is coming slowly.
One problem I have is the fact that I must use undocumented and ROM depend
addresses

If some one wants to help me, please email me (hvaalde@cs.vu.nl)

Harold van Aalderen , Vrije Universiteit Amsterdam

1065. Problem with GE_SOFT host adaptor and TEAC SD-340 drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 16:01:55 UTC
From: euaanu@eua.ericsson.se
Message-ID: <1991Jan16.160155.2690@eua.ericsson.se>
Source record: 49454

I have a strange problem with my GE_SOFT host adaptor
in combination with a 43Meg TEAC SD-340 hard drive. The
problem is as follows:

First I run the installation program which formats the
disk, creates the partitions and installs the auto booting
driver. It works OK.

Then I turn off and on the machine (a 520 STe with 2Meg) and the
hard drive. The driver is loaded from the hard disk and it shows
the partitions installed. The C: icon is presented on the desktop.
If I double-click on the Harddisk icon I get a alert-box
saying that data on drive C: is corrupted and that it can't
be read.
If I start the installation program (GE-INST.PRG , version 3.2)
and exit it immediately without doing anything then I can access
the C: drive without any problems!!! It seems that GE-INST.PRG
does some accesses to the drive to read the drive type and this
solves the access problem to the drive. I can now copy files
to the hard drive and execute programs from it.
BUT!!! I can't boot from it and I can't boot from the
floppy either if I want to have access to the hard drive.
This means that if I want to use the hard drive I can't have any DA's
or any AUTO folder programs.

Any suggestions on how to solve this problem.

PS. I tried a Quantum 52S drive and it worked without any problems DS

/Arto

email: Arto.Nummelin@eua.ericsson.se

1066. HELP ICD formatter won't format QUANTUM QA250

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 16:07:40 UTC
From: tpj@iti.org
Message-ID: <tpj.664042060@achilles>
Source record: 49455

== Please respond via e-mail to address at end ==

I'm trying to make an ICD hostadapter use a Quantum QA250 ('goldtop', 40 MB). Even if the disk isn't supported by the ICD software (it doesn't appear in the list in ICDFMT.DAT), I should be getting more response.

Symptons

-1 Power up harddisk, wait for usual SCSI bipping signalling drive running.

-2 Power up ST, with floppy A from the ICD distribution in the drive (the disk with an autofolder)

-3 Observe harddisk lamp flicker as part of booting

-4 start ICDFMT.PRG

-5 press key, ICDFMT looks for drive

-6 ICDFMT reports QUANTUM QA250, SCSI ID 0 LUN 0 as only drive found

-7 there are three buttons in that box, [rescan] [continue] [quit]
If I hit [continue] (with mouse or ENTER) nothing happens. !!!!!!!!!!!!!!
If I hit [rescan] or [quit] the program does what it's asked to do.

Setup:

ICDFMT.PRG v 3.10 date 10-10-89.
ICD adapter bought in 1990 (one flying resistor on the print..).
Atari ST with TOS 1.2.
QUANTUM QA250 (ROM r A) with rightmost jumper (end away from address) in, all other out.

The Atari is able to see the ICD clock (using the ICDTIME.PRG), so the adapter is at least connected OK.

I have diagnosed that the QA250 doesn't appear in the ICDFMT.DAT file, i.e. that the drive isn't supported, but I thought that I should at least get a message to that effect (the choice of OTHER in the drive type select menu after the drive scan dialog).

To compound the problem, I have lost my printed ICD manuals (by the simple process of moving from Copenhagen to London).

Please send any hints/advice etc by follow-up or e-mail to the address below, since this is posted by a friend

Thanks
Jens e-mail: jensting@titan.ee.ic.ac.uk

Mr Jens Tingleff, M.Sc.EE. PhD student at
Imperial College, Dept of EE, Exhibition Road, London SW7 2BT, England
In a previous mode of existance: jensting@diku.dk
"If only you could see what I have seen with your eyes" Roy, 'Blade Runner'

--
$$$

1067. The inevitable hard disk question.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 16:28:23 UTC
From: ric@mcrware.UUCP
Message-ID: <4677@mcrware.UUCP>
Source record: 49456

Technically Reclined Netlanders:

I have a 20Meg SH204 Atari Hard disk. I want to upgrade it to a 40Meg SH204.

My understanding so far is:
* there is a host adapter in the shoebox with a SCSI edge connector
* I should be able to hook up "any" SCSI disk to that host adapter

I tried hooking one up last night, but Supra nor Atari's formatting
software wanted anything to do with it.

What I am unsure of is the following:
? What sort of software (whose) will be required to format the thing?
? What SCSI ID should the drive be set to?
? Does anybody have any experience with doing this? What drive did they
use? Software?

Any replies (EMail or otherwise) would be greatly appreciated.

Ric Yeates

-=-=-=

1068. Hidden Files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 16:35:58 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Jan16.163558.26338@arc.ab.ca>
Source record: 49457

Is there a program that will 'reveal' hidden files on the atari? I was using STMirror on my drive and discovered a hidden file (Neodesk.dat) and I think that it really sucks that NeoDesk 3.0 creates this file. I would like to know what's in it and why it's there.

Bob

1069. ICD Adspeed Accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 16:36:43 UTC
From: ric@mcrware.UUCP
Message-ID: <4678@mcrware.UUCP>
Source record: 49458
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Just a quick note to let folks know about the IC AdSpeed ST 16MHz accelerator.

I bought one from MicrOtyme for $229. Had it installed by ICD for $40. I love it! I have been spending most of my time in PageStream lately. It really speeds it up. Is seems to be compatible with all my software. The only thing it causes trouble with is my QMI Deskcart (maybe it does'nt like to be read so fast?). It speed up Flight Simulator II without any adverse effects.

The general speed up is around 66%, but can be much faster if the code contains loops that stay in the 32K on-chip cache.

If you're considering an an accelerator, go for it!

Ric

-=-=-=

1070. Re: Memory upgrade problems brand new ST/STE

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 17:32:25 UTC
From: mcranton@npe.isnet.inmos.co.uk
Message-ID: <163.27948e29@npe.isnet.inmos.co.uk>
Source record: 49459

In article <1991Jan9.184528.10447@uvm.edu>, pegram@kira.UUCP (Robert B. Pegram) writes:
> From article <CMM.0.88.663383801.jkr@skakke.ifi.uio.no>,
> by jkr@ifi.uio.no (Kristian Rosenvold):
>
>> Ok, here's a couple of unusual RAM upgrade problems...
>
>> The first one's a brand new STE,- this is the absolutely latest
>
>> The machines work fine with 2 SIMM modules inserted. Insert 4
>> modules (of any type) and there are several different reactions.
>
> For testing at least, use four of the *same type* - do not mix 256K
> simms with 1Meg simms, the STe will get very confused otherwise.
>
>> Upon booting the STE language disk the "POOL FIX INSTALLED" appears
>> onscreen. Then after 0.5 second EVERY SECOND character fades out. A similar
>> effect may sometimes be observed on the Desktop. About 50% of all software
>> works while the extra 2 modules are inserted. It may seem to me
>> like the CPU recognizes the RAM but that the VIDEO CHIP has
>> problems with it. This is only a guess, I haven't been in there
>> with a machine code monitor to check. I've tried shielding the modules
>> from the switchmode power supply, but it doesn't seem to help. I've
>> compared the Motherboard with a previous release STE that handles the SIMMs
>
> I can't really help on this one, the missing resistors may well be the
> problem. On regular STs memory problems can run from missing
> resistors and capacitors to a bad MMU. Certainly the strange screen
> problems are due to bad high ram. Speculating wildly, it might even
> be only 1 bank of the high memory ram.
>
>> properly, and I have found no (obvious) differences. Resistors R405 & R459
>> (Behind SIMM sockets) are missing on both versions of the board.
>> Anyone have any suggestions ?
>>
>> The second one's more conventional:
>> A 520STFM, again the latest model. Just to be on the safe side I
>> soldered in SOCKETS instead of soldering the RAM straight in.
>> I have not installed the condensators, JUST the sockets.
>
> And so's the answer 8-). PUT IN THOSE CAPS! They are what kill the
> switching noise from the RAM. You should also check for a bad MMU,
> and for all the necessary resistors and caps for the second bank,
> Atari doesn't always put them in.
>

> To add to the above I have also had a couple of machines with etching
> faults on the pcb. After all you can't test whats not there ??
>
>> The problem is that the machine doesn't work. I get various amounts
>> of bombs,- the interesting part is that in the black part of the
>> bombs I get random 'sprinkles' of colored pixels that come & go.
>> (Kinda like multi-colored "snow" from the old IBMs)
>> (They seem to be generated by the video circuitry because the do
>> not remain on screen)
>> Due to the width of my sockets I had to solder 4 of
>> the RAM chips directy onto the motherboard (this has always worked fine
>> earlier..) The symptoms are much the same regardless of whether the 12
>> remaining chips are
>> installed or not. I have a feeling this problem is noise-related,
>> although that may only be a part of the problem. I do not think
>> this lies in the custom chip sockets, although there's always a
>> possibility...
>
>> K. Rosenvold, jkr@ifi.uio.no / ...!{uunet,mcvax,sunic}!ifi.uio.no!jkr
>> Short signatures R cute.
>
> Bob Pegram
>
> pegram@griffin.uvm.edu
> or
> uunet!uvm-gen!pegram

1071. Re: Hidden Files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 19:16:00 UTC
From: weber_w@apollo.HP.COM
Message-ID: <4f3e90a0.20b6d@apollo.HP.COM>
Source record: 49461

In article <1991Jan16.163558.26338@arc.ab.ca>, Bob Erkamp writes:
|> Is there a program that will 'reveal' hidden files on the atari?

Universal Item Selector III (and II) have a switch to control file selector behavior, one of which is "show hidden". Disk editors which look at the directory will show them. Many of the available command shells will show them in a listing.

|> STMirror on my drive and discovered a hidden file (Neodesk.dat) and I think
|> that it really sucks that NeoDesk 3.0 creates this file. I would like
to know
|> what's in it and why it's there.

Well, your Neo3 manual states that this is where the "volume name" goes, unless the volume has already been named by a formatter using the "directory entry" method in the root volume. It's unclear to me why the characterization that Neo "sucks", except out of surprise at finding something you didn't understand. The fault seems to be more yours, in not reading the docs, than theirs, in creating this behavior. Watch out for the behavior of the recoverable trash can - it is documented to use this technique, as well as "not following expected behavior" to do what it does.

|> Bob

...walt...

Walt Weber Hewlett Packard Response Center
508-256-6600x8315 Chelmsford, MA, USA
"The power of accurate observation is commonly called cynicism
by those who have not got it" -George Bernard Shaw

1072. SM124 monitor problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 20:12:24 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1991Jan16.201224.10267@ccu.umanitoba.ca>
Source record: 49462
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've got a problem with my SM124 monochrome monitor. A few months ago I started to loose the left-hand edge of the display -- i.e. characters in the first column of the display were squished into about half their normal width. The problem has gotten progressively worse, until the point where I can just barely read characters in the second column (the first column has pretty much disappeared entirely). Fortunately I use mostly GEM applications, so I can move the window to the right in order to keep things readable, but if the problem gets much worse I'm going to find myself back in the days of 40-column displays.

I'm sure the problem resides in the monitor, since connecting it to my wife's 520ST doesn't help. The monitor is about 3 years old, and has seen very heavy use. Does anyone know:
(i) what's causing the problem?
(ii) how to fix it, short of buying a new monitor?

Thanks alot for any advice, BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

1073. Re: Setting a 2000 year date *HELP*

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 20:51:53 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3385.27947699@miavx1.acs.muohio.edu>
Source record: 49463

In article <2808@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> I have just done some research on the clock handling, and I think
> you're right: if you don't have a clock chip in your system (i.e. not
> a Mega ST or Mega STe or TT) then the keyboard clock is regarded as the
> most correct one, and it uses the "last two digits of the year" method
> of keeping time. This is too bad. If you have a clock chip, either

I remember reading something about this awhile ago. But form what I
remember, the way it was supposed to work was that any number less than 85
was supposed to be 20xx (i.e. 2084) and any number between 85 and 99 to be
19xx. (the number being the two digits from the keyboard regarding year.)
But TOS would be able to figure out the correct date, maybe the code has
changed from 1.0 - 1.62 somewhere along the line?

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

1074. Re: Hidden Files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 21:08:09 UTC
From: rosenqui@crc.skl.dnd.ca
Message-ID: <1991Jan16.210809.14794@crc.skl.dnd.ca>
Source record: 49464

In article <1991Jan16.163558.26338@arc.ab.ca> erkamp@arc.ab.ca (Bob Erkamp) writes:
>Is there a program that will 'reveal' hidden files on the atari? I was using
>STMirror on my drive and discovered a hidden file (Neodesk.dat) and I think
>that it really sucks that NeoDesk 3.0 creates this file. I would like to know
>what's in it and why it's there.
>
>Bob

NeoDesk stores the "drive name" in that file. If you click on the
drive icon then select "Show Information" you'll see a place where you
can change (or remove) the name. If a drive has a name, it will
appear in the bottom line of any window open on that drive.

They went this route since GEMDOS (and DOS) only allows 'volume'
labels to be 12 characters, just like a filename. In the older
versions of TOS it was also rather tricky (from a programming point of
view) to change a volume name once you'd set it.

Eric

1075. Re: Hidden Files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 22:17:03 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan16.221703.18128@ecst.csuchico.edu>
Source record: 49465

erkamp@arc.ab.ca (Bob Erkamp) writes:

- Is there a program that will 'reveal' hidden files on the atari? I
- was using STMirror on my drive and discovered a hidden file
- (Neodesk.dat) and I think that it really sucks that NeoDesk 3.0
- creates this file. I would like to know what's in it and why it's
- there.

The NEODESK.DAT file just contains the name of the drive that is put
at the bottom of the window. Y' know, when you hit CTRL-LEFTbutton
at the bottom of the window, and type in a name for the drive,
NEODESK.DAT is where the name is saved. I use Universal Item Selector
for seeing hidden files. There are other programs that allow you to
see hidden files, although none come to mind at the moment.

Then again, you could have read the manual to find out about NEODESK.DAT. ;^)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1076. Re: Hidden Files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 22:50:52 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Jan16.225052.635@arc.ab.ca>
Source record: 49466

In article <4f3e90a0.20b6d@apollo.HP.COM> weber_w@apollo.hp.com writes:
>
>In article <1991Jan16.163558.26338@arc.ab.ca>, Bob Erkamp writes:
>|> Is there a program that will 'reveal' hidden files on the atari?
>
>Universal Item Selector III (and II) have a switch to control file selector
>behavior, one of which is "show hidden". Disk editors which look at the
>directory will show them. Many of the available command shells will show
>them in a listing.
>
>|> STMirror on my drive and discovered a hidden file (Neodesk.dat) and I think
>|> that it really sucks that NeoDesk 3.0 creates this file. I would like
>to know
>|> what's in it and why it's there.
>
>Well, your Neo3 manual states that this is where the "volume name" goes, unless
>the volume has already been named by a formatter using the "directory entry"
>method in the root volume. It's unclear to me why the characterization that Neo
>"sucks", except out of surprise at finding something you didn't understand. The
>fault seems to be more yours, in not reading the docs, than theirs, in creating
>this behavior. Watch out for the behavior of the recoverable trash can - it is
>documented to use this technique, as well as "not following expected behavior"
>to do what it does.

I guess what annoys me is that it's a hidden file. I don't understand why the
file couldn't just reside in the Neodesk directory. Actually I think NeoDesk
is great. What I want to know is how to make it unhidden and/or delete it?
I'll have to reread the docs to see if they mention anything about this. My
feeling is there should be no such thing as a hidden file.

Bob
>

1077. Mark Williams C funnies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-16 23:06:45 UTC
From: rossj@cognos.UUCP
Message-ID: <9224@cognos.UUCP>
Source record: 49467

I am currently spending some spare time writing an application for my ST, and I seem to have come across some strangeness.

Does anyone know why the MWC CSD debugger might be having trouble with global variables?

I am running TOS 1.4, 2.5 meg, csd 1.0, MWC 3.09.

Apparently CSD is casting the variables incorrectly (I think). When I view variables they are printed incorrectly, but the code seems to run.

Am I running the most recent versions, or should I try and contact Mark Williams?

BTW, I've compiled and run the same code on Laser C with no problems (under the debugger as well).

--

Ross Judson ++ uunet!mitel!cunews!cognos!rossj + hunger is the fuel of greed
Cognos Inc. ++ rossj@cognos.uucp + enough is less than you need

1078. Re: Problems/Questions about Chinon HD drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-17 05:35:16 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan17.053516.1538@actrix.gen.nz>
Source record: 49468

Atari uses the Write enable line for disk change, Some OEM drives do not toggle this line when the disk is removed, this can be changed by disabling the disk in switch, Note: Gemdos is polling the drive all the time, some drive do not respond to this poll if there is no disk in, so that the write enable line is not toggled, I have a NEC FD1037A and find that they work ok. Note: it is posible to Run a HD drive with some mods, one that is posible is to change the Clock to the WD1702 controler ic. the Germans have done it this way, also change the controler for the 8" type, this is the format used for HD disks, there is a kit for both the other from the USA, but please use some short screen leads...to the drives also the drive case could need a earth...
I do have a Chinon in my ST and it works ok. but did have the Disk change problem, disabled the disk in switch...but that does cause a small problem , the drives will run without a disk in them...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1079. Re: Problems/Questions about Chinon HD drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-17 13:44:52 UTC
From: adamd@rhi.hi.is
Message-ID: <2634@krafla.rhi.hi.is>
Source record: 49469

In <2626@krafla.rhi.hi.is> I wrote:

>I've narrowed down the possible causes for the problems I encountered with
>dual Chinon FX357 drives.

Even more so now, but am still puzzled.

>2) it is not caused by heat,
>(only worsened by it, there are only two states: Drive A: functions correctly
>or drive A: consistently reads the same garbage.

It is ?not heat but using the drives which sets it off. Once it is confused
a power-up reboot will not clear it, but switching on after a period of rest
does (still warm but capacitors discharged?). I have found no guaranteed
repeatable way to set it off, other than using the drives and the passage of
time. Once only has the A: drive read a DS disk correctly after continously
failing to read correct. It was pure fluke and I have no explanation for it.
This was during a long test of swapping disks, swapping between drives and
changing write-protect status on the disks. The weirdest behaviour is when both
drives contain writeable disks and both drives have GEM windows open. Removing
a disk gave GEM/TOS conflicting information. The disk eject is not detected
because the disk has its write-tab closed, yet attempts to close the GEM window
cause accesses to the empty drive (which doesn't happen if the disk is in the
drive). The disk has to be reinserted to escape from the retry/cancel dialog
box and subsequent mouse-clicks in the GEM window now cause a directory update
read from the disk, over and over. (???)

More info:
A: drive will always cope with SS formatted disks correctly, at all times and
will robustly format a disk to SS.
TOS reports approx 360 MB format capacity after DS format on drive A:, the disk
is read as empty and cannot be written to (reports "cannot find folder or
application" error).
An empty DS disk formatted on drive B: can be written to and read back correctly
on drive A:, drive B: still sees it as empty even after a directory reload.

>5) I doubt if signal termination is a problem. The dual drive setup works 100%
>if one or both of the drives are standard DD types.

What is actually going on here? Most of the time HD drive A: reads/writes
garbled data and then only under these circumstances:
1) Drive B: is HD, connected with both plugs, *and*
2) Drive A: contains a disk of DS format
also: drive A: can still write/reread preformatted DS disks but pulling the plug
on drive B: will make such a disk unreadable to A: and normal data disks
become readable again. This appears to be more complicated than conditions

1) and 2) above.

>I can probably "fix" this by simply cutting a few wires in the cable,

I have tried disconnecting wires 1,3,5,7,9 between the two drives.
There was no perceptible difference in drive behaviour.
I still have no info on these signals, any takers please?
--
Adam David. adamd@rhi.hi.is

1080. MS mouse --> Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-17 14:21:38 UTC
From: rick@jpusa1.chi.il.us
Message-ID: <1991Jan17.142138.7409@jpusa1.chi.il.us>
Source record: 49470

I have a Microsoft Bus mouse I'd like to use on my
mega 2 and saw something posted here previously about converting
one - Can someone refresh me on how to do this? Is it possible?

-thanks

-Rick Mills

1081. Re: Hidden Files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-17 14:34:42 UTC
From: jennie@ius2.cs.cmu.edu
Message-ID: <11599@pt.cs.cmu.edu>
Source record: 49471

In article <1991Jan16.163558.26338@arc.ab.ca> erkamp@arc.ab.ca (Bob Erkamp) writes:
>Is there a program that will 'reveal' hidden files on the atari? I was using
>STMirror on my drive and discovered a hidden file (Neodesk.dat) and I think
>that it really sucks that NeoDesk 3.0 creates this file. I would like to know
>what's in it and why it's there.

There is a program called Craft-2 distributed by Hi-Soft. It is a
shell that tries to look like unix, and does a very good job.

To command "ls" will list the directory, and the command "ls -a" will
list the directory with hidden files. The command "chmod" can be used
to change the attribute bits of files (to hide/reveal them,
mark/unmark them as system files, set/reset the archive bit etc.).

Craft is my preferred shell - I like it much better than NeoDesk. It
is particularly well suited to creating an environment that is ideal
for program development due to the sophisticated shell scripts that
can be created.

Red/. (speaking via jennie)

1082. Re: Hidden Files & GeminiUK

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-17 17:34:54 UTC
From: pegram@kira.UUCP
Message-ID: <1991Jan17.173454.18750@uvm.edu>
Source record: 49472

From article <11599@pt.cs.cmu.edu>, by jennie@ius2.cs.cmu.edu (Jennifer Kay):
> In article <1991Jan16.163558.26338@arc.ab.ca> erkamp@arc.ab.ca (Bob Erkamp) writes:
>>Is there a program that will 'reveal' hidden files on the atari? I was using
>>STMirror on my drive and discovered a hidden file (Neodesk.dat) and I think
>>that it really sucks that NeoDesk 3.0 creates this file. I would like to know
>>what's in it and why it's there.

Hidden files are fact of life, get something (UISII or III, gulam,
etc) to deal with them. They are *usually* not dangerous, as in this
case, where NeoDesk is simply storing your partition name in the
hidden file.

> There is a program called Craft-2 distributed by Hi-Soft. It is a
> shell that tries to look like unix, and does a very good job.

Interesting.

> To command "ls" will list the directory, and the command "ls -a" will
> list the directory with hidden files. The command "chmod" can be used
> to change the attribute bits of files (to hide/reveal them,
> mark/unmark them as system files, set/reset the archive bit etc.).
>
> Craft is my preferred shell - I like it much better than NeoDesk. It
> is particularly well suited to creating an environment that is ideal
> for program development due to the sophisticated shell scripts that
> can be created.

To each his own, my preference is a combination of graphic and text shells.

> Red/. (speaking via jennie)

Many CLIs will do what is described here. It reminds me though, of Gemini,
any news about when GeminiUK >= 1.2 will show up here?

You might want to check out Gemini (or Mupfel & Venus separately on Tos 1.0).
Mupfel will do this (as will the Neodesk Cli to be fair, but Mupfel is
nicer IMHO 8-). You should know though, this was written by a die hard Neo 3
user 8-).

1083. Re: Hidden Files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-17 17:51:41 UTC
From: bill@mwca.UUCP
Message-ID: <1793@mwca.UUCP>
Source record: 49473

In article <1991Jan16.163558.26338@arc.ab.ca> erkamp@arc.ab.ca (Bob Erkamp) writes:
>...I was using STMirror on my drive and discovered a hidden file
>(Neodesk.dat) and I think that it really sucks that NeoDesk 3.0 creates
>this file. I would like to know what's in it and why it's there.

This is the file that contains the volume name you've given that hard disk
partition. Nothing to be too concerned about...

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

1084. Re: Spectre GCR & SCSI devices

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-17 18:25:51 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jan17182551@ghiggins.hpl.hp.com>
Source record: 49474

++ Graham, we only are compatible with mass storage media that is accessed
++ through ACSI<->SCSI adaptors, like ICD's. The software and logic
++ incompatabilities
++ made it impossible for us to get the Mac's _SCSIDispatch to work right
++ with ACSI stuff.

Understood that Mac s/w won't be able to use hardware which is designed to
the ACSI i/f spec, e.g. ACSI HD's.

However, my setup is a couple of ST506 mechs driven by an Omti 3527A RLL SCSI
controller card which is connected to the ST via an ICD ACSI-> SCSI host
adaptor. Which would seem to satisfy your criterion stated above.

As far as I understood, having the ICD SCSI adaptor gave me "true" SCSI. I
wanted to explore the possibility of hooking up either a scanner or a CD-ROM to
the SCSI bus made available by the ICD ACSI->SCSI adaptor.

Your comment above suggests that this *is* possible. However, since posting the
query, I have been told that SCSI devices on the Mac tend to want to talk
directly to the SCSI chip and hence don't work under Spectre. So far no-one has
been able to give me a definitive answer and with CD-ROM down to 280-odd pounds
(from Corporate Computing, advertising in the UK edition of Computer Shopper)
and with Atari being so recalcitrant about re-marketing the CDAR stuff, I
thought it'd be a good route to follow.

++ So, we stuck the correct SCSI chip at the correct address with the
++ correct wiring-pinouts to match a Mac Plus in the MegaTalk board, and THAT
++ will accept hand-scanners, etc, in Mac mode, plus hooking into Appletalk or
++ LocalTalk networks.

This is, of course, the best solution --- for those who have Megas --- guess
which I *don't* have (sigh).

++ Hope this clears it up. Good question!

It's given me renewed hope anyway! In view of the most favourable
interpretation of your answer, I'll see if I can lay my hands on a
SCSI-connectable scanner & s/w and see if it cuts the mustard.

Cheers,

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com

U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.

1085. Re: The inevitable hard disk question.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-17 19:51:09 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991Jan17.195109.25676@cs.ucla.edu>
Source record: 49475

In article <4677@mcrware.UUCP> ric@mcrware.UUCP (Ric Yeates) writes:
>Technically Reclined Netlanders:
>
>I have a 20Meg SH204 Atari Hard disk. I want to upgrade it to a 40Meg SH204.

I want to do something similar with my Megafile 20. I don't want to add a
second drive but rather to replace my old one with a bigger one. Any problem
with doing that? Which Segate drives work? I want _at_Least_ 40 megs.
How much shall I be prepared to spend? Finally, will Atari HDX deal with it?

Thanks a LOT! I just got a Spectre GCR, and my poor hard disk is in a shambles. :-(no room
for my STuff.

Steve

>
>Any replies (EMail or otherwise) would be greatly appreciated.
>
>Ric Yeates
>
>-=-=-=

1086. Re: "Right way" to read the joystick ports ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-17 22:59:19 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <6811@uqcspe.cs.uq.oz.au>
Source record: 49476

In <4454@skye.cs.ed.ac.uk> tkld@cs.ed.ac.uk (Kevin Davidson) writes:

>What is the "right way" to read the state of the joysticks, and return
>everything to normal after I've finished ?

I've done it, but the method has been tucked away in a code module
for quite a while now... Basically,

1. Adjust the joyvec to point to your routine
(I think you use an XBIOS call to do this)
2. Tell the IKBD to send joystick packets for each joystick
position change. (an XBIOS call again)

3. Before you quit, re-enable the mouse.

Your routine is a parameterless procedure, and the joystick
values are contained in some registers. I'm a bit vague on this part,
so if nobody has any accurate data, I'll post my code.

I'd say it is right, I works on a 520 and a Mega 4, so that's enough
for me.

1087. MAC 128K ROMs to barter (or sell as a last resort)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-17 23:36:03 UTC
From: kron@aiki.Central.Sun.COM
Message-ID: <6209@exodus.Eng.Sun.COM>
Source record: 49477
Cross-posted to: comp.sys.atari.st.tech,comp.sys.mac.wanted,comp.sys.mac.hardware,comp.sys.atari.st

I think I've managed to barter a few sets of 128K ROMS (haven't closed
the deal yet) so if anyone is interested I would be willing to
sell/trade. I'm looking for a color monitor (used is fine) for
the ST. As well as software development stuff for the MAC.

kk

--
Kenneth Kron (kron@eng.sun.com)

The opinions I gave were mine, the opinions you form are yours.

1088. Specter GCR and 68000 accelerators

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-17 23:38:57 UTC
From: kron@aiki.Central.Sun.COM
Message-ID: <6210@exodus.Eng.Sun.COM>
Source record: 49478
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am thinking about using an accelerator primarily to speed up my
ST in MAC mode. Will it work? How much performance increase?
Which one?

kk
--
Kenneth Kron (kron@eng.sun.com)

The opinions I gave were mine, the opinions you form are yours.

1089. Re: IO Redirection (before a pexec)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-17 23:48:15 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan17.234815.19695@convex.com>
Source record: 49479
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jan14.173507.19761@csug.rdg.ac.uk> adp@csug.cs.reading.ac.uk (Andrew Pollard) writes:
>Hello,

yo...

> I am trying to write a shell program (due to the idiosyncracies of gulam),

join the club...i, too am doing this, which makes me wonder why we can't just start with gulam source (unless, of course, the author used ATT/BSD code :-).

>I have made several attempts to do input/output redirection with varying degrees
>of success. Please could someone out there tell me the 'proper' way to redirect
>IO before a pexec call (thinking in terms of a shell program). Do you have to
>preload the program, do the redirection, and then re-pexec, etc.

normally, u use Fdup/Fforce to force stdin/stdout/stderr handles to open file handles. the shell opens the files before the Pexec and closes them after. i don't have code handy, or even a man page, so in general, do:

1) parse cmdline, looking for redirection

2) if so, open the file names (or pipes)

3) Fforce std device handles (stdin, etc) to the open file handles (i would think about opening the files binary, rather than text, as well)

4) set up the command and do the Pexec

5) on return, close the files.

note that i recently posted a reasonable popen/pclose, though the MiNT versions would be better.

you can also do something like this:

```
sprintf (pcmd, "%c%s %s >file", (char) strlen (cmd), cmd, args);
Pexec (..., cmd, ...);
```

tho i have only been able to redir stdout this way (not stdin). this is probably not recommended, at least by me (and doubtless those code police out there who will no doubt jump on me), but it is quick (and dirty). this does not work for all programs. the Fforce should, however.

i have written a tiny shell, invoked by my cc(1) to start the various passes of alcyon, which normally cannot be redirected by gulam. i can mail it to u if u want.

along these lines, for those of u that are writing a shell, i would offer these suggestions, based on lack of features in gulam:

1) pipes are a must, i.e. "ls -l | grep xxx | wc -l"

2) args in quoted strings include spaces, i.e. grep "a string" file passes "a string" as a single arg to grep, with an imbedded space

3) make it portable

4) support MiNT (and add job control, if possible)

5) RELEASE SOUCE CODE!!!! then the rest of us can improve your work (and be more productive, since YOU also benefit from these improvements)

6) personally, i like history accessible via emacs/vi/cursor keys a l tcsh/ksh.

7) command prompt should be able to deal with imbedded escapes (i.e. ESC p/ESC q for reverse video). gulam gets confused

8) make it possible to redirect inside scripts

9) make it possible to do things like "sh file" (or, if memory serves, "echo 'command' | csh -s")

10) loadable common programs (cat, ls, grep, etc) which stay in memory (i'd rather have them in /bin, too)

11) support something like SLASHCHAR env variable, so cmd lines can use either "cmd /path/file" or "cmd \path\file". shell translates according to SLASHCHAR before exec'ing cmd. it would be nice to support alternate device names, e.g. "/dev/c" for "c:" in cmd lines and scripts.

12) soft links would be a definite plus, if u feel ambitious...

these are some of the things i would do to, if/when i write my shell. i would also do away with builtin emacs/file xfer, etc. there are plenty of good standalone codes for this. still, gulam has served us well for all these years. and it is very solid, at least in my experience...

pleasant programming....

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1090. Re: HELP ICD formatter won't format QUANTUM QA250

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-18 03:57:13 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan18.035713.14518@actrix.gen.nz>
Source record: 49480

```
In article <tpj.664042060@achilles> tpj@iti.org (Thomas Jensen) writes:
>
> == Please respond via e-mail to address at end ==
>
>
> I'm trying to make an ICD hostadapter use a Quantum QA250 ('goldtop',
40
> MB). Even if the disk isn't supported by the ICD software (it doesn't
appear
> in the list in ICDFMT.DAT), I should be getting more response.
>
> Symptons
>
> -1 Power up harddisk, wait for usual SCSI bipping signalling drive
running.
>
> -2 Power up ST, with floppy A from the ICD distribution in the drive
> (the disk with an autofolder)
>
> -3 Observe harddisk lamp flicker as part of booting
>
> -4 start ICDFMT.PRG
>
> -5 press key, ICDFMT looks for drive
>
> -6 ICDFMT reports QUANTUM QA250, SCSI ID 0 LUN 0 as only drive found
>
> -7 there are three buttons in that box, [rescan] [continue] [quit]
> If I hit [continue] (with mouse or ENTER) nothing happens.
!!!!!!!!!!!!!!
> If I hit [rescan] or [quit] the program does what it's asked to do.
>
> Setup:
>
> ICDFMT.PRG v 3.10 date 10-10-89.
> ICD adapter bought in 1990 (one flying resistor on the print..).
> Atari ST with TOS 1.2.
> QUANTUM QA250 (ROM r A) with rightmost jumper (end away from address)
in,
> all other out.
>
> The Atari is able to see the ICD clock (using the ICDTIME.PRG), so the
> adapter is at least connected OK.
>
```

> I have diagnosed that the QA250 doesn't appear in the ICDFMT.DAT file,
i.e.
> that the drive isn't supported, but I thought that I should at least
get a
> message to that effect (the choice of OTHER in the drive type select
menu
> after the drive scan dialog).
>
> To compound the problem, I have lost my printed ICD manuals (by the
simple
> process of moving from Copenhagen to London).
>
> Please send any hints/advice etc by follow-up or e-mail to the address
> below, since this is posted by a friend
>
>
> Thanks
> Jens e-mail: jensting@titan.ee.ic.ac.uk
>
> Mr Jens Tingleff, M.Sc.EE. PhD student at
> Imperial College, Dept of EE, Exhibition Road, London SW7 2BT,
England
> In a previous mode of existance: jensting@diku.dk
> "If only you could see what I have seen with your eyes" Roy, 'Blade
Runner'
>
>
> --
>
$$$
$$
> Thomas P. Jensen (einstein@diku.dk)
> System-librarian
> "Per libros ad astra"

ICD did bring out a New set of programs in Dec. 1990, also the Formater
is now Version 4.76, also Note: these is a Fix program for Quantum
Drives called BOOTFIX, this could help..

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1091. Re: Problems/Questions about Chinon HD drives.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-18 04:08:18 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan18.040818.14703@actrix.gen.nz>
Source record: 49481

<2634@krafla.rhi.hi.is>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: adamd@rhi.hi.is

Note: The drive select lines and the side select are not buffered, they
are just LPTTL, this is easly overloaded with the pull up resistors that
are fitted to OEM drives, use a LPTTL IC O/C that can drive into
500 ohms, the normal pull up resistor for OEM drive are 1 K ohms, so
with 2 drives that will be 500 ohms, If I remember the IC is 74LS05, but
correct me if I am wrong, Atari use about 2.7 k resistors in there
drives...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1092. Serial Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-18 05:44:09 UTC
From: ersys!arktik@nro.cs.athabascau.ca
Message-ID: <aggyV1w163w@ersys.uucp>
Source record: 49482

A friend of mine runs a ///Turbo Board ST system. He has two computers set up, each running a copy of Turbo Board. However, he has no way of communicating (i.e. teleconference) between the two computers.

We originally had a door that let two users chat over the midi cables. However, you can't page other users, or know when they are on.

We tried SGS-Net and MidiNet (from MX2). However, Turbo/FoReM are extremely stubborn in that respect, and bug up when you try and use them.

What we would like to know, is is there an efficient method of networking the hard drives on bother computers together, as well as maybe a ramdisk? This would simplify it greatly.

I hope you can help,

____
//\\...Liberty...Equality...Fraternity...Atarity...\ ||| All opinions,
__/____/ / | \ expressed
[=FoReM-Net:The=Follower===@=Node=171=The Outland==] herein are always
[=UUCP:ersys!arktik@nro.cs.athabasca.ca============] true, as I am
[=Ryan Daum=======================================] Divinity.

1093. DESKTOP.INF File extentions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-18 11:25:21 UTC
From: neil@cs.hw.ac.uk
Message-ID: <5259@brahma.cs.hw.ac.uk>
Source record: 49483

This has probably been mentioned before but ...

Wouldn't it be a nice idea if Atari were to assign a desktop info file
entry to application use.

eg. #+ APID PR#1 PR#2 ...

Where #+ would be the unique (and as yet unused) identifier for an application
line, APID would be for the application to identify lines that were for it,
and PR#1 etc would be the parameters for the application.
APID's would work in a similar way to Cookies and XBRA id's in that ones that
begin with an '_' would be reserved for Atari applications (Maccel etc).

This would mean that application and accessory configurations could be saved
in DESKTOP.INF and reconfiguration take place with shel_get/put. (I know the
buffer has a maximum size TOS 1.0-1.2 1024, TOS 1.4 4096)

If Atari have not got this in mind already perhaps they would like to give it
some serious consideration. Anyone else like to comment?

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1094. Re: "Right way" to read the joystick ports ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-18 14:50:47 UTC
From: kilian@seas.gwu.edu
Message-ID: <2566@sparko.gwu.edu>
Source record: 49484

In article <6811@uqcspe.cs.uq.oz.au> warwick@batserver.cs.uq.oz.au writes:
[...]
>
> Your routine is a parameterless procedure, and the joystick
>values are contained in some registers. I'm a bit vague on this part,
>so if nobody has any accurate data, I'll post my code.
>
[...]

The joystick routine called by the XBIOS gets a pointer to a status block (in A0, I think). The first byte identifies the joystick that caused the event, the second and third byte contain the current values of joysticks 0 and 1.
You should be somewhat careful about saving registers in your joystick routine, and make it short. I usually copy the joystick values to some global variables which are polled by the program.

Hope this helps.

Jens Kilian

--
\/// Internet: kilian@seas.gwu.edu |Snail: 4715 MacArthur Blvd. \\\/
/// UUCP: ...uunet!seas.gwu.edu!kilian| Washington, DC 20007 \\\
\\\ [These addresses will change (to kilian@cc.gatech.edu) soon] ///
/\\\ "Wos deht ich-en so gern haage, awwer er spihrt doch nix ..." ///\

1095. Re: Monitor and floppy plug/socket source

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-18 15:29:50 UTC
From: tmp@doc.ic.ac.uk
Message-ID: <2746@gould.doc.ic.ac.uk>
Source record: 49485

Great!! Thanks for the info.

Now, does anyone know where to get 19 pin D-type plugs from?
(as used on the DMA port).

Cheers, Trev..

1096. PC Serial Mouse to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-18 16:52:24 UTC
From: dalessio@motcid.UUCP
Message-ID: <5618@feldspar23.UUCP>
Source record: 49486

I have asked this question a couple of times and received
a few responses, but none to actually answer my question.
I hope someone can help.

How can I connect a Microsoft compatible SERIAL mouse to
my ST?

I have seen messages telling how to connect a bus mouse to
the ST, but not a serial mouse. Some people from comp.sys.ibm
have told me that a serial mouse and a bus mouse are the same.
So I believe there should be a way to connect a serial mouse
to the ST. I cannot find bus mice sold separately from the
cards (anyone know of a place?).

Thanks to everyone who responded to me, and thanks for any
new help!

```
**********************************************************************
* ****************************************************************** *
* * * * *
* * Mario D'Alessio Motorola, Inc. * *
* * dalessio@motcid.UUCP Cellular Infrastructure Group * *
* * * * *
* ****************************************************************** *
**********************************************************************
```

1097. NEC 3D and IB Multisync switchbox

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-18 22:08:27 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan18.220827.4568@ecst.csuchico.edu>
Source record: 49487

After having my NEC 3D for almost two months, I have <<<*FINALLY*>>> gotten a switcher that works and works WELL.

I'm not going to go into detail about how I ended up with what I ended up with, but I spent *A LOT* of time waiting for things to arrive via UPS and I made A LOT of phone calls trying to iron things out.

Before I tell you what I have, lemme say that you should avoid the Omniswitch like the plague! I went through three of them and they were all bad. None of them worked with my NEC 3D. One of the places I called about the switchbox I have now won't even carry the Omniswitch because he knows they are sh*tty.

I am now using an IB Multisync switchbox. IB Computers of Beaverton, Oregon distributes them; they are made somewhere in Europe. It's a very sturdy, well-designed, and well-built box. It's made of metal and measures about 2"x3". It has audio out and audio in ports. It has about an 18" cable going to the ST and a very, very long cable for the multisync. At the end of the multisync cable is a *male* 9-pin plug, which I thought was kinda strange, but IB says that only within the last few months have multisync monitors become rather standardized. Therefore, I needed a female 9-pin to female 15-pin converter since my 3D has a male 15-pin plug; I got that from a place in Computer Shopper called DALCO, since I got my NEC 3D used and it didn't come with one. The switchbox retails for $70, but can be found for less than $55. It uses a 9V, 500milliamp power adaptor that I needed to sync in monochrome so I used the one from my Atari 2600 in the closet.

So what's the verdict? Do I like it? Yes, I like it very much. Was it worth the effort? Yes, I think so. The NEC 3D is a VERY nice monitor. I saw the Acer/Omniswitch combo at my dealer; to test it, I typed in a small note using NeoDesk 3.0's desktop notepad feature and I couldn't even read what I wrote. NeoDesk uses a 6x6, the smallest font, and it was very difficult to read. I did the same on the 3D and it was crisp. I won't vouch that the 3D is as clear as an SM124, but I don't need a magnifying glass on the 3D's 14" screen to see the 8x8 or 6x6 fonts. I'm not as picky as others about the sharpness of the monochrome monitors, but the 3D comes quite close. The color on the 3D is also extraordinary. With the Omniswitch, the reds were pastel and the screen was very large, even though it was shrunk down to its smallest size. Whatever the IB switchbox has done differently, it does it well.

I saw the Sony CPD1302A at a friend's house. I've heard from several people that it's better than the 3D for connecting to the ST. I regrettably didn't examine upclose the clarity of the monochrome, but it and the color both looked great. The screen adjustment controls are at the back of the 1302 which is a disadvantage; they're on the front of the 3D. The mechanical click of the 1302 syncing could also be heard when switching between color and mono.

So there ya' go. As always, if you have any questions, you know where to reach me.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1098. Re: Mark Williams C funnies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-18 22:55:23 UTC
From: gcarter@gumby.cs.wisc.edu
Message-ID: <1991Jan18.225523.22934@daffy.cs.wisc.edu>
Source record: 49488

MWC's CSD is flaky as all hell. I am surprised your actually trying to use that thing. If your doing something that complex, that you need a source debugger, I would trash MWC and get Borlands package.

THERE are a LOT of strange things that compiler system does for the ST, if you don't at least have version 3.0.6 I really question whether its useful for anything but light and medium-light jobs.

Gregory

1099. Re: PC Serial Mouse to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-19 03:43:29 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <40480@ucbvax.BERKELEY.EDU>
Source record: 49489

The microsoft bus and serial mouse are the same BECAUSE they have a little adaptor w/active electronics to change the bus mousedata info into serial data. This really confused me too.@:0-) But anyways, no a MS compatible serial mouse will not work cause they have their data already encoded in serial format (at leats not w/ a simple cable.

1100. msdog/tos networking?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-19 12:52:23 UTC
From: buggs@cup.portal.com
Message-ID: <38215@cup.portal.com>
Source record: 49490

I was wondering if there was a way to connect my Mega4 and my '386PC
together in some form of LAN to swap files back and forth?
Has anyone successfully performed this?
Is there a commercial pakage to perform this?
ANY help/info would be VERY appreciated!

Ed June
FidoNet 1:133/308

1101. SCSI observation

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-19 16:04:57 UTC
From: kenc@vaxb.acs.unt.edu
Message-ID: <1991Jan19.161057.44274@vaxb.acs.unt.edu>
Source record: 49291

There has been quite a bit of discussion about whether SCSI devices will work with the Spectre and ST world. I don't have a Spectre, so I can't specify for that machine, BUT the components DO work!
I bought an ICD host adapter, and an ST296N mechanism, (with power supply), and had that running just fine on the ST...after a while, I decided I needed more storage on my Mac plus. I had two 20MB Mac harddrives.
All I did was switch the SCSI mechanisms. I took the two 20MB mechnisms, and hooked them into the cable coming off the back of the ICD, and put the 296N on the cable on the inside of one of the 20MB cases. Boom! 40MB on the ST, and 85MB on the Mac. It worked.
What I'm getting at is that the mechanisms SHOULD work interchangably, right? If the ST can 'see' the SCSI device, then is there any reason the Spectre won't? Seems like you'd just have to format a spectre-specific partition, and you're off and running...

+---------------------------------+--+
Ken Corey	
kenc@vaxb.acs.unt.edu	"Look, I just can't work up the energy
SysOp:Intersect BBS	to be concerned about apathy."
214/317-5722	
+--Disclaimer: These opinions are mine. Hell, I can barely GIVE 'em away!---+

1102. Re: msdog/tos networking?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-20 01:12:50 UTC
From: ritchie@hpdmd48.boi.hp.com
Message-ID: <6560003@hpdmd48.boi.hp.com>
Source record: 49292

```
>
>I was wondering if there was a way to connect my Mega4 and my '386PC
> together in some form of LAN to swap files back and forth?
>Has anyone successfully performed this?
>Is there a commercial pakage to perform this?
>ANY help/info would be VERY appreciated!
>
>Ed June
>FidoNet 1:133/308

The KA9Q TCP/IP package should be able to do this via SLIP (I think). Anyone
know the answer for certain?

-- Dave Ritchie
ritchie@hpdmd48.boi.hp.com
```

1103. Re: SCSI observation

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-20 03:15:23 UTC
From: kawakami@volcano.Berkeley.EDU
Message-ID: <1991Jan20.031523.14456@agate.berkeley.edu>
Source record: 49293

In article <1991Jan19.161057.44274@vaxb.acs.unt.edu> kenc@vaxb.acs.unt.edu writes:
> What I'm getting at is that the mechanisms SHOULD work interchangably, right?
> If the ST can 'see' the SCSI device, then is there any reason the Spectre
>won't? Seems like you'd just have to format a spectre-specific partition, and
>you're off and running...
>
>
>+---------------------------------+--+
>| Ken Corey | |
>| kenc@vaxb.acs.unt.edu | "Look, I just can't work up the energy |
>| SysOp:Intersect BBS | to be concerned about apathy." |
>| 214/317-5722 | |
>+--Disclaimer: These opinions are mine. Hell, I can barely GIVE 'em away!---+

The SCSI-Spectre incompatibility problem probably has more to do with the
way the Mac software deals with SCSI.

Dave Small seems to have written software to convert the Mac disk file I/O
into something that the Atari/GCR can do. Mac SCSI devices probably demand
more specificity and might even bypass the OS software if it is inadequate.
If the last thing is not the case, then there might be a software (non
megatalk) method of using Mac SCSI devices on the ST. Of course, since
Small was revving up with appletalk compatibility anyway, it probably made
more sense to do SCSI in hardware anyway.

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami
Amateur crank! My Atari Macks!

1104. Re: msdog/tos networking?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-20 14:00:11 UTC
From: mspacek@fquest.fidonet.org
Message-ID: <1qs3V3w162w@fquest.fidonet.org>
Source record: 49294

buggs@cup.portal.com (William Edward JuneJr) writes:
> I was wondering if there was a way to connect my Mega4 and my '386PC
> together in some form of LAN to swap files back and forth?
> Has anyone successfully performed this?
> Is there a commercial pakage to perform this?
> ANY help/info would be VERY appreciated!

Well, there was a guy who lives here in Austin, Texas who did something kinda interesting along the lines you descibe, although I'm not sure its exactly what you want. He ran a Fido board on his ST called the Database for a while. It was a most unusual setup. He had an ST with a plug-in cartridge that gave him a second RS-232 port that he had bought in Germany when he was stationed there. He also had a PC with several hard drives and a tape backup unit. He ran PC-Ditto (software version) on the ST. He ran a TSR on the PC and the ST (running under PC-Ditto) that made the PC act as a file server to the ST (or visa-versa if he had wanted I suppose, but he didn't have all those hard drives for the ST). I don't remember the name of the TSR, but apparently it allowed one PC (or an ST that thinks its a PC) to get files from the other PC over a serial null-modem connection transparently to the software. The software thinks its accessing a disk drive (it is, but its on the other PC).. Anyway, he ran Quick BBS on the ST under PC-Ditto and kept all the big files on the PC, accessing them as if it were a big disk drive.
I realize its kinda complicated and not exactly what you asked for. But I thought it was an interesting tidbit and couldn't resist it.

The following opinions are my own and not those of anyone else who might be registered on fquest.fidonet.org. All flames can be sent to alt.flames since we don't read that here.

1105. Re: msdog/tos networking?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-20 17:40:48 UTC
From: jlf@h.cs.wvu.wvnet.edu
Message-ID: <1210@h.cs.wvu.wvnet.edu>
Source record: 49295

From article <6560003@hpdmd48.boi.hp.com>, by ritchie@hpdmd48.boi.hp.com (David Ritchie):
>>
>>I was wondering if there was a way to connect my Mega4 and my '386PC
>> together in some form of LAN to swap files back and forth?
>>Has anyone successfully performed this?
>>Is there a commercial pakage to perform this?
>>ANY help/info would be VERY appreciated!
>>
>>Ed June
>>FidoNet 1:133/308
>
> The KA9Q TCP/IP package should be able to do this via SLIP (I think). Anyone
> know the answer for certain?

Yep, it'll work just fine. A friend who owns a PC compatible and I used
KA9Q to connect our machines together over the phone lines at 2400 baud and it
worked without a hitch. We tested FTP and TELNET with no problems. If you
want, and can throw together the necessary hardware, you can get even higher
speeds using the MIDI port. If I ever get a TT, I'm going to use KA9Q to
network the two machines together.

I've forgotten which FTP site has the most recent version. Anybody else
know?

>
> -- Dave Ritchie
> ritchie@hpdmd48.boi.hp.com

--
Jack Forester, Jr. * Disclaimer: My opinions are mine and mine *
jlf@a.cs.wvu.wvnet.edu * alone! I don't share my opinions *
West Virginia University * with anyone! :-) *
Dept. of Computer Science * *

1106. Re: Getting music data off of CDs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-20 20:10:52 UTC
From: seitz@netcom.UUCP
Message-ID: <21462@netcom.UUCP>
Source record: 49296
Cross-posted to: alt.cd-rom,comp.sys.atari.st,comp.sys.atari.st.tech

In article <D138F66B195F000A81@yubgef51> ____ Zarko Berberski ____
<EBERBERS@YUBGEF51.bitnet> writes:
>
>{_ Maxon Computer GmbH have printed in 1989 a book :
>
> SCIEBENKLEISTER II
>
> The book is about all mass storage devices for Atari ST
>including WORM-s and : CDAR504 - Atari CD-drive.

Is there an English translation of this book?

--
Matthew Seitz
seitz@netcom.UUCP
netcom!seitz

1107. Re: msdog/tos networking?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 02:16:35 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3411.279a08b3@miavx1.acs.muohio.edu>
Source record: 49297

In article <1210@h.cs.wvu.wvnet.edu>, jlf@h.cs.wvu.wvnet.edu (Jack L Forester,,2933607,6526712) writes:
> From article <6560003@hpdmd48.boi.hp.com>, by ritchie@hpdmd48.boi.hp.com (David Ritchie):
>> The KA9Q TCP/IP package should be able to do this via SLIP (I think). Anyone
>> know the answer for certain?
>
> Yep, it'll work just fine. A friend who owns a PC compatible and I used
> KA9Q to connect our machines together over the phone lines at 2400 baud and it
> worked without a hitch. We tested FTP and TELNET with no problems. If you
> want, and can throw together the necessary hardware, you can get even higher
> speeds using the MIDI port. If I ever get a TT, I'm going to use KA9Q to
> network the two machines together.

In the Docs for KA9Q I remember reading about a simple modification for the MIDI ports that would allow them to do the standard 38.4K of serial ports, which would help the speed problem. Does anyone have anymore information about this mod?

On another related note, there was a set of prgs that allowed to ST's to be netowrked of the serial ports. I had this working between a friend of mine ST and mine. His had the hard drive, and they showed up on my desktop as regular drive icons. Programs could be copied just like if the drives were really there. Also, the the server computer (his) could operate normally, with only a little bit of slowdown. But I can't remember the name of the prg though, but I think it is on Atar.Archive.

But if the Midi ports were modified to 38.4K, and the server software modified to run as a TSR on an IBM, then this would be the ideal set-up. It would allow both computers to run uninterupted, and the ST would see the IBM's hard drive as regular drives.

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

1108. Old Missile Command Game (Arcade Upright Style)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 03:42:19 UTC
From: aa377@cleveland.Freenet.Edu
Message-ID: <9101210342.AA06030@cwns12.INS.CWRU.Edu>
Source record: 49298

I post this here in hopes that some tech-type from Atari will see it and be able to help me. I have an Old Arcade Missile Command game (Upright version, not cocktail) and I was wondering a few things about it...

#1. Can the monitor inside be adapted to recieve normal NTSC signals (IE. Can I plug my VCR into it without SERIOUS hacking)

#2. Can the Video Signal be easily moved out onto a Composite type monitor?

#3. Is the Trak Ball inside the machine anything like the "Trak-Ball" (Black rectangular looking thing, with triangular buttons on either side) and can I use/convert it to a mouse.

The ultimate goal of all of this is I would like to use the housing for my Amiga1000 (I know, boo hiss ;)

Could any replys be sent to my E-Mail address as well as being posted. Our site gets Atari.st.tech on a "sometimes maybe" basis and I might miss the reply.

Thanks in advance!

Oh! I forgot. Any clues on if it's possible to get an "Operation, maintenance and service" manual for this beast?

Ken Kopin
--
I just typed this in.
No, really; I did.

1109. Re: Hidden Files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 05:38:55 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Jan21.053855.1449@mailer.cc.fsu.edu>
Source record: 49299

In article <1991Jan16.163558.26338@arc.ab.ca>, erkamp@arc.ab.ca (Bob Erkamp) writes:
>Is there a program that will 'reveal' hidden files on the atari? I was using
>STMirror on my drive and discovered a hidden file (Neodesk.dat) and I think
>that it really sucks that NeoDesk 3.0 creates this file. I would like to know
>what's in it and why it's there.
>
>Bob

This file contains the extended volume name for that partition. This is nice,
because you can change it whenever you want, and can use more characters
and spaces. Thus, the bottom of your windows will say "programming" or
"utilities" so you know where you are. I personally think it was a good
idea to make this file hidden, but if you really need to see it the Universal
Item Selector will show it (in light print).

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

1110. Re: PC Serial Mouse to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 05:47:26 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Jan21.054726.1628@mailer.cc.fsu.edu>
Source record: 49300

In article <40480@ucbvax.BERKELEY.EDU>, emerson@gandalf.Berkeley.EDU (Emerson Mei) writes:
>The microsoft bus and serial mouse are the same BECAUSE they have a
>little adaptor w/active electronics to change the bus mousedata info
>into serial data. This really confused me too.@:0-) But anyways, no
>a MS compatible serial mouse will not work cause they have their data
>already encoded in serial format (at leats not w/ a simple cable.

Forgive me for being thick, but let me as some questions.

1. Is the MS mouse unit (that which has the buttons) the same for
bus/serial versions? That is, where exactly does the serial
electronics reside?

2. If not, then buy cutting the end plug from the serial version
will I have the equivalent of a circumcised bus version?

3. If #2 is true, is there any standard color assignment for the wires
so I can make the famous ST<->MS mouse adaptor?

The basic premise is this: I have an MS mouse SERIAL version, and would
like to hook it to my ST, and would be willing to cut off the end plug.
--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

1111. hooking up vga cards to ST's

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 05:50:14 UTC
From: cstein@jarthur.claremont.edu
Message-ID: <10377@jarthur.Claremont.EDU>
Source record: 49301

Does anyone know how to hook up a VGA card (or super VGA card) to a Mega ST.

I've been thinking about it and it would be pretty neat to do. I wouldn't expect TOS to use it; I was thinking it would be an extra monitor so one could be using the standard Atari monitor while looking at a picture displayed on the other monitor with the VGA card. It would be for display purposes only, not for general use (which would probably involve some major hacking of TOS).

Can anyone help? Has anyone done it?

--Cliff

1112. SIMM / MULTISYNCH

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 07:19:00 UTC
From: jennie@ius2.cs.cmu.edu
Message-ID: <11626@pt.cs.cmu.edu>
Source record: 49302

Two quick questions:

1) Are the ST SIMMS "standard" ie. will 8 bit SIMMS from IBM dealers
work in the ST, and what speed should they be (80ns, 70ns, ...) ?

2) Can a MultiSynch monitor (eg. NEC 2A) be hooked to an ST.
How (I don't have a multisynch yet so don't get too technical -
just an outline will be fine) ?
Will it display all three resolutions ?

OK, so it's really six questions. Can anyone out there in netland help ?
Thanks.

1113. Hidden folders (was Hidden Files)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 10:48:31 UTC
From: hvaalde@cs.vu.nl
Message-ID: <8800@star.cs.vu.nl>
Source record: 49303

reading about hidden files, I remembered the following:

When I transfer files from a Macintosh to my atari disk (MSDOS format)
the mac always create a HIDDEN FOLDER named resource.rfk (or something like that
Now the problem:

The desktop discard the hidden bit for folders or show them as files (I think)
Neodesk does it correct and doesnot show it ever (version 3.x, 2.x shows it
as a file)
LGSELECT show the hidden folder as a hidden file

How should I delete the file in the folder and the folder itself?
(I found a rather complex way but it shows that several people never realise
that folders too can be hidden)

Just a brainwave form Harold van Aalderen (hvaalde@cs.vu.nl)

1114. memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 11:01:11 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1991Jan21.110111.333@daimi.aau.dk>
Source record: 49304

I'm planning on upgrading my 1040 from 1M to 4M. I want
to do it by replacing all 256K drams with 1M instead.

What I want to know is:

Is this possible at all?

Has anybody else tried it? (any experiences they want to share)

Is it as simple as taking the old ones out and solder the new ones in?

Should I use sockets for the new chips?

Christian Lynbech
University of Aarhus, Denmark
email: lynbech@daimi.aau.dk

1115. Re: "Right way" to read the joystick ports ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 11:16:34 UTC
From: hvaalde@cs.vu.nl
Message-ID: <8801@star.cs.vu.nl>
Source record: 49305

warwick@batserver.cs.uq.oz.au (Warwick Allison) writes:

> 1. Adjust the joyvec to point to your routine
> (I think you use an XBIOS call to do this)
The vector to be changed is found using the Kbdvbase() function which returns
a pointer to a structure which contains the joystick vector at an offset of
0x10 I think
Changing this vector should be done before telling the Keyboard processor to
send joystick information to avoid changing the vector during an interrupt.
Changing the vector cannot be done by any Xbios call or any other system call
for that matter.
Since the routine is executed during an interrupt it should be sort and fast
(maximum 1ms = about 1000 instructions) you cannot use any BIOS XBIOS GEMDOS
calls or any routines form VDI or AES during the interrupt.
A pointer to a packet containing the joystick information is found in A0
you are free to change the registers A0,A1 D0,D1,D2 without saving them (I think
end the routine with an 'rts' instruction

> 2. Tell the IKBD to send joystick packets for each joystick
> position change. (an XBIOS call again)

You can tell the keyboardprocessor to send joystick information using the xbios
function Ikbdws().
It is a could idea to have your interrupt routine just copy the information
of the status packet to some global variables. any setting another global
variable (say JOY_VALID) to tell your program that the information is valid
Your main loop can than read its own global variables when the JOY_VALID is
true and set it to false when it did so. this loop can offcourse call any part
of the system whenever it wants to.

> 3. Before you quit, re-enable the mouse.

This can be done easily with Ikdbws() using the keyboard commands for
'report relative mouse positions'

The proper keyboard commands and the format of the status packets can be found
in several books about the Atari
for instance: 'Atari ST intern' or 'Ataris ST Profibuch' (do not know authors)

DISCLAIMER: Information given is based on information read in books mentioned
and some own experience from reading mouse information this way it is never
tried by me in practice. Therefore I cannot be hold responsibly for any kind
of problems or damage resulting from using the information given by me.

(short I don not know if it is correct)

Harold van Aalderen (hvaalde@cs.vu.nl)

1116. Possible 68020 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 11:53:06 UTC
From: jkr@ifi.uio.no
Message-ID: <1991Jan21.115306.17458@ifi.uio.no>
Source record: 49306

I just thought about this the other day, it might have been discussed before:

With a 32bit address bus (such as the 020) you'd have a compatibility problem
with negative short word address mode sometimes used for chip-access
in whiz-bang programs. I am quite sure I've seen assemblers that store
$fffa01 as 00 FF FA 01. On the other hand some assemblers allow you to write
this address as $FA01.W for faster access (some assemblers even optimize with it).

My revision of the developer system doesn't say anything about this. Are the
chip register adresses defined as a negative offset from the top of the addressable
range or as the absolute address 00 FF FA 01 ?

--
K. Rosenvold, jkr@ifi.uio.no / ...!{uunet,mcvax,sunic}!ifi.uio.no!jkr
Short signatures R cute.

1117. Re: The inevitable hard disk question.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 11:58:57 UTC
From: csbrod@informatik.uni-erlangen.de
Message-ID: <1991Jan21.115857.18617@informatik.uni-erlangen.de>
Source record: 49307

ric@mcrware.UUCP (Ric Yeates) writes:

> ? What SCSI ID should the drive be set to?
The SH204 auto-selects target 0 when being switched on and never
releases it. So you have to use SCSI ID 0 on the drive.

> ? Does anybody have any experience with doing this? What drive did they
> use? Software?
Some people reported to have accomplished such a thing. I recall one letter
when someone told me of a working combination of a SH204 host adaptor and
a Quantum drive. This was done using my own hard disk driver software.
I never tested this myself, however.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1118. Re: The inevitable hard disk question.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 12:02:09 UTC
From: csbrod@informatik.uni-erlangen.de
Message-ID: <1991Jan21.120209.18819@informatik.uni-erlangen.de>
Source record: 49308

stephen@oahu.cs.ucla.edu (Steve Whitney) writes:

>I want to do something similar with my Megafile 20. I don't want to add a
>second drive but rather to replace my old one with a bigger one. Any problem
>with doing that? Which Segate drives work? I want _at_Least_ 40 megs.
>How much shall I be prepared to spend? Finally, will Atari HDX deal with it?

Remember you have to use drives with an ST506 interface in a Megafile 20.
By the way, in Germany, there has never been something like a Megafile 20.
Is this the same as the old SH205?

Back to the original question: Any ST506 MFM drive should work. HDX can
be customized to handle the new drive by inserting a drive description#
into the WINCAP file.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1119. GE-Soft adaptors

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 12:59:33 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <1935@xenon.kcl-cs.UUCP>
Source record: 49309

Does anyone out there use more than one drive at once on a GE-Soft interface?
I have a couple of drives that refuse to work together for very long. I have
checked out the usual things- different SCSI addresses, termination resistors,
power supplies etc. Many of these have been eliminated by the use of separate
power supplies and 2 interface boards (The problem persists on both the SCSI
and DMA chains). What seems very odd is that everything works perfectly to
start with, but after about 15 mins, things start to fall apart one partition
at a time (general corruption all over the place).
This sounds like a software problem to me- can anyone shed any light on this?

BTW the disks are a 48M 30ms Seagate ST157N-1 and a 40M 11ms Quantum P40S
(nice drive!). I also tried all possible combinations with a Syquest SQ555.

Thanks,
Marcus Bointon.

1120. Static RAMs please!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 13:10:22 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <1936@xenon.kcl-cs.UUCP>
Source record: 49310

Can anyone out there working for some nice company donate 4 35ns 32K*8
static RAMs to a poor student (me) who needs them for his final year project?
If not, can anyone in the USA give me an idea for prices over there? (these
things are expensive here- about 30-40$ each!).

Many thanks(and hope!) in advance,

Marcus Bointon

1121. Re: msdog/tos networking?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 13:24:00 UTC
From: Alex.Valdez@bbs.actrix.gen.nz
Message-ID: <1991Jan21.132400.5302@actrix.gen.nz>
Source record: 49311

What exactly is KA9Q? It's the first time I've heard of it. Is it
public domain?

--
Alex Valdez

1122. Re: PC Serial Mouse to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 15:42:41 UTC
From: dalessio@motcid.UUCP
Message-ID: <5625@feldspar23.UUCP>
Source record: 49312

In talking to someone about the MS serial and bus mice, I found out
that within the serial mice there is some electronics to convert the
output of the "rolling sensors" (don't know the official name) to
the serial data a serial port requires. He said that in order to
use a serial mouse with the ST, you have to open the mouse and
reroute the "rolling sensors" output directly out the mouse plug,
bypassing the electronics.

He is going to help me do the conversion. If I can explain it
(I am not electronically inclined), I will post instructions
on the net.

****
* ** *
* * * * *
* * Mario D'Alessio Motorola, Inc. * *
* * dalessio@motcid.UUCP Cellular Infrastructure Group * *
* * * * *
* ** *
****

1123. Re: Possible 68020 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 18:23:47 UTC
From: rosenqui@crc.skl.dnd.ca
Message-ID: <1991Jan21.182347.19451@crc.skl.dnd.ca>
Source record: 49313

In article <1991Jan21.115306.17458@ifi.uio.no> jkr@ifi.uio.no (Johan Kristian Rosenvold) writes:
>
>I just thought about this the other day, it might have been discussed before:
>
>With a 32bit address bus (such as the 020) you'd have a compatibility problem
>with negative short word address mode sometimes used for chip-access
>in whiz-bang programs. I am quite sure I've seen assemblers that store
>$fffa01 as 00 FF FA 01. On the other hand some assemblers allow you to write
>this address as $FA01.W for faster access (some assemblers even optimize with it).
>
>My revision of the developer system doesn't say anything about this. Are the
>chip register adresses defined as a negative offset from the top of the addressable
>range or as the absolute address 00 FF FA 01 ?

On the TT they solved this by mapping $FFxxxxxx and $00xxxxxx to the
same physical address, so $FFFA01 == $FFFFFA01.

I'm not certain (I don't have the TT developer docs), but I believe
the recommended method is to use $FFFFFA01. What to do for the
cartridge port is the problem, since it's not in the $FFxxxx range.

Eric

1124. Re: NEC 3D and IB Multisync switchbox

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 19:52:19 UTC
From: bill@mwca.UUCP
Message-ID: <1798@mwca.UUCP>
Source record: 49314

In article <1991Jan18.220827.4568@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>[discussion of switchbox woes deleted]
>I am now using an IB Multisync switchbox...
>...for less than $55. It uses a 9V, 500milliamp power adaptor that I
>needed to sync in monochrome so I used the one from my Atari 2600
>in the closet.

I'm surprised a power supply is needed. I've built a cable (RF nightmare, I'm sure, but the picture quality is perfect with the Sony 1302) which has a headphone jack for audio and a switch for mono/color switching. No need for a power supply, the switch grounds the mono detect line when in mono mode from the ground connection of the monitor port. It's ugly, but works perfectly, and the headphone connection allows me to use my powered speakers for awesome sound, or a small amplifier I built around Radio Shack's amplifier chip for ~$10 with headphones for non-powered speakers. Perhaps the IB switchbox has an amplifier in it for which power is needed? Anyway, my setup just looks like a serial cable with a headphone socket and an ugly pink toggle switch a few inches from the ST end. I've hardwired the nine-pin female connection for the Sony, but would be easy enough to rework for other connections.

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond __/_!!
########Opinions expressed are my own, though you'd be wise to adopt them!########

1125. Re: Hidden folders (was Hidden Files)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 23:22:41 UTC
From: ss60wbi@sdcc4.ucsd.edu
Message-ID: <15861@sdcc6.ucsd.edu>
Source record: 49315

You can make ANY file think it's a folder by fiddling with GEMDOS(67). This call will let you read or write all the file attributes for anything on the disk, HIDDEN, SYSTEM, PROTECTED, all that. I shudder to think of what's going to happen to the disk structure if the file isn't actually a folder, though. A friend of mind was goofing around with folder structures and managed to put a folder inside itself, transforming it into Rusty the Undeletable Folder..
And to whoever was trying to find out what hidden files are on his harddrive, START just published my "Hide-O-Rama." It lets you view and change the attributes for HIDDEN and SYSTEM files. Little Green File Selector also displays HIDDEN files, and I think UIS does as well.
That way to a man's heart is through
his ribcage,
Greg "Maddog" Knauss

1126. Re: The inevitable hard disk question.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 23:41:29 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991Jan21.234129.2845@cs.ucla.edu>
Source record: 49320

In article <1991Jan21.120209.18819@informatik.uni-erlangen.de>
csbrod@informatik.uni-erlangen.de (Claus Brod (turo)) writes:
>stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
>
>Remember you have to use drives with an ST506 interface in a Megafile 20.
>By the way, in Germany, there has never been something like a Megafile 20.
>Is this the same as the old SH205?

Yes, the Atari part number for the Megafile 20 was SH205. Thanks for the
information. I would have maile dthis but I figured some might want to
know what a Megafile 20 was.

>--
>Claus Brod, Am Felsenkeller 2, Things. Take. Time.
>D-8772 Marktheidenfeld, West Germany (Piet Hein)
>csbrod@medusa.informatik.uni-erlangen.de
>--

--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

1127. Mouse Programming

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-21 23:51:57 UTC
From: slh85@cc.usu.edu
Message-ID: <1991Jan21.175157.46716@cc.usu.edu>
Source record: 49316

I was wondering how to program the mouse from C (preferably Sozobon). I've looked at the sources for MiNT and it has something of a sample (in BIOSFS.C) but I couldn't make much sense. I have also tried opening the MOUSE device from within MiNT and I didn't get anything that made any sense. If anyone can help and preferably send example source I would really appreciate it.

I will summarize and post if there is sufficient interest. Otherwise I will just reply to anyone who sends me mail requesting forwarding.

Thanks,

Kurt Olsen
slh85@cc.usu.edu internet
slh85@usu bitnet

or

slh85@sol.ee.usu.edu internet

1128. Re: Mark Williams C funnies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-22 03:15:32 UTC
From: tony@tacky.cs.olemiss.edu
Message-ID: <1991Jan22.031532.990@cs.olemiss.edu>
Source record: 49317

In article <1991Jan18.225523.22934@daffy.cs.wisc.edu> gcarter@gumby.cs.wisc.edu (Gregory Carter) writes:
>MWC's CSD is flaky as all hell. I am surprised your actually trying to use
>that thing. If your doing something that complex, that you need a source
>debugger, I would trash MWC and get Borlands package.

I once called Mark Williams Co with the question "Where is the break key?"
They said, "What do you mean? Pressing F1 will stop a program...."

"But not a run-away program!"

I once worked on a 386 cross-assembler: it was going to run under MINIX,
but MINIX was so unstable then (summer 88) and had the same (flaky)trouble.
Program runs fine under TOS, but the debugger causes mistakes, or even
better, crashes under TOS but runs fine under CSD....

!!
Please note! All mail directed to me should be sent to my new address:
cctony@4dsci1.ocis.olemiss.edu Thank-you very much.
This includes USENET Mail, please check the "To:" field for replys

1129. Re: Mark Williams C funnies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-22 07:10:08 UTC
From: rossj@cognos.UUCP
Message-ID: <9234@cognos.UUCP>
Source record: 49318

In article <1991Jan18.225523.22934@daffy.cs.wisc.edu> gcarter@gumby.cs.wisc.edu (Gregory Carter) writes:
>MWC's CSD is flaky as all hell. I am surprised your actually trying to use
>that thing. If your doing something that complex, that you need a source
>debugger, I would trash MWC and get Borlands package.
>THERE are a LOT of strange things that compiler system does for the ST,
>if you don't at least have version 3.0.6 I really question whether its
>useful for anything but light and medium-light jobs.

These are fairly strong statements. It would be great if you could
provide a few concrete examples of problems.

There are several problems with switching compilers. The main one is
that my program is uses a lot of the MWC specific features in the
library. These would all have to be converted to a new compiler.
Second, it costs to buy a new compiler. I already have one and I'm
very satisfied with it, except for the debugging strangeness.

But I'm curious. Where can one get the Borland C package in Canada?

Is anyone aware of a profiler that is compatible with MWC version 3
binaries? Some time ago (1987) David Rowley released a profiler for
MWC v2 and alcyon/dri format executables. Has this ever been updated
for v3 executables?

--
Ross Judson ++ uunet!mitel!cunews!cognos!rossj + hunger is the fuel of greed
Cognos Inc. ++ rossj@cognos.uucp + enough is less than you need

1130. Re: memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-22 08:16:48 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Jan22.081648.2364@santra.uucp>
Source record: 49319

In article <1991Jan21.110111.333@daimi.aau.dk> lynbech@daimi.aau.dk (Christian Lynbech) writes:
>I'm planning on upgrading my 1040 from 1M to 4M. I want
>to do it by replacing all 256K drams with 1M instead.
>
>What I want to know is:
>
> Is this possible at all?
>
> Has anybody else tried it? (any experiences they want to share)
>
> Is it as simple as taking the old ones out and solder the new ones in?
>
> Should I use sockets for the new chips?
>
>
>
>Christian Lynbech
>University of Aarhus, Denmark
>email: lynbech@daimi.aau.dk

I think this is not possible unless you heavily modificate the motherboard.
I know one guy who has expanded his 1040 to 2 Meg by soldering new chips
on top of the old ones. Dunno if this works up to 4 meg. (4 chips piled, no
room...)
Always use sockets with chips. Otherwise you loose your mind when chips need
to be replaced...
By the way, did you ment to replace 4x256kb chips with 1Mx1 chips? 1Mx1 has
more pins than 4x256kb... Different pin assignments...
Buy a ready-made expansion! Lot easier, and works surely!

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1131. Re: NEC 3D and IB Multisync switchbox

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-22 17:52:29 UTC
From: dclemans@mentorg.com
Message-ID: <1991Jan22.175229.203@mentorg.com>
Source record: 49321

From article <1798@mwca.UUCP>, by bill@mwca.UUCP (Bill Sheppard):
> In article <1991Jan18.220827.4568@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>>[discussion of switchbox woes deleted]
>>I am now using an IB Multisync switchbox...
>>...for less than $55. It uses a 9V, 500milliamp power adaptor that I
>>needed to sync in monochrome so I used the one from my Atari 2600
>>in the closet.
>
> I'm surprised a power supply is needed. I've built a cable (RF nightmare,
> I'm sure, but the picture quality is perfect with the Sony 1302) which has
> a headphone jack for audio and a switch for mono/color switching. No need
> for a power supply, the switch grounds the mono detect line when in mono
> mode from the ground connection of the monitor port. It's ugly, but works
> perfectly, and the headphone connection allows me to use my powered speakers
> for awesome sound, or a small amplifier I built around Radio Shack's amplifier
> chip for ~$10 with headphones for non-powered speakers.

The reason for the power supply is that "some" multi-sync monitors need
more current to operate than the ST supplies; thus they contain a video
signal amplifier(s). Many (most?) monitors operate fine at the ST current
levels, thus you normally don't need add-on power.

dgc

1132. HOLTZ BOX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-22 18:35:05 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1991Jan22.133505.7640@umiami.ir.miami.edu>
Source record: 49322

I am trying to find out more about the Holtz Box from Atari. I recently read the article by Dave Small in Current Notes and have become exceptionally interested in any information available. Thank You.

Mark Santora

1133. Re: hooking up vga cards to ST's

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-22 19:38:37 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan22.193837.23474@ecst.csuchico.edu>
Source record: 49323

cstein@jarthur.claremont.edu (Clifford Stein) writes:

- Does anyone know how to hook up a VGA card (or super VGA card) to a
- Mega ST.
-
- I've been thinking about it and it would be pretty neat to do. I
- wouldn't expect TOS to use it; I was thinking it would be an extra
- monitor so one could be using the standard Atari monitor while looking
- at a picture displayed on the other monitor with the VGA card. It
- would be for display purposes only, not for general use (which would
- probably involve some major hacking of TOS).
-
- Can anyone help? Has anyone done it?

Don't know if this will help you or not, but I'll mention it anyway.
There's a board called an ISAC board which gives 1024x768x16colors
out of 4096. It costs around $1000 and requires a multisync monitor.
I've never seen one. Then, there's also the Parsec board which does
roughly the same. I think both are GEM- and TOS-compatible with some
patches. I think Lexicor is handling the Parsec board now and a new
place called Dover Research is handling the ISAC. Unfortunately, I
don't have numbers for either. If you want, leave me mail and I'll
look around for some addresses.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1134. Re: SIMM / MULTISYNCH

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-22 19:47:47 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan22.194747.23627@ecst.csuchico.edu>
Source record: 49324

jennie@ius2.cs.cmu.edu (Jennifer Kay) writes:

- 1) Are the ST SIMMS "standard" ie. will 8 bit SIMMS from IBM dealers
- work in the ST, and what speed should they be (80ns, 70ns, ...) ?

Yes, the ST SIMMs are standard. You can use either 1megx8 (Mac SIMMs)
or 1megx9 (IBM SIMMs) at 120ns or faster.

- 2) Can a MultiSynch monitor (eg. NEC 2A) be hooked to an ST.
- How (I don't have a multisynch yet so don't get too technical -
- just an outline will be fine) ?
- Will it display all three resolutions ?

The NEC 2A won't work 'cause it's not a 'true' multisync. I'm using
an NEC 3D right now. I know others who have used NEC II, Sony 1302,
and many other models. There are some basic guidelines to the type
of monitor you can use.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1135. Re: NEC 3D and IB Multisync switchbox

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-22 19:59:29 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan22.195929.23721@ecst.csuchico.edu>
Source record: 49325

bill@mwca.UUCP (Bill Sheppard) writes:

- I'm surprised a power supply is needed.

I am too, but just as long as the damn thing works. :^) Actually a friend of mine who has a 3D connected to his Amiga mentioned that a power source may be needed because of something funky (<-- good term, huh? :^) with the 3D's output. I got the box used and I thought the port where the power supply goes in was a headphone jack. I opened up the box and it didn't look like it was going to any audio source.

A friend of mine also has the 1302 and he doesn't need a power supply for his switch.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1136. Re: Possible 68020 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-22 20:03:56 UTC
From: kilian@seas.gwu.edu
Message-ID: <2585@sparko.gwu.edu>
Source record: 49326

In article <1991Jan21.115306.17458@ifi.uio.no> jkr@ifi.uio.no (Johan Kristian Rosenvold) writes:
>
>My revision of the developer system doesn't say anything about this. Are the
>chip register adresses defined as a negative offset from the top of the addressable
>range or as the absolute address 00 FF FA 01 ?
>

A pity that Atari didn't document this. This is exactly the same kind of brain-damage that causes the 640 K memory limit on you-know-who PCs.
The whole confusion probably stems from Atari's use of 24-bit addresses in their meager documentation. Did they never expect to use a 68020 in future models ?

My advice is to use 16-bit addresses for hardware registers (if you REALLY must use the registers, that is ...), and cursed be those who don't !

Jens Kilian
--
\/// Internet: kilian@seas.gwu.edu |Snail: 4715 MacArthur Blvd. \\\/
/// UUCP: ...uunet!seas.gwu.edu!kilian| Washington, DC 20007 \\\
\\\ [These addresses will change (to kilian@cc.gatech.edu) soon] ///
/\\\ "Wos deht ich-en so gern haage, awwer er spihrt doch nix ..." ///\

1137. Mouse pointer clipping help please

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-22 21:39:41 UTC
From: erik@mcrware.UUCP
Message-ID: <4716@mcrware.UUCP>
Source record: 49327

I have a program that runs in low resolution (even though you might load it from medium res), but I am having problems with the cursor.

Right now, to keep the mouse pointer from wrapping around twice when you move all the way to the right side, I intercept the cursor movement vector so that the cursor can not move beyond 319 in the x direction. This works fine, except that when the cursor is near the right edge of the screen, the image wraps to the left side of the screen slightly. This does not affect the function of the mouse but it is slightly annoying.

What I need is a way to tell the machine that the screen is 320 pixels wide, not 640, so treat the mouse accordingly. By a little investigation, I have found a memory location to do just this, but no doubt use of it directly would be "illeal" and may not work on other machines.

Any help would be much appreciated.

Thank you,

Erik R Johnson erik@mcrware.com

1138. Re: Possible 68020 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-22 22:36:34 UTC
From: micro@imada.dk
Message-ID: <1991Jan22.223634.16987@imada.dk>
Source record: 49328

jkr@ifi.uio.no (Johan Kristian Rosenvold) writes:
> Are the chip register adresses defined as a negative offset from the top of
> the addressable range or as the absolute address 00 FF FA 01 ?

If think that the addresses is defined to be in the top of the memorymap eg.
0xFFFF_FA01, and that just happens to be in the reach for a negative short
absolute addressing.

But it should be a simple problem for the onchip MMU, to map the 24 bit
addressing used by some programmers/compilers/assemblers to the full 32 bit
on the TT.

- Klaus

>--
>K. Rosenvsold, jkr@ifi.uio.no / ...!{uunet,mcvax,sunic}!ifi.uio.no!jkr
>Short signatures R cute.

1139. Fast Raster Routines Needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-23 00:58:52 UTC
From: mrose@libserv1.ic.sunysb.edu
Message-ID: <1991Jan23.005852.28904@sbcs.sunysb.edu>
Source record: 49329

Hello everyone in Net-Land!!!

I was wondering if anyone has or knows of a place where I could find a fast raster drawing routine? I am espescially interested in Low resolution color and monochrome.

Also, does anyone know how the bit planes are set up in the new TT specific graphics modes? In the 320x480x8 mode, does one byte equal one pixel? Life would be so much easier if Atari had set up the screen memory this way, so that raster operations could be performed extremely easily and quickly. Thanks!

Take care!

```
^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^_^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
< Michael Rose |Quack! _/.\ | "It is unnatural in a large field >
< mrose@ic.sunysb.edu |Quack! /\ -===-/| to have only one shaft of wheat >
< mrose@ccvm.sunsb.edu|QUACK! \____/ | and in the infinite Universe only >
< mrose@sbccvm.bitnet | _||_ | one living world." - Metrodorus >
v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v v
```

1140. internet/usenet node

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-23 05:03:09 UTC
From: selick@bucsf.bu.edu
Message-ID: <72906@bu.edu.bu.edu>
Source record: 49330

```
My brother's company is interested in opening an internet/usenet node.
Please send any information that one needs to do this to:
selick@buengf.bu.edu
```

1141. Re: SIMM / MULTISYNCH

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-23 08:27:55 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Jan23.082755.22808@santra.uucp>
Source record: 49336

In article <1991Jan22.194747.23627@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>jennie@ius2.cs.cmu.edu (Jennifer Kay) writes:
>
>- 2) Can a MultiSynch monitor (eg. NEC 2A) be hooked to an ST.
>- How (I don't have a multisynch yet so don't get too technical -
>- just an outline will be fine) ?
>- Will it display all three resolutions ?
>
>The NEC 2A won't work 'cause it's not a 'true' multisync. I'm using
>an NEC 3D right now. I know others who have used NEC II, Sony 1302,
>and many other models. There are some basic guidelines to the type
>of monitor you can use.
>

Jennie, don't believe him! I have used Nec 2A with ST, and I still have
that cable to do so available. The cable is made by Lindy and is available
at least in Germany. But it is a quite easy one to make yourself too.

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1142. Re: NEC 3D and IB Multisync switchbox

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-23 08:39:14 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Jan23.083914.22989@santra.uucp>
Source record: 49337

In article <1991Jan22.195929.23721@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>bill@mwca.UUCP (Bill Sheppard) writes:
>
>- I'm surprised a power supply is needed.
>
>I am too, but just as long as the damn thing works. :^) Actually a
>friend of mine who has a 3D connected to his Amiga mentioned that a
>power source may be needed because of something funky (<-- good term,
>huh? :^) with the 3D's output. I got the box used and I thought the
>port where the power supply goes in was a headphone jack. I opened
>up the box and it didn't look like it was going to any audio source.
>
>A friend of mine also has the 1302 and he doesn't need a power supply
>for his switch.
>

I am using a 3D with my ST, and there is a simple switchbox with no extra power-supply. This is commercial product. But I also made a interface for it for monochrome mode only, with simply soldering the wires to right pins. I wonder why your switchbox needs extra power? Do you have any clues about the voltage it needs? (Maybe a TTL-level?) What happens, if you unplug this power supply during operation? Are there many components besides the switch and audio connector in that box of yours?

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1143. Re: NEC 3D and IB Multisync switchbox

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-23 13:08:32 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan23.130832.9011@actrix.gen.nz>
Source record: 49338

<1991Jan22.195929.23721@ecst.csuchico.edu>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: ekrimen@ecst.csuchico.edu

In article <1991Jan22.195929.23721@ecst.csuchico.edu>
ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
> bill@mwca.UUCP (Bill Sheppard) writes:
>
> - I'm surprised a power supply is needed.
>
> I am too, but just as long as the damn thing works. :^) Actually a
> friend of mine who has a 3D connected to his Amiga mentioned that a
> power source may be needed because of something funky (<-- good term,
> huh? :^) with the 3D's output. I got the box used and I thought the
> port where the power supply goes in was a headphone jack. I opened
> up the box and it didn't look like it was going to any audio source.
>
> A friend of mine also has the 1302 and he doesn't need a power supply
> for his switch.
>
> --
> Ed Krimen ....
> ||| Video Production Major, California State University, Chico
> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

I have read somewhere that the ST puts out a short Frame sync pulse
that does not lock some monitors in the Mono Mode, so they put in a 555
timer IC, this could be what the P.S.U. is for, also I have read that
the later versions of the NEC 2A do work on a Atari, Note the Atari only
has 2 scan modes, similar to CGA/VGA but with Analog inputs, anothere
thing that is often forgoten is that the RGB voltages are 1 volt pk-pk
and some monitors can only take 0.75 volts pk-pk, so to get this voltage
down, just fit 22 ohm resitors in the RGB lines at the monitor end of
the cable...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1144. Re: hooking up vga cards to ST's

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-23 13:34:08 UTC
From: miked@syscon%nstar.rn.com
Message-ID: <1991Jan23.133408.6694@syscon%nstar.rn.com>
Source record: 49331

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>
>Don't know if this will help you or not, but I'll mention it anyway.
>There's a board called an ISAC board which gives 1024x768x16colors
>out of 4096. It costs around $1000 and requires a multisync monitor.
>I've never seen one. Then, there's also the Parsec board which does
>roughly the same. I think both are GEM- and TOS-compatible with some
>patches. I think Lexicor is handling the Parsec board now and a new
>place called Dover Research is handling the ISAC. Unfortunately, I
>don't have numbers for either. If you want, leave me mail and I'll
>look around for some addresses.

Lexicor has released software for their board also.They took over
the CYBER line from ANTIC and improved it.They have their own
message group on CIS in Atariarts.

>--
> Ed Krimen ....
> ||| Video Production Major, California State University, Chico
> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1145. NEC CD-ROM to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-23 16:20:14 UTC
From: dalessio@motcid.UUCP
Message-ID: <5651@feldspar23.UUCP>
Source record: 49332

A friend of mine has an NEC CD-ROM drive he is selling.
I am wondering if I can use it with my ST. I have an
ICD host adapter with an OMTI controller running a
Syquest removable. Can the CD-ROM drive connect to this?

If I can connect them, will CDs for the ST work in this
drive?

Sorry, I have no specs on the CD-ROM drive to help. If
they are needed, I will get them later.

Thanks for any and all help!

****
* ** *
* * * * *
* * Mario D'Alessio Motorola, Inc. * *
* * dalessio@motcid.UUCP Cellular Infrastructure Group * *
* * * * *
* ** *
****

1146. DESKTOP.INF question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-23 18:09:08 UTC
From: bobw@hpsad.HP.COM
Message-ID: <18420005@hpsad.HP.COM>
Source record: 49333

Where can I get some documentation on all the stuff defined in
DESKTOP.INF file?

Maybe somebody can help me with what I want do do:

I want to replace the [show] selection, but not the [print], when
double-clicking a non-executable file with QVIEW.PRG that came with
QUICKST package. Can this be done with DESKTOP.INF file?

Thanks,

Bob

---------------------------------- --
Bob Waltenspiel	AT&T: (707) 794-3091 (Telnet: 794-3091)
ATE Software Team	e-mail: bobw@hpsad.HP.COM
HP Signal Analysis Division	HPDesk: Bob WALTENSPIEL/HP5300/A0
1212 Valley House Dr.	HP Mailstop: 1UR-M
Rohnert Park, CA 94928-4999	GEnie: B.WALTENSPIE
---------------------------------- --
"Maybe this is heaven." -Ray in the film _Field of Dreams_

1147. Re: SIMM / MULTISYNCH

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-23 18:58:02 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan23.185802.387@ecst.csuchico.edu>
Source record: 49340

```
- >The NEC 2A won't work 'cause it's not a 'true' multisync. I'm using
- >an NEC 3D right now. I know others who have used NEC II, Sony 1302,
- >and many other models. There are some basic guidelines to the type
- >of monitor you can use.
- >
-
- Jennie, don't believe him! I have used Nec 2A with ST, and I still
- have that cable to do so available. The cable is made by Lindy and is
- available at least in Germany. But it is a quite easy one to make
- yourself too.

The reason I said it won't work with the ST is that a couple of people
told me that it won't sync when connected to the ST; therefore, I
didn't risk trying it out, since they know more about it than I. I
don't go around making these things up. :^) Do you get all three
resolutions with the 2a or just color or mono?

--
Ed Krimen ..........................................
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0
```

1148. Re: Hidden folders (was Hidden Files)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-23 18:58:39 UTC
From: apratt@atari.UUCP
Message-ID: <2814@atari.UUCP>
Source record: 49334

Somebody says "MAC copies to MSDOS (Atari) disks create a hidden folder."

Then ss60wbi@sdcc4.ucsd.edu (G. "Maddog" Knauss) writes:
>You can make ANY file think it's a folder by fiddling with
>GEMDOS(67). [...] I shudder to think of what's going to happen to the disk
>structure if the file isn't actually a folder, though.

TOS versions 1.4 and greater do not allow this. They return "access
denied" if you try to change the folder bit to make a file into a folder.
You also can't set the volume-label bit or any of the undefined bits.

You can't change ANY of the attribute bits of a folder. If the folder
bit is set, it has to be the ONLY bit set. "Hidden folder" is an invalid
combination under GEMDOS.

Obviously, it's possible for something illegal to come in from outside. I
really didn't think about this when I put those restrictions on Fattrib.
I'll have to think about that one.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1149. Re: The inevitable hard disk question.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-23 19:02:36 UTC
From: paulm@unix.UUCP
Message-ID: <111@unix.UUCP>
Source record: 49335

In article <1991Jan21.115857.18617@informatik.uni-erlangen.de>,
csbrod@informatik.uni-erlangen.de (Claus Brod (turo)) writes:
> ric@mcrware.UUCP (Ric Yeates) writes:
>
> > ? What SCSI ID should the drive be set to?
> The SH204 auto-selects target 0 when being switched on and never
> releases it. So you have to use SCSI ID 0 on the drive.
>
> > ? Does anybody have any experience with doing this? What drive did they
> > use? Software?
> Some people reported to have accomplished such a thing. I recall one letter
> when someone told me of a working combination of a SH204 host adaptor and
> a Quantum drive. This was done using my own hard disk driver software.
> I never tested this myself, however.
>

I am using 2 SH204 connected to my ST, one addressed at 0 for the disc,
and the other addressed at 2 for my SCSI cartridge tape drive. The
SH204 host adapter boards will only access SCSI device 0 (it's in the
hardware) but with little work, the ACSI (DMA port address) can be changed
anywhere from 0 to 7. The disc interface board is talking to a Maxtor
380 meg XT-4380-S SCSI drive, and the tape is a CYPHER CT-540 SCSI 5.25
inch cartridge tape drive. I use the Supra v 2.06 (I think?) driver
with the controller and drive defined as 'other'. The tape driver is
code that I wrote that installs itself as a TSR attatched to BIOS trap
13 RWABS calls. I wrote a unix like TAR program that I use to perform
backup , restores as well as file transfers from my ST to UNIX system
and vise-versa. I believe you need the 'new' SH204 adapter PAL's tho.

Paul Moreau

UUNET: ..!ccicpg!unix!paulm

1150. Re: NEC 3D and IB Multisync switchbox

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-23 19:05:08 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan23.190508.465@ecst.csuchico.edu>
Source record: 49341

s37837k@saha.hut.fi (Jari Lehto) writes:

- What happens, if you unplug this power supply during operation?

The computer reboots and it goes back to color. When I operate the
switch when the power supply is not connected, it just stays in color
mode. If I switch it several times, eventually it will reboot the
computer and still stay in color.

- Are there many components besides the switch and audio connector in
- that box of yours?

Nope. Looks pretty basic to me, but then what do I know? I thought
the NEC 2A wouldn't work with the ST. :^D

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1151. Re: PC Serial Mouse to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-23 22:03:46 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <40547@ucbvax.BERKELEY.EDU>
Source record: 49342

In all the ms
true Microsoft mice I have seen the bus and serial mice are the sam
However there is an adaptor that changes the bus mouse output on the
mouse to a serial output. It is a little 3" long item X 1/2 X 1/2"
It has the electronics in it. So if you have to cut any cables on a serial
mouse I'd say that it won't work. W/a true MS mouse you just unplug it
and wire yr own adaptor.

PS It must be really cheap to make a MS mouse. They are mechanical w/
switch contacts, so there is almost nothing in them. At least the Atari went
w/optoelectronics.
e

1152. Using an Atari 400 as a terminal under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-24 01:33:02 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3480.279df2fe@miavx1.acs.muohio.edu>
Source record: 49343

I will be acquiring an Atari 400 with 48K and I have the following
questions:

If I hook up it up to my ST with the proper interface and a null modem
adapter, is there any I could run MiNT and have the 400 be a terminal to
the ST, just so I could be running a shell?

Thanks.....

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

1153. Re: how about an upgrade to 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-24 09:23:29 UTC
From: marten@feki.toppoint.de
Message-ID: <664709009@feki.toppoint.de>
Source record: 49339

In article <klamer.664014474@mi.eltn.utwente.nl> klamer@mi.eltn.utwente.nl (Klamer Schutte -- Universiteit Twente) writes:

>AAron@sun.soe.clarkson.edu writes:

>>>>and should run about 10% faster.

No, that's not realistic. The most you can get is about 3% to 5%. 5% with programs, wich do *much* arithmetic!

>There is a different expection/trap format for the both chips.
>Tos assumes it is a 68000 and thus will fail.

Yes, that's the problem. But one can get here in Germany a patch-program for some money from a magazine called "c't", which reads the built-in TOS and produces a new TOS (one has to burn it into EPROMS of course) working with 68010/20. I did this work with the TOS-1.2.

But some people are waiting for the release of a (not official) TOS-version called KAOS-TOS, which is said to work with the 010/020/030 and bases on TOS 1.4.

It's said, that it's compatible with ABC GEM 2.2, has no Line-F Code and improvements an the AES and GEMDOS.

One can even improve this program by using the KAOS-TOS together with a new programm call NVDI (= new vdi).

Results from Quick Index for KAOS and NVDI:

TOS text: 286%
TOS string 1075%
TOS scroll 132%
GEM dialog 367%

(numbers from 'ST-Computer, 1/91, page 21)

NVDI is a commercial program.

KAOS was offered to Atari, but Atari-US rejected it. (One can read in our magazines, that Atari-Germany is very interested in this new TOS-version.....)

So the developers are still looking for another way to publish it. Some thought of the release via book, with a disk with a patch-program on it........

>Same problem occurs with a 68020 and a 68030. (probably 68040 as well --
>haven't seen any spec's about him).

I thought, that the 040 is the first processor, which doesn't support
the variable bus-range (8-, 16- or 32-bit), which allows the 020 or 030
to work with a 16-bit architecture like the ST oder Amiga(500/2000).

Marten

Marten Feldtmann, Kieler Str. 29, W-2300 Kiel 14, Germany, Tel.: +49 431 731916
DNET/EUNET/USENET/SUBNET: marten@tpki.toppoint.de
Please keep your replies short - I have to pay for them

1154. SM124 fuzzy on edges; how to fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-24 18:54:27 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <38420@cup.portal.com>
Source record: 49346
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HELP!

My beautiful SM124 monochrome monitor seems out of adjustment. In the middle it looks perfectly crisp and clear. However, the further you get towards the ends (left/right margins; top and bottom of screen), the more muddled and blurry the display appears.

Are there internal "pots" that I can tweak in order to correct the display?

I am a novice, but I do not feel like giving the local Atari ripoff-dealer $100 to do something I can do myself using a little caution, etc.

What should I do: Use a plastic screwdriver?? Help?? Never done this before. Not even taken apart a TV!
Thanks,
(email or post to net is fine)

Bryan_Jones_Woodworth@cup.portal.com

1155. Re: SIMM / MULTISYNCH

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-24 21:43:06 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Jan24.214306.23991@santra.uucp>
Source record: 49347

In article <1991Jan23.185802.387@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>
>The reason I said it won't work with the ST is that a couple of people
>told me that it won't sync when connected to the ST; therefore, I
>didn't risk trying it out, since they know more about it than I. I
>don't go around making these things up. :^) Do you get all three
>resolutions with the 2a or just color or mono?
>
>--
> Ed Krimen ....
> ||| Video Production Major, California State University, Chico
> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

All three resolutions. (of course there is a switch)
One strange thing: The commercial cable doesn't have any audio-output...

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1156. 2.5meg STe

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-24 22:36:58 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan24.223658.8241@ecst.csuchico.edu>
Source record: 49354

Today I received two 1-meg SIMMs. $88 (including shipping and handling and VISA surcharge) was the cheapest I could find. I got them from Peripheral Outlet (800-332-6581).

Anyway, so I pop open my STe. (Actually, those who've done it know it's not just 'popping' it open. :^) I pulled out the four 256K SIMMs and installed the two 1-meg SIMMs. One of them I put in the slot closest to the rear of the machine and the second, I put in the third slot from the rear of the machine. I closed the hatch, booted up, and, as John Madden would say, "BOOM! Two megs!" Being the inquisitive type, I wanted to see if I could get 2.5 megs using two of the 256K SIMMs I had left over. It's a good thing I didn't replace any of the screws. I've heard that this can't be done (mixing the SIMMs, not replacing the screws :^), but someone on here a couple of months ago said he did, and he didn't use SIMMFIX.PRG. (When SIMMFIX is loaded, it reprograms the MMU and sets _memtop.)

I popped open my STe again and installed the 256K SIMMs in the empty slots. The docs to SIMMFIX say that the machine would stay in a continuous reset-reboot cycle because TOS 1.6 doesn't program the MMU correctly and "any non-trivial programs (e.g. GEM)" will cause the crash. Without SIMMFIX installed, I turned on my STe and everything was fine. GEM was there including some desk accessories and TSRs. I checked amount of free RAM with several utilities and it said that I had 4 megs. I was kinda expecting this, so I wasn't surprised. I then tried memory test programs. One wouldn't load at all. The AERCO tester gave me a <Sense $25> error and had trouble reading the hard drive AFTER I hit any key to start the memory test. I thought this was kinda strange 'cause it's supposed to check RAM not the hard drive. Another one from New World Software lets me configure how much RAM I want to test. So I tried 2.5 megs and I stopped it after it had gone through 2 successful tests. Then I set it to 4 megs and I didn't get ANY errors. I knew that was the wrong one to use.

So I loaded a bunch of memory hogs. It's pretty easy filling a meg, but I never would imagine how difficult it would be trying to fill 4megs. I loaded a ton of stuff and I could tell that it had passed 2.5megs because garbage started being written to the screen and then it crashed and locked up.

In any case, it seems that my machine is working fine with 2.5megs, but all the free RAM indicators are telling me how much free RAM I have out of 4megs. Does anyone know of a program I can put in the AUTO folder that sets _memtop to 2.5 megs, without having to reboot like SIMMFIX?

Thanks for the help.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1157. Re: PC Serial Mouse to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-24 22:52:27 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Jan24.225227.29065@mailer.cc.fsu.edu>
Source record: 49351

In article <5625@feldspar23.UUCP>, dalessio@motcid.UUCP (Mario D'Alessio) writes:
>In talking to someone about the MS serial and bus mice, I found out
>that within the serial mice there is some electronics to convert the
>output of the "rolling sensors" (don't know the official name) to
>the serial data a serial port requires. He said that in order to
>use a serial mouse with the ST, you have to open the mouse and
>reroute the "rolling sensors" output directly out the mouse plug,
>bypassing the electronics.
>
>He is going to help me do the conversion. If I can explain it
>(I am not electronically inclined), I will post instructions
>on the net.
>

Alright! I have a serial MS mouse that needs this conversion. Please do
post a follow-up to this, and I would be more than happy to pay you to
send me a Polaroid of the mouse insides after the mod. I could then
digitize it, or draw up a .PI3 file which shows how to do it (which I
would then put on atari.archive). Thanks in advance!

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

1158. Resource Construction Kit for Prospero C

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-24 22:54:51 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Jan24.225451.29146@mailer.cc.fsu.edu>
Source record: 49352

Is there a Resource Construction utility that can be used with Prospero C?
I believe there is one included with MWC, but I do not know if it will
work with Prospero C? Anyone have both of them? Is there a separate one
that will produce C code?

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

1159. Re: HOLTZ BOX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-25 02:01:37 UTC
From: smithj@hpsad.HP.COM
Message-ID: <18420006@hpsad.HP.COM>
Source record: 49344

If you mean the Hotz Box, I am also interested. I've seen a lot of quick references to it in articles, but never any detailed descriptions...
-Jim Smith smithj@hpsad.hp.com

1160. Re: Resource Construction Kit for Prospero C

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-25 02:49:25 UTC
From: sstreep@next.com
Message-ID: <226@rosie.NeXT.COM>
Source record: 49355

In article <1991Jan24.225451.29146@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>Is there a Resource Construction utility that can be used with Prospero C?
>I believe there is one included with MWC, but I do not know if it will
>work with Prospero C? Anyone have both of them? Is there a separate one
>that will produce C code?

Hi Mickey,
Prospero sells a Resource Construction program in their Toolkit,
which also includes an assembler. Actually, the RCP is just
K-resource, which is quite good and you could get from either prospero
or Kuma.

Any RCP will work. Someone posted one here which is quite good (since
the author included virtually all my suggestions 8^)) Sorry, I forgot
the name of both the author and the program 8^(but you should be able
to find it. It doesn't have the image editing ability, but otherwise
should be able to do everything you need. It's also the best resource
editor to use if you want to compile your resource into your program.
(which people in Europe probably hate, but its the best way to go
in desk accessories.)

cheers,
-sam

ps my last mail to you bounced... I probably didn't use the address
in your sig.

1161. Microsoft mouse and the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-25 06:03:23 UTC
From: <>
Message-ID: <11539@darkstar.ucsc.edu>
Source record: 49353

I have a slight problem here. Just recently, my mouse went the way of the dinosaurs and I don't really have the money to buy a new one right now. (It sucks being a starving student.) I remembered that someone had said that the old Microsoft mouses were compatible with the ST's mouse so I chopped off the female end of my mouse and put it on the Microsoft one, since it originally had a male end. I hooked all of the wires up (except the red one, I believe it is a 5V supply for the Atari mouse but the Microsoft one is a purley mechanical mouse, not opti-mechanical) and it works almost perfectly, except that occasionally it makes jumps on the screen when I use it. It is like there is some voltage or current jump or something going on (I don't really know how they work.) Anyway, I was wondering if anyone else had ever had any problems like this or had any reccomendations for a solution because I would really like to have a steady mouse to use. I thought of putting some capacitors accross the UP/DOWN and the ground. Does anyone know if this would eliminate spikes, given the correct farad capacitor, like is used for decoupling capcitors in circuits? Any help would be greatly appreciated. Thank you.

Roman Baker
University of California, Santa Cruz

1162. problems changing resolutions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-25 07:35:06 UTC
From: cliff@jarthur.Claremont.EDU
Message-ID: <10473@jarthur.Claremont.EDU>
Source record: 49345

I have problems changing resolution. I have a Mega 2 with TOS 1.4, Quick ST 2.0, DC Desktop (the original, not the newest version), the Rainbow Utilities, and some other things of pretty much no importance, installed. I also have an ICD Hard Drive with the ICD handler software.

Here's the problem: Right after I boot up (I boot up in med res.) and I try to change to low res with the set preferences menu, my computer has a very high tendency to clear the screen and lock up; there's a cursor on the screen and the keyboard reset won't work. My computer changes resolution better if I run a program first after booting up, but that doesn't always help. I've tried disabling some of my programs to isolate the problem, but didn't really have any luck unless my AUTO/ folder were pretty much empty of .prg's.

My computer's fine if I change resolutions manually, i.e. make a SetScreen() call myself, but of course GEM gets confused.

Also, I have the same problems going from low res. to med res.

Any help? Sorry for the long, rambling letter.

--Cliff
--
cliff@jarthur.claremont.edu | "Cops and women don't mix. It's like
cliff@jarthur.uucp | eating a spoonful of Draino: sure it'll
...uunet!jarthur!cliff | clean you out, but it'll leave you
cstein@hmcvax.bitnet | feeling hollow inside."-- Naked Gun

1163. SIMM memory in an STe

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-25 13:02:28 UTC
From: fields@uktriton.cray.com
Message-ID: <063834.12161@timbuk.cray.com>
Source record: 49359

I am about to acquire an STe with 4 1Meg SIMMS.

I have seen mention of a program called SIMMFIX. What does this do
and do I need it to use my 4 Meg.???

Any information would be gratefully accepted as there is going to nothing
worse that having 4 Megs and not being ablt to use it, or part.

Thanks
Mike Fields

Cray Research (UK) Ltd.

1164. Re: IO Redirection (before a pexec)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-25 13:15:22 UTC
From: wolfram@cip-s06.informatik.rwth-aachen.de
Message-ID: <wolfram.664809322@cip-s06>
Source record: 49348
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

rosenkra@convex.com (William Rosencranz) writes:

>In article <1991Jan14.173507.19761@csug.rdg.ac.uk> adp@csug.cs.reading.ac.uk (Andrew Pollard) writes:

>you can also do something like this:

> sprintf (pcmd, "%c%s %s >file", (char) strlen (cmd), cmd, args);
> Pexec (..., cmd, ...);

>tho i have only been able to redir stdout this way (not stdin). this is
>probably not recommended, at least by me (and doubtless those code police
>out there who will no doubt jump on me), but it is quick (and dirty). this
>does not work for all programs. the Fforce should, however.

Making this work is up to the program you are Pexecing. Programs compiled with the Megamax C will work with both in and out redir.

>i have written a tiny shell, invoked by my cc(1) to start the various passes
>of alcyon, which normally cannot be redirected by gulam. i can mail it to
>u if u want.

I too have written a shell which all but tiny. The ttp is 125K, the sources should be about 10000 lines of C code. Is has ca 100 internal commands. Of your suggested features, it has:

> 1) pipes are a must, i.e. "ls -l | grep xxx | wc -l"

Yeah. Right this line should work: count all lines of a long file list that contain xxx.

> 2) args in quoted strings include spaces, i.e. grep "a string" file
> passes "a string" as a single arg to grep, with an imbedded space

Yeah too. You can also use single quotes to avoid variable substitution etc.

> 3) make it portable

Sorry, it isn't. It uses AES, GEMDOS and [X]BIOS plus some system adresses (0x400 onward) in direct access. However, it is C so if you dispense with some features the rest should be portable.

> 4) support MiNT (and add job control, if possible)

It is outlayed to support Mint (can read out the process table etc) but does not fully support job control. It will as soon as Mint supports the Micro Emacs Editor!!!!!

> 5) RELEASE SOUCE CODE!!!! then the rest of us can improve your work
> (and be more productive, since YOU also benefit from these
> improvements)

Source code is available from me. It costs just one pocket calculator.

> 6) personally, i like history accessible via emacs/vi/cursor keys
> a l tcsh/ksh.

History can be accessed with the cursor keys. You can:
press Uparrow and recover the previous command line,
press Ctrl Uparrrow and execute the previous line,
type foo and press Shift Uparrow to recover the last command line
beginning with foo, where foo may contain Unix wildcards (*?[]).

> 7) command prompt should be able to deal with imbedded escapes
> (i.e. ESC p/ESC q for reverse video). gulam gets confused

Yeah. The escape character is the circumflex since the backslash is occupied
by Tos. Example:
echo ^033pThis is inverse^033qthis is not

> 8) make it possible to redirect inside scripts

Yeah, as well.

> 9) make it possible to do things like "sh file" (or, if memory
> serves, "echo 'command' | csh -s")

Yeah.

> 10) loadable common programs (cat, ls, grep, etc) which stay
> in memory (i'd rather have them in /bin, too)

Most common programs (including cat, ls, grep [but not including etc :-)])
are built-in. It is possible to keep binary programs resident and execute
them via shell functions.

> 11) support something like SLASHCHAR env variable, so cmd lines
> can use either "cmd /path/file" or "cmd \path\file". shell
> translates according to SLASHCHAR before exec'ing cmd. it
> would be nice to support alternate device names, e.g. "/dev/c"
> for "c:" in cmd lines and scripts.

You can set a flag which when active translates all slashes to backslash.
It is still possible to use slashes by quoting them.

> 12) soft links would be a definite plus, if u feel ambitious...

Not yet, sorry. Not planned, not considered really useful unless done on
OS level.

Some other features of the program (called the Okami Shell):

Shell functions (=resident scripts), hash table to shorten program search time,
shell varaiables, a built-in RPN calculator with some 80 functions, terminal
emulator, terminal server and many, many things I dont really remember...

In general, it closely resembles the Bourne Shell with most of its specialities (like the type command, $CDPATH, $PATH, export, hashing etc). It's a very solid piece of software. If you find some of the built-in commands unuseful for you, you can get a version without these, thus making the program smaller.

It has only two drawbacks:
1) The documentation (about 200K) is is German. Sorry, but I have no time to translate it. It has however a help file with brief explanations which is in English. Maybe you find somebody who is able to read the German documentation.
2) I do not know how to get it by email. There might be a version in the Fido net, so look in the lists of the German nodes (the city is Aachen, try a mailbox called "Uniline", although I am not sure). A safe way to get the Shell is to send a diskette to the following adress:

Wolfram Roesler
Augustastr. 44-46
5100 Aachen
Germany

(not West-Germany anymore, fortunately) Dont forget a stamped and adressed return envelope. If you want the sources, dont forget the pocket calculator (if you include a Hewlett Packard you will get the following 10 releases of the shell free of charge).

Hope to hear of you!

Greetings to those who prefer Unix to Msdos and a command shell to mousing

wr

1165. Re: Programming help wanted..

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-25 13:51:44 UTC
From: wolfram@cip-s06.informatik.rwth-aachen.de
Message-ID: <wolfram.664811504@cip-s06>
Source record: 49349

cse183@cck.cov.ac.uk (Neil J Smalley) writes:

> I hope someone out there can help. Here's what I'm trying to
>do.
> - write a program that will run and then call another program
>from the same .PRG file.

> E.g program file WORK.PRG will in fact be two programs
> CHECK.PRG and THIS.PRG

>CHECK.PRG will execute first and then call THIS.PRG.

> I also want to able to remove CHECK.PRG from THIS.PRG and
>seperate the two again.
>--

The required Gemdos function is Pexec to execute another prg. After execution
control is returned to the calling program.
You can also use the AES shell lib functions to call a program while discarding
the caller.
For further details RTFM. When using Pexec, set the last parameter to NULL or 0
instead of "" in order to pass the environment correctly.

BTW, all the world seems to be writing shell programs. But you'll have to do
a lot before you reach up to the Okami Shell, see my posting in atari.st.

1166. Connecting a Fujitsu M2614ESA

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-25 15:08:04 UTC
From: rs@heike.informatik.uni-dortmund.de
Message-ID: <2974@laura.UUCP>
Source record: 49350

Hello!

Has anyone ever connected a 180 Meg Fujitsu M2614ESA to an ICD
host adaptor (ICD advantage micro/ advantage/ advantage plus) and
then to a 1040 ST? If yes: does this combination work fine?

Roland.

Roland Schwan
rs@heike.informatik.uni-dortmund.de

Don't forget:
It's better to burn out, than to fade away!

1167. Not the Phantom, but the Joker Typist!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-25 17:01:51 UTC
From: mjv@brownvm.brown.edu
Message-ID: <62522@brunix.UUCP>
Source record: 49361

A friend's computer is having some very odd problems. She just had an early model 520STfm upgraded to 2.5 megs with JRI's simm board and a double sided drive.
When she got it home, whatever she typed was purely random. Nothing would be consistant. [I checked a couple of disks for virus but didn't find any btw] She took it back to the dealer (yeah, we have one! :-) and had him check it out again. Of course it worked fine at the store. She brought it back home and of course it acted up again.
So I come over to calm her down and see what I can do. Through some damn luck, I found that unplugging the Mouse Master would stop the problem. Strange... So I took the computer and the MM back home to try them with my computers. Of course, they have worked flawlessly.
What I am suspecting is one of the joysticks which I know to be sometimes very flaky with the ST. (I don't have it with me to test it). What I am really wondering is why? How?
Could it be a flaky joystick that is sending in all these inputs and confusing the keyboard processor? Might it be a cable under the keyboard that gets pushed when we un/plug the MM? Or does it sound like a virus people know about?

I really appreciate all your help! Either e-mail or posting is fine.

Marshall

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Propecies of Agnes Nutter, Witch

1168. Re: DESKTOP.INF question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-25 19:43:31 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan25.194331.17912@ecst.csuchico.edu>
Source record: 49362

bobw@hpsad.HP.COM (Bob Waltenspiel) writes:

- Where can I get some documentation on all the stuff defined in
- DESKTOP.INF file?

Atari.archive.umich.edu. I think the doc is called DESKDOC.ARC.

- Maybe somebody can help me with what I want do do:
-
- I want to replace the [show] selection, but not the [print], when
- double-clicking a non-executable file with QVIEW.PRG that came with
- QUICKST package. Can this be done with DESKTOP.INF file?

Select QVIEW.PRG once (highlight it) from the desktop. Go to the options menu and select Install Application. Then save desktop. If you don't have Rainbow TOS, load DESKTOP.INF and add the pathname to QVIEW.PRG at the bottom of the file. In fact, doesn't the QuickST manual tell you how to do this?! BTW, this will replace both the show and print selection. You will need a print utility to replace the print selection.

If you get DCShowit, I think it will replace only the show selection. It can be found at atari.archive.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1169. DAT backups

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-25 22:50:27 UTC
From: ramsiri@blake.u.washington.edu
Message-ID: <15162@milton.u.washington.edu>
Source record: 49363

Anyone know what hardware/software is available to use
DAT machines for HD backups?

-kevin
ramsiri@blake.acs.washington.edu

1170. Re: PC Serial Mouse to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-26 00:10:43 UTC
From: emerson@gandalf.Berkeley.EDU
Message-ID: <40591@ucbvax.BERKELEY.EDU>
Source record: 49356

Could you please send me the plans for how to make a circuit for a
a generic roller-type mouse to an ST. The mouse in question is a
trackball and it has optoisolated roller thingies.

I would really appreciate it and so would this sad mouse.

emerson@stat.berkeley.edu

1171. Re: Using an Atari 400 as a terminal under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-26 00:56:17 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Jan25.195617.8398@uwovax.uwo.ca>
Source record: 49357

> If I hook up it up to my ST with the proper interface and a null modem
> adapter, is there any I could run MiNT and have the 400 be a terminal to
> the ST, just so I could be running a shell?
>
Yes; just doing "bg -o aux: shell <aux:" should start up a shell connected
to the RS232 port (replace "shell" by whatever shell you prefer; bash or
init.prg should work reasonably well). Note that you should use the
bg program because it sets up the control terminal properly; just running
the shell in the background with "&" won't do this.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

1172. TurboST vs. QuickST II

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-26 03:03:47 UTC
From: gints@prophet.sgi.com
Message-ID: <1991Jan26.030347.20842@odin.corp.sgi.com>
Source record: 49358

Hi !!

I am interested in knowing the relative strengths of TurboST and
QuickST II. Please help me.

1173. How to read STE analog ports ???

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-26 04:51:25 UTC
From: adamd@rhi.hi.is
Message-ID: <2677@krafla.rhi.hi.is>
Source record: 49360

Is anyone able to give details on how to access (read) the STE analog ports?
What OS routines are available and how they used would probably be enough.
I have no documentation on the STE, are any good books obtainable?

Thanks for your help,
--
Adam David. adamd@rhi.hi.is

1174. Re: HOLTZ BOX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-26 09:52:11 UTC
From: scale@abode.UUCP
Message-ID: <15@abode.UUCP>
Source record: 49364

More information on the Hotz Box can be found by contacting either of the following:

Hotz Instrument Technology
11835 W. Olympic Blvd., Suite 1115
West Los Angeles, CA
213/444-5582

Atari Corp.
1196 Borregas Avenue
Sunnyvale, CA 94089
408/745-2000

1175. Re: Not the Phantom, but the Joker Typist!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-26 10:06:27 UTC
From: scale@abode.UUCP
Message-ID: <16@abode.UUCP>
Source record: 49365

Hi Marshall,
You might want to check to see if all the socketed chips on the motherboard (yes, that means removing the cover and RF shield; have your dealer do it if you are unsure) and the keyboard controller are all properly and firmly seated in thier sockets. It may be possible one of them has shaken loose. Just an idea, bye..........

1176. sozo C - How to???

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-26 20:50:25 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <4882@vela.acs.oakland.edu>
Source record: 49366
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am in need of a C compiler. I am trying to see if I can utilize PD compilers. I am trying to see if I can get sozo C compiler off of atari.archive.umich.edu to work, but I am not certain if I have the capabilities to do it.

All that I have at this point in time is the single ds/dd 3 1/2" floppy that is built in the atari st. If there is anyone that can tell me if I will be able to use this package, and knows how to do it for a single drive system, please let me know. I would be most grateful.

swood
--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

1177. new gnulib in assembler for gcc 1.38 available?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-27 01:58:44 UTC
From: gl8f@astsun7.astro.Virginia.EDU
Message-ID: <1991Jan27.015844.23554@murdoch.acc.Virginia.EDU>
Source record: 49367

After not saving the latest announcements of gnu-stuff because I wasn't going to install it, a friend suddenly needed it to cross-compile for a robot he's got.

The gcc 1.38 distribution on atari.archive.umich.edu doesn't have a machine-language version of gnulib.c. The file "libsrc" from gcc 1.36 in the atari/gnustuff/tos subdirectory contains something that he's using -- but my question is: is this file up to date? Any bugs? Why doesn't the 1.38 distribution contain a version of gnulib.c that's suitable for cross-compiling? Or are we confused?

Also, where's the "official" 1.38 ftp site at cwru? The machine dsrgsun.ces.cwru.edu doesn't have anything in its ftp area.

Thanks in advance.

1178. Re: NEC CD-ROM to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-27 08:00:39 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.91Jan27090039@bear.cs.tu-berlin.de>
Source record: 49368

In article <5651@feldspar23.UUCP> dalessio@motcid.UUCP (Mario D'Alessio) writes:
A friend of mine has an NEC CD-ROM drive he is selling.
I am wondering if I can use it with my ST. I have an
ICD host adapter with an OMTI controller running a
Syquest removable. Can the CD-ROM drive connect to this?
This is odd. The ICD transforms the ACSI-SCSI conversion and the
SQ555 is a standard SCSI-device, so no additional controller
should be needed at all.

Connecting that CD-drive should be no problem as long as it is
a SCSI-drive (which it most likely is)

If I can connect them, will CDs for the ST work in this
drive?
It will mostly be a metter of software. If you buy the CDAR
from Atari you get something called "Metados" which allows you
to access the CD-partitions. You might get the "Scheibenkleister"
book as well and use the software of the disk inside it ;-)

Sorry, I have no specs on the CD-ROM drive to help. If
they are needed, I will get them later.
You might want to check whether there are any oddities in the
SCSI-commands of the CD-drive. As you only can get SCSI-0
commands through the DMA-port, these won't hurt, though...

Greetings,
RIPLEY

Disclaimer: I don't have the book handy at the moment to look
the information up.
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)

1179. Re: Not the Phantom, but the Joker Typist!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-27 08:03:58 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.91Jan27090358@bear.cs.tu-berlin.de>
Source record: 49369

In article <62522@brunix.UUCP> mjv@brownvm.brown.edu (Marshall Vale) writes:

Could it be a flaky joystick that is sending in all these inputs and
confusing the keyboard processor? Might it be a cable under the keyboard
that gets pushed when we un/plug the MM? Or does it sound like a virus
people know about?

I remember something about certain kinds of joysticks heavily
disturbing the kbd-processor if plugged-in during bootup.

So, try to plug it in after the desktop shows up.

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)

1180. Re: SIMM / MULTISYNCH

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-27 12:23:57 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Jan27.122357.3126@actrix.gen.nz>
Source record: 49370

<1991Jan23.082755.22808@santra.uucp>
<1991Jan23.185802.387@ecst.csuchico.edu>
Sender:
Followup-To:
Distribution:world
Organization: Actrix Information Exchange, Wellington, New Zealand
Keywords:
Comment-To: ekrimen@ecst.csuchico.edu

From what I have read, its the early versions of the 2A that will not work at 70HZ, also note the Atari ST/E only has 2 scan rates, so if it works in colour, it will work on both colour modes...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1181. Mouse / Monitor Master

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-27 19:51:29 UTC
From: redmond@ius1.cs.cmu.edu
Message-ID: <11687@pt.cs.cmu.edu>
Source record: 49371

What are Mouse Master and Monitor Master ?

Thanks, Red/.

--

Red/.

We know that you can here us, Earthmen....

1182. The other inevitable hard disk question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-27 20:10:42 UTC
From: 4203_5132@uwovax.uwo.ca
Message-ID: <1991Jan27.151042.8410@uwovax.uwo.ca>
Source record: 49374

Could someone give me the name of a suitable compression utility (as in defragmenting) for my MegaFile30. Nothing I have used (including the program written by Simon Poole, it complains about sector size or something) so far seems to want to work.

Andrew Semple [4203_5132@uwovax.uwo.ca]

1183. Environment file

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-28 10:48:52 UTC
From: jeroen@plato.phil.ruu.nl
Message-ID: <1130@accucx.cc.ruu.nl>
Source record: 49377

I forgot to mention the environment setter I sent reads from
the file ENV.INF in the root dir of the boot disk.

May y'all TeX happily ever after.

1184. TurboST vs. QuickST II

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-28 13:44:09 UTC
From: uereder@informatik.uni-erlangen.de
Message-ID: <1991Jan28.134409.9288@informatik.uni-erlangen.de>
Source record: 49376

In comp.sys.atari.st.tech you write:

>Hi !!

> I am interested in knowing the relative strengths of TurboST and
>QuickST II. Please help me.

Hi!

From my point of view there is not much difference between TURBOST
and QUICKST. QUICKST is a little bit faster, but only a little!

QUICKST is a programme, TURBOST a accessory which can be stopped at
each time. Maybe you will need this if you don't have CON_FIX of
Karsten Isakovic which corrects a little incompartibility of both!

I hope, this will help you

Uwe

P.S. Have you seen NEWVDI yet? It should be the best solution!
--

==
Uwe Reder - Kopernikusstr.7 - D8074 Gaimersheim - Tel.: 08458/1239
e-mail: uereder@faui09.informatik.uni-erlangen.de

1185. Re: Not the Phantom, but the Joker Typist!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-28 16:43:29 UTC
From: carter@cat47.cs.wisc.edu
Message-ID: <1991Jan28.164329.25794@daffy.cs.wisc.edu>
Source record: 49375

Hey wooow, I would get a priest right away guy. This system is obviously posessed.

But, seriously, make sure the joystick is electrically contact NEATURAL, that is, it isn't leaning in anyway, and the fire button is not depressed or shorted when you turn the machine one. Your ST doesn't like to be informed that your playing a game while its trying to boot up, it thinks your being a prude, and can get quite angry.

--Gregory

1186. Re: DESKTOP.INF question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-28 18:30:00 UTC
From: bobw@hpsad.HP.COM
Message-ID: <18420007@hpsad.HP.COM>
Source record: 49372

In comp.sys.atari.st.tech, ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>- Where can I get some documentation on all the stuff defined in
>- DESKTOP.INF file?

>Atari.archive.umich.edu. I think the doc is called DESKDOC.ARC.

I'll get this file thanks.

>Select QVIEW.PRG once (highlight it) from the desktop. Go to the
>options menu and select Install Application. Then save desktop. If
>you don't have Rainbow TOS, load DESKTOP.INF and add the pathname to
>QVIEW.PRG at the bottom of the file. In fact, doesn't the QuickST
>manual tell you how to do this?! BTW, this will replace both the
>show and print selection. You will need a print utility to replace
>the print selection.

What you suggest does work, but defeating the print selection is
why I don't want to use it.

>If you get DCShowit, I think it will replace only the show selection.
>It can be found at atari.archive.

I tried this but some files come with simple CR line terminators which
DCShowit cannot display. DCShowit is almost what I want.

I picked up a copy of DC Desktop this weekend and one of it's modules
appears to do what I want. I'll know better after using it a few days.

Thanks for the pointers. This thanks goes out to those who emailed me
as well.

-Bob

1187. Re: DESKTOP.INF question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-28 19:43:16 UTC
From: bobw@hpsad.HP.COM
Message-ID: <18420008@hpsad.HP.COM>
Source record: 49373

>>- Where can I get some documentation on all the stuff defined in
>>- DESKTOP.INF file?

>>Atari.archive.umich.edu. I think the doc is called DESKDOC.ARC.

>I'll get this file thanks.

Well, actually I would if I could find it. Anybody wanna take a stab
at a more accurate filename?

-Bob

1188. New STE hardware information??

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-28 20:04:25 UTC
From: djw@hpldsla.sid.hp.com
Message-ID: <9190001@hpldsla.sid.hp.com>
Source record: 49385

Can any provide me with, or direct me to information about the
new STe hardware:

o bit DAC sound / DMA control
o new joystick ports
o genlock
etc..

I'd really like to write some code to play sampled sounds, but I
have no information on the hardware.

thanks.

djw@hpldsla.hp.com

1189. Squeeky monitor..

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-28 21:04:07 UTC
From: petercl@castle.ed.ac.uk
Message-ID: <8121@castle.ed.ac.uk>
Source record: 49382

Hello,

I have a problem with my SM124 monitor. It emits a high pitched
squeek from around the on/off/volume switch that starts about 5 mins
after I have switched it on. The squeek is very loud and annoying.
Smacking it one tends to help for a bit but this only keeps it quiet for
a few minutes. Has anyone else had this problem and does anyone know how
to fix it? I have considered taking it apart and having a look but I'm
not too hot on the inside of monitors.
If anyone has got any suggestions then either mail them to me or
stick them up here. Thanks.

1190. Re: TurboST vs. QuickST II

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-28 23:40:05 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3558.27a47005@miavx1.acs.muohio.edu>
Source record: 49378

In article <1991Jan26.030347.20842@odin.corp.sgi.com>, gints@prophet.sgi.com (Gints Klimanis) writes:
> Hi !!
>
> I am interested in knowing the relative strengths of TurboST and
> QuickST II. Please help me.

Well, I got out Quick Index and did a little test. Here's the results:

(This was run on a 1 meg 1040ST with TOS 1.4 on a mono monitor)

Neither Quick ST 2.1 Turbo ST 1.8
TOS Text 100% 327% 315%
TOS String 100% 1304% 1255%
TOS Scroll 100% 134% 133%
GEM Dialog 100% 284% 235%

Memory Usage: 0K 23.7K 53.1K

I've been using Quick ST II for a couple of months now, and haven't run into a single problem. (And with the CONS_FIX prg, I can run .TOS and .TTP in the Gemini Console window.)

Quick ST is also cheaper, and you get a few goodies with it. (QINDEX.PRG, the desktop customizer prg....)

(Standard disclaimers apply)

~~~~~~~~~~~~~~~~~~~~~~~~ Ryan 'Gozar' Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
o__)\ rlcollins@miavx1.BITNET
/) RC1DSANU@miamiu.acs.muohio.edu
/ / ____ R.COLLINS1 (On GEnie)
/(____/__(_) o)_/
/) [||] Atari Computers,
"There is no Substitute." [||] They're not just
Vs lbh pna ernq guvf, lbh'er geniryvat // || \\ for breakfast
gbb pybfr! // || \\ anymore
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

1191. Re: SIMM memory in an STe

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-29 00:14:25 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <38584@cup.portal.com>
Source record: 49381

Mike Fields asks:
>I have seen mention of a program called SIMMFIX. What does this do
>and do I need it to use my 4 Meg.???

SIMMFIX is only needed when you're using a combination of 1 Meg SIMMs and
256K SIMMs for a total of 2.5 Megs.

With your 4 Meg STe, you won't need anything like this.. just boot up and go!

BobR

1192. GEMDOS dir/drive changing

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-29 00:53:01 UTC
From: rosenkra@convex.com
Message-ID: <1991Jan29.005301.3620@convex.com>
Source record: 49380

---
quick question:

if i Pexec a process, then within that process do a Dsetpath/Dsetdrv,
when i return from the Pexec, will the parent think it is back in the
same dir before the Pexec, or will the child's actions be
propagated back to the parent? in other words, is GEMDOS's concept
of current/default directory global in scope or is it per process?

if per process, where is this information stored?

reply via email, unless u feel this has more wide ranging interest...

thanx a priori.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1193. Re: QuickST II and NEWVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-29 03:43:15 UTC
From: gints@prophet.sgi.com
Message-ID: <1991Jan29.034315.4336@odin.corp.sgi.com>
Source record: 49379

Thank you Uwe Reder and Gozar for your notes.

And time for another? What is NEWVDI? If I learn more, I will post a note. Later.

-- Gints

Why does a dude with a beautiful Silicon Graphics Personal Iris workstation still use an Atari? Something about being a renegade.

1194. Re: The inevitable hard disk question.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-29 08:58:49 UTC
From: roland@geronimo.pcs.com
Message-ID: <1119@pcsbst.pcs.com>
Source record: 49383

csbrod@informatik.uni-erlangen.de (Claus Brod (turo)) writes:
>ric@mcrware.UUCP (Ric Yeates) writes:

>> ? Does anybody have any experience with doing this? What drive did they
>> use? Software?
>Some people reported to have accomplished such a thing. I recall one letter
>when someone told me of a working combination of a SH204 host adaptor and
>a Quantum drive. This was done using my own hard disk driver software.

I replaced the (Adaptec+Tandon)-combo in my SH204 by a ST1096N about a year
ago, using Claus's Software from his 'Scheibenkleister' book. Apart from a
minor problem during cold booting (which does not hassle me enough to really
enquire what exactly it is :-) it works like a charms, 80 MB and noticably
faster than before. [I just bought the Seagate drive, plugged it in, attached
it with some metal rods - its much smaller than the old one - and partitioned
it. I did this because the old drive had suddenly died ...]

-- Roland

Roland Rambau

rra@pcsbst.pcs.com, {unido|pyramid}!pcsbst!rra, 2:507/414.2.fidonet

1195. Re: Squeeky monitor..

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-29 12:52:08 UTC
From: L.B.Brown@newcastle.ac.uk
Message-ID: <1991Jan29.125208.4377@newcastle.ac.uk>
Source record: 49387

petercl@castle.ed.ac.uk (Peter J.C. Clarke) writes:

>Hello,

> I have a problem with my SM124 monitor. It emits a high pitched
>squeek from around the on/off/volume switch that starts about 5 mins
>after I have switched it on. The squeek is very loud and annoying.
>Smacking it one tends to help for a bit but this only keeps it quiet for
>a few minutes. Has anyone else had this problem and does anyone know how
>to fix it? I have considered taking it apart and having a look but I'm
>not too hot on the inside of monitors.
> If anyone has got any suggestions then either mail them to me or
>stick them up here. Thanks.

So does mine (amongst other things) but it increases in pitch after
a few minutes then dies away. Its not that much of a problem but I'd
like to get rid of it.

Anyone else had problems with these monitors?

Leigh Brown. UK : L.B.Brown@uk.ac.newcastle
World: L.B.Brown@newcastle.ac.uk

1196. ProGem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-29 13:14:02 UTC
From: chu@acsu.buffalo.edu
Message-ID: <56636@eerie.acsu.Buffalo.EDU>
Source record: 49384

Can someone please tell me if there is an archive site that has Tim Oren's ProGem series? (Actually, I have the first 13 of the series, so if there aren't any more than 13, please tell me so. It seems unlikely though, because it doesn't end in a very final way.)

Reply via e-mail please. Thank you.

john
chu@autarch.acsu.buffalo.edu

1197. Re: QuickST II and NEWVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-29 17:50:51 UTC
From: uereder@informatik.uni-erlangen.de
Message-ID: <1991Jan29.175051.8304@informatik.uni-erlangen.de>
Source record: 49386

gints@prophet.sgi.com (Gints Klimanis) writes:

>And time for another? What is NEWVDI? If I learn more, I will post a
>note. Later.

NEWVDI is a new VDI (compare with its name!) including GDOS. It is written
in 100% assembler. And of this reason it is very fast, expecially with
KAOS-TOS 1.4.
Maybe both is not available in United States. Here in germany NEWVDI is
distributed by BELA.

Bye Uwe

>Why does a dude with a beautiful Silicon Graphics Personal Iris
>workstation still use an Atari? Something about being a renegade.

Don't be rude!

--

==
Uwe Reder - Kopernikusstr.7 - D8074 Gaimersheim - Tel.: 08458/1239
e-mail: uereder@faui09.informatik.uni-erlangen.de

1198. Re: GEMDOS dir/drive changing

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-29 21:55:07 UTC
From: apratt@atari.UUCP
Message-ID: <2817@atari.UUCP>
Source record: 49390

rosenkra@convex.com (William Rosencranz) writes:
>if i Pexec a process, then within that process do a Dsetpath/Dsetdrv,
>when i return from the Pexec, will the parent think it is back in the
>same dir before the Pexec, or will the child's actions be
>propagated back to the parent? in other words, is GEMDOS's concept
>of current/default directory global in scope or is it per process?

Why don't you try it? The answer is that it's per-process. The
information is stored partly internally in GEMDOS and partly in the
process' basepage (in the GEMDOS-private part).

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1199. Re: QuickST II and NEWVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-30 00:08:53 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Jan30.000853.13708@ecst.csuchico.edu>
Source record: 49388

uereder@informatik.uni-erlangen.de (Uwe Reder (AKBP WS 1990)) writes:

- NEWVDI is a new VDI (compare with its name!) including GDOS. It is
- written in 100% assembler. And of this reason it is very fast,
- expecially with KAOS-TOS 1.4.

Is NEWVDI compatible with TOS 1.0, 1.2, (Atari) TOS 1.4, TOS 1.6?

Also, how is KAOS-TOS 1.4 distributed? On disk or chips? And how
much does it cost? Just curious.... I've seen references to it
before.

- Maybe both is not available in United States. Here in germany NEWVDI
- is distributed by BELA.

Nope neither of them are available here. Any enterprising netters
interested in distributing them??? Uwe, how much does it cost? Is
it a TSR or desk accessory?

Thanks for the info!

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1200. Re: QuickST II and NEWVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-30 11:47:22 UTC
From: csbrod@informatik.uni-erlangen.de
Message-ID: <1991Jan30.114722.20790@informatik.uni-erlangen.de>
Source record: 49389

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

>Is NEWVDI compatible with TOS 1.0, 1.2, (Atari) TOS 1.4, TOS 1.6?

Yep. It also runs just fine on the TT.

>Also, how is KAOS-TOS 1.4 distributed? On disk or chips? And how
>much does it cost? Just curious.... I've seen references to it
>before.

KAOS 1.4.2 might be distributed later in this year as a list of patches.
This has not been settled down yet.

>Nope neither of them are available here. Any enterprising netters
>interested in distributing them??? Uwe, how much does it cost? Is
>it a TSR or desk accessory?

99 DM. TSR.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1201. Using the mouse in TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-30 11:57:53 UTC
From: adp@csug.cs.reading.ac.uk
Message-ID: <1991Jan30.115753.20479@csug.rdg.ac.uk>
Source record: 49252
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

(Sorry if this is a repost - Trouble locally with rn/pnews)

Hello,
I would like to use the mouse in a TOS program, ie to be able to get the x and y coordinate of the mouse and the state of the two buttons. I have seen the 'xbios #0 initmous' call that sets up (among other things) an address of a routine to handle the mouse input. What I would like to know is how to program this routine, ie how to read the mouse packets. (Also how to reset the mouse to its previous state on program exit). Any help would be appreciated.

Also, please could someone recommend a good book on the 'internal workings' of the ST, such as the low-level stuff like the above, keyboard reading, detailed description of linea, etc. I have the book "Concise Atari ST 68000 Programmers Reference Guide" which contains many things, but not always very accurately or to great detail.

Thanks,
Andrew

Andrew Pollard	JANET adp@uk.ac.rdg.cs.csug
Dept of Computer Science	BITNET adp%csug.cs.rdg.ac.uk@UKACRL
Reading, RG6 2AX	INTERNET adp%csug.cs.rdg.uk.ac@nsfnet-relay.ac.uk
England.	

1202. First Word Plus Page Numbering > 999

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-30 12:20:52 UTC
From: roys@syma.sussex.ac.uk
Message-ID: <4370@syma.sussex.ac.uk>
Source record: 49250

Does anybody know of or have a utility/patch for First Word + which would
allow me to number pages > 999?

Replies by e-mail please, to: roys@cogs.sussex.ac.uk

All the best,
Roy

1203. Re: Using an Atari 400 as a terminal under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-30 12:34:35 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Jan30.123435.28795@lsuc.on.ca>
Source record: 49249

In article <3480.279df2fe@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>I will be acquiring an Atari 400 with 48K and I have the following
>questions:
>
>If I hook up it up to my ST with the proper interface and a null modem
>adapter, is there any I could run MiNT and have the 400 be a terminal to
>the ST, just so I could be running a shell?

Well, sure you could use the 400 as a terminal for a Unix-like system. But that doesn't make it a *good* idea. The problem with the 400 is that you won't have a clearly legible 80 * 24 character screen. When you use advanced OS's and especially if you want to do development work, you'll want at the very least an 80 * 24 screen. You can play with the 400 as a terminal, but you'll soon tire of the inconvenience.

If you have the money lying around, a used 520STm with a VT100 cartridge would be a wonderful choice for a terminal. Otherwise, as far as the 8 bit machines are concerned, my own favorite approach would be a Radio Shack Color Computer 3, which has an 80 * 24 capability (640 * 200 resolution) and RGB, RF and composite outputs built in. And, of course, a version of OS-9 available.

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

1204. Re: QuickST II and NEWVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-30 13:00:45 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Jan30.130045.107@mailer.cc.fsu.edu>
Source record: 49241

In article <1991Jan29.175051.8304@informatik.uni-erlangen.de>,
uereder@informatik.uni-erlangen.de (Uwe Reder (AKBP WS 1990)) writes:
>gints@prophet.sgi.com (Gints Klimanis) writes:
>
>>And time for another? What is NEWVDI? If I learn more, I will post a
>>note. Later.
>
>NEWVDI is a new VDI (compare with its name!) including GDOS. It is written
>in 100% assembler. And of this reason it is very fast, expecially with
>KAOS-TOS 1.4.
>Maybe both is not available in United States. Here in germany NEWVDI is
>distributed by BELA.
>

Ok, I'll bite. What is KAOS-TOS 1.4? Jeez, we american STers are so
deprived! :-)

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Voltaire

1205. Re: Squeeky monitor..

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-30 14:35:04 UTC
From: pdel@ADS.COM
Message-ID: <FH!&$D@ads.com>
Source record: 49242

>So does mine (amongst other things) but it increases in pitch after
>a few minutes then dies away. Its not that much of a problem but I'd
>like to get rid of it.
> Leigh Brown. UK : L.B.Brown@uk.ac.newcastle

Well I don't know if it's the same problem as on my MacPlus, but a high pitched tone means the flyback transformer is going. I also have an SM124 on my 1040 which does the same thing, not quite as bad as when the Mac would whine. It might be worth taking it in to see if that's what it is. It might not be too expensive if the part is readily available (ha.). If mine starts bugging me too much I might.

Peter D

1206. TT RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-30 14:38:06 UTC
From: csuab@warwick.ac.uk
Message-ID: <1991Jan30.143806.10152@warwick.ac.uk>
Source record: 49244

Hi There,

Just a quicky: can someone tell me how fast TT RAM needs to be - will 70ns be adequate?

Thanks alot

Steve

1207. DESKTOP ACC.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-30 14:46:26 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991Jan30.144626.16658@newcastle.ac.uk>
Source record: 49247

Hi, I am interested in writing a few D.A.s but I need to know a few things.

I want to include resource files in the program, but as the prgoram is a D.A.
it should be in the code. How do I find the objects in the resource file
if I have just forced it to be included with the compiled code.

Any tips on writing D.A.s is very useful as I have seen no documention
on how to write them.

Yours

Dave

+-----------------------------------+--+
David M. Johnson	Janet : D.M.Johnson@uk.ac.newcastle
c/o Electrical and Electronic Eng.	ARPA : D.M.Johnson@newcastle.ac.uk
Merz Court	UUCP : ...ukc!newcastle!D.M.Johnson
Newcastle University	
Newcastle upon Tyne	
NE1 7RU	
+-----------------------------------+--+

| 'There are only three just wars in American history: The American Civil War,|
| World War II and the Star Wars Trilogy, |
| Peace Dudes' |
+-----------------------------------+--+

1208. Re: GEMDOS dir/drive changing

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-30 16:25:23 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Jan30.112523.8446@uwovax.uwo.ca>
Source record: 49245

In article <1991Jan29.005301.3620@convex.com>, rosenkra@convex.com (William Rosencranz) writes:
> if i Pexec a process, then within that process do a Dsetpath/Dsetdrv,
> when i return from the Pexec, will the parent think it is back in the
> same dir before the Pexec, or will the child's actions be
> propagated back to the parent? in other words, is GEMDOS's concept
> of current/default directory global in scope or is it per process?
>
It's per process (unlike MSDOS, where it's global).

> if per process, where is this information stored?

Presumably, either in the basepage or on the stack. In MiNT, it's stored in the process structure. In either case, trying to manipulate it is highly non-portable and virtually guaranteed to break on some future version of TOS/MiNT, not to mention RTX or MX2.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

1209. Profiler for Mark Williams C v3

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-30 18:52:00 UTC
From: rossj@cognos.UUCP
Message-ID: <9266@cognos.UUCP>
Source record: 49243

Is anyone aware of a profiler that will function with Mark Williams C version 3? I'd sure like to optimize a few functions, if I knew which ones to optimize...

--
Ross Judson ++ uunet!mitel!cunews!cognos!rossj + end of the road i'm travelling
Cognos Inc. ++ rossj@cognos.uucp + i will see jordan beckoning...

1210. (none)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-30 18:52:55 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <9101301852.AA05672@sun.soe.clarkson.edu>
Source record: 49246

>From: djw@hpldsla.sid.hp.com (David Williams)
>Date: 28 Jan 91 20:04:25 GMT

>Can any provide me with, or direct me to information about the
>new STe hardware:

> o bit DAC sound / DMA control
> o new joystick ports
> o genlock

>I'd really like to write some code to play sampled sounds, but I
>have no information on the hardware.

>djw@hpldsla.hp.com

I wanted an STe sound player too, so I wrote 'eplay', it is at atari.archive
as /atari/sound/players/eplay20.arc and it only works on the STe!
It is a "command line" type program (no GEM), so you can have it execute in
an auto shell script on bootup, to either play a sound, adjust bass/treble/
master,left,right volume and other stuff...

I used info posted to the net a while ago about the DMA soundchip to make it,
and I don't know if the info is posted anywhere, along with the other info
that was around like the 4096 colors and new ports ones..

If noone knows where this info is on the net, then I will compile the info
I was given and send it to atari.archive.

AAron@sun.soe.clarkson.edu

1211. Re: DESKTOP.INF question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-30 19:12:59 UTC
From: bobw@hpsad.HP.COM
Message-ID: <18420009@hpsad.HP.COM>
Source record: 49253

>Well, actually I would if I could find it. Anybody wanna take a stab
>at a more accurate filename?

Since Ed couldn't find it, he mailed me a copy of the text he had.
Someone else also mailed me another text file (thanks Walt Weber). I
combined the two files together and deposited them at the atari
archive in the 'new' directory. The file is called DSKTPINF.LZH.

1212. Re: Not the Phantom, but the Joker Typist!(Solved)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-30 20:57:47 UTC
From: mjv@brownvm.brown.edu
Message-ID: <63007@brunix.UUCP>
Source record: 49251

Thanks to everyone who responed! The problem was an auto-fire joystick made by Best Electronics. It happened to be that my friend bought the stick at the same time she picked up the computer after it had been upgraded. She immediately blamed the memory upgrade. Sigh.

Anyway, thanks again to all of you!

Marshall

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Propecies of
Agnes Nutter, Witch

1213. Re: DESKTOP ACC.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-30 23:27:32 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <7089@uqcspe.cs.uq.oz.au>
Source record: 49248

In <1991Jan30.144626.16658@newcastle.ac.uk> D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:

> I want to include resource files in the program, but as the prgoram is a D.A.
>it should be in the code. How do I find the objects in the resource file
>if I have just forced it to be included with the compiled code.

Why put them in the DA? I think this is being a bit presumptuous of you...
How do you like it when you get software with a German RSC? At least with
a resource file you can change it. And on this point, I wish people would
stop using form_alert(2,"[Are you sure?][Yes|No]"), rather than a free
string, or Resource Alert from a .RSC file. Human-Language dependent
programs are a bit rude, especially on a system that has heaps of
European support... ANYWAY...

> Any tips on writing D.A.s is very useful as I have seen no documention
>on how to write them.

Have you written a GEM program? DA's are similar...

Do you initialisation:
(if "initialisation" was in a .RSC, you could change it to initialization)

1. Get your appl id (using appl_init, as for a GEM program)
2. Register the name of your application (use menu_register)
3. Load your RSC (use rsrc_load)
4. Whatever else you want (create buffers, etc.)

Then:

while (1)
{
get an event (using event_multi, or event_msg)

if the event is an AC_OPEN, do whatever you want to do.
}

Basically, it is a GEM program + menu_register + AC_OPEN handling,
so you should be able to convert a GEM program pretty well. One note
though, I don't think DA's are given access to keyboard events, so
you may have to circumvent this somehow. (Any clues?)

WARNING:
I am a Modula-2 programmer, and my FTL M2 compiler, or my memory
may cause slight differences from the normal identifiers.

--

This .signature intentionally left blank

1214. creat, open, read & write

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-31 08:31:55 UTC
From: ericco@ssl.berkeley.edu
Message-ID: <ERICCO.91Jan31003155@sdaf1.ssl.berkeley.edu>
Source record: 49256

Can anyone figure out why the a is not equal to b in the following
program? And why the length of "test" is 3? I'm using LaserC.
In other words how do I really get into binary mode (no translations).

Thanks in advance,
Eric

```
#include <fcntl.h>

/*
test contains:
00000000 000d 0a ...
*/
main()
{
char *name = "test";
int fd;
short a = 10, b;

unlink(name);
fd = creat(name, O_BINARY);
if (fd > 0) {
write(fd, &a, sizeof(a));
close(fd);
fd = open(name, O_RDONLY | O_BINARY);
if (fd > 0) {
read(fd, &b, sizeof(b));
printf("a %d, b %d\n", a, b);
} else {
printf("couldn't reopen '%s'\n", name);
}
} else {
printf("couldn't open '%s'\n", name);
}
}
```

--
Eric
ericco@ssl.berkeley.edu

1215. Re: Using an Atari 400 as a terminal under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-31 09:28:04 UTC
From: ripley@opal.cs.tu-berlin.de
Message-ID: <RIPLEY.91Jan31102804@achat.cs.tu-berlin.de>
Source record: 49254

In article <1991Jan30.123435.28795@lsuc.on.ca> jimomura@lsuc.on.ca (Jim Omura) writes:

Well, sure you could use the 400 as a terminal for a Unix-like
system. But that doesn't make it a *good* idea. The problem with
the 400 is that you won't have a clearly legible 80 * 24 character
screen. When you use advanced OS's and especially if you want
to do development work, you'll want at the very least an 80 * 24
screen. You can play with the 400 as a terminal, but you'll soon
tire of the inconvenience.
What I can imagine perfectly well is using a cheap 8bit-machine to
be used as a console for certain systems, so you can use your other
terminal(s) for better things than logging system messages.

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)

1216. scart leads

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-31 12:48:41 UTC
From: Trevor.Kirby@newcastle.ac.uk
Message-ID: <1991Jan31.124841.17613@newcastle.ac.uk>
Source record: 49255

I'm trying to connect my st to my toshiba telly via a scart lead. All
I get from the standard cable is a ghost image. Does anyone know the
correct connections to make in this lead ?

Trev

1217. Re: Fast Raster Routines Needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-31 18:31:55 UTC
From: dwh@ataritx.uucp
Message-ID: <1991Jan31.183155.8948@ataritx.uucp>
Source record: 49257

In article <1991Jan23.005852.28904@sbcs.sunysb.edu> mrose@libserv1.ic.sunysb.edu (Michael Rose) writes:
> Also, does anyone know how the bit planes are set up in the new
>TT specific graphics modes? In the 320x480x8 mode, does one byte equal
>one pixel?

NO! The 320x480x8 mode is merely an extension of the X 2 and X 4
planar modes: 2 bytes hold plane 1 data for the first 16 pixels, followed
by 2 bytes for plane 2 for the first 16 pixels...

>< Michael Rose |Quack! _/.\ | "It is unnatural in a large field >

--
Dave Hanna Atari Microsystems Corp
UUCP ...!texsun!letni!ataritx!dwh
...!ames!atari!dhanna

1218. MS mouse on an ST, I know it was asked before.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-31 20:44:18 UTC
From: mjducey@rodan.acs.syr.edu
Message-ID: <1991Jan31.204418.497@rodan.acs.syr.edu>
Source record: 49260

Well I didn't read it because I didn't have one, now I have a MS mouse.
can I use it with the ST? How did you do it?

--
But I still like my ST... HP-48SX GEnie M.DUCEY
SOCEUR (A) Bitnet mjducey@suvm
"But Sgt. Airborne, look how high we are"! mjducey@rodan.acs.syr.edu

1219. profiling MWC v3 code

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-31 23:44:48 UTC
From: rossj@cognos.UUCP
Message-ID: <9277@cognos.UUCP>
Source record: 49262

I recently posted asking if anyone was aware of a profiler for MWC v3. With no response, I still needed to profile some code. This short program, compiled under version 3, regresses a v3 binary back to v2. You can then use David Rowley's profiler on it.

This was all done by experimentation, so I don't know if I'm performing the conversion correctly. If anybody improves it, please let me know.

The program doesn't check to see that you're actually converting a v3 binary, so use it with caution (convert a backup). You can verify that the conversion worked with the 'file' command.

```
#include <stdio.h>
#include <gemout.h>
#include <nout.h>
#include <canon.h>

char buffer[32000];
char other_crap[32000];

main(argc,argv)
int argc;
char *argv[];
{
FILE *in;
struct gemohdr gem_head;
long where_to;
struct ldheader ld_head;
int table_size;
int crap_size;
int i;

if (argc < 2) {
fprintf(stderr,"usage -- v3tov2 <executable>\n");
exit(-1);
}
printf("Opening %s.\n",argv[1]);
in = fopen(argv[1],"rwb");
printf("Reading header.\n");
if (fread(&gem_head,sizeof gem_head, 1, in) != 1) {
fprintf(stderr,"Couldn't read input file.\n");
exit(-1);
}
if (gem_head.g_magic != GEMOMAGIC) {
fprintf(stderr,"Not an executable file.\n");
```

```
exit(-1);
}
printf("Text segment=%7ld bytes\n",gem_head.g_ssize[0]);
printf("Data segment=%7ld bytes\n",gem_head.g_ssize[1]);
printf("Bss segment=%7ld bytes\n",gem_head.g_ssize[2]);
printf("Sym segment=%7ld bytes\n",gem_head.g_ssize[3]);
where_to = (long)(sizeof gem_head) +
gem_head.g_ssize[0] +
gem_head.g_ssize[1];
printf("Seeking symbol table at %ld.\n",where_to);
fseek(in,where_to,0);
printf("Reading link header.\n");
if (fread(&ld_head,sizeof ld_head,1,in) != 1) {
fprintf(stderr,"Couldn't read link header.\n");
exit(-1);
}
if (canshort(ld_head.l_magic) != L_MAGIC) {
fprintf(stderr,"Didn't find link header magic number.\n");
/* exit(-1); */
}
printf("Reading symbol table.\n");
table_size = fread(buffer,1,(int)canlong(ld_head.l_ssize[L_SYM]),in);
printf("Symbol table is %d bytes long.\n",table_size);
printf("Reading trailer.\n");
crap_size = fread(other_crap,1,32000,in);
printf("There were %d bytes of trailer.\n",crap_size);
fseek(in,where_to,0);
fwrite(other_crap,1,crap_size,in);

ld_head.l_magic = canshort(ld_head.l_magic);
ld_head.l_flag = canshort(ld_head.l_flag);
ld_head.l_machine = canshort(ld_head.l_machine);
ld_head.l_tbase = canshort(ld_head.l_tbase);
for (i = 0; i < NLSEG; i++)
ld_head.l_ssize[i] = canlong(ld_head.l_ssize[i]);
ld_head.l_entry = canlong(ld_head.l_entry);

fwrite(&ld_head,sizeof ld_head,1,in);
fwrite(buffer,1,table_size,in);
printf("Changing GEM header.\n");
gem_head.g_ssize[GO_SYM] = 0L;
rewind(in);
if (fwrite(&gem_head,sizeof gem_head, 1, in) != 1) {
fprintf(stderr,"Couldn't write to file.\n");
exit(-1);
}
printf("Closing file.\n");
fclose(in);
exit(0);
}
```

--
Ross Judson ++ uunet!mitel!cunews!cognos!rossj + end of the road i'm travelling
Cognos Inc. ++ rossj@cognos.uucp + i will see jordan beckoning...

1220. Re: Fast Raster Routines Needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-01-31 23:56:57 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <7125@uqcspe.cs.uq.oz.au>
Source record: 49258

In <1991Jan31.183155.8948@ataritx.uucp> dwh@ataritx.uucp (Dave Hanna) writes:

>In article <1991Jan23.005852.28904@sbcs.sunysb.edu> mrose@libserv1.ic.sunysb.edu (Michael Rose) writes:
>> Also, does anyone know how the bit planes are set up in the new
>>TT specific graphics modes? In the 320x480x8 mode, does one byte equal
>>one pixel?

> NO! The 320x480x8 mode is merely an extension of the X 2 and X 4
>planar modes: 2 bytes hold plane 1 data for the first 16 pixels, followed
>by 2 bytes for plane 2 for the first 16 pixels...

Which is just as well ! Who wants 256 colour sprites???? Can you imagine
how SLOW it would be to draw up a sprite if you HAD to set all bitplanes?

One common way for Fast Raster Routines (ie. the subject line), is not to
draw on all bitplanes. That is why we have them that way.

Perhaps Michael has too many fond memories of 8 bit Ataris, when you only
had 2 bits per colour index anyway, so it didn't matter.

I imagine there is also a hardware concern that places bitplanes as they
are too, if anyone could expound?
--

This .signature intentionally left blank

1221. Re: Fast Raster Routines Needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-01 03:29:05 UTC
From: bmott@hobbes.ncsu.edu
Message-ID: <1991Feb1.032905.15481@ncsuvx.ncsu.edu>
Source record: 49259

In article <7125@uqcspe.cs.uq.oz.au> warwick@batserver.cs.uq.oz.au writes:

>> NO! The 320x480x8 mode is merely an extension of the X 2 and X 4
>>planar modes: 2 bytes hold plane 1 data for the first 16 pixels, followed
>>by 2 bytes for plane 2 for the first 16 pixels...

>
>Which is just as well ! Who wants 256 colour sprites???? Can you imagine
>how SLOW it would be to draw up a sprite if you HAD to set all bitplanes?

Actually, if 1 pixel = 1 byte it would be much faster to draw a 256
color sprite.

TT video memory is set up like this:
(note: I guess this is the way it's set up based on the
information above...)

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |

8 words make 16 pixels, each word is a bitplane.

Pixel 0 is made by taking the 15th bit from each bitplane.
Pixel 1 is made by taking the 14th bit from each bitplane.
etc....

With the memory set up this way to set a pixel requires
8 instructions (BSETs or BCLRs in some combination)

To move a raster to the screen would require a lot of:
ANDs,ORs,LSRs, & MOVEs

If TT video memory was set up so 1 pixel = 1 byte:

To set a pixel would require:
1 MOVE

To move a raster to the screen would require a lot of:
MOVEs (Could be combined into some MOVEMs)

>One common way for Fast Raster Routines (ie. the subject line), is not to
>draw on all bitplanes. That is why we have them that way.
>
>Perhaps Michael has too many fond memories of 8 bit Ataris, when you only
>had 2 bits per colour index anyway, so it didn't matter.

8 bit graphics were not very fast either because you had to
do ANDs, ORs, RORs to get your 2 bits to the right place.

>
>I imagine there is also a hardware concern that places bitplanes as they
>are too, if anyone could expound?
>--

That's my guess.

Bradford W. Mott

--
=-=-=-

1222. Re: Hidden folders (was Hidden Files)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-01 10:42:20 UTC
From: wolfram@cip-s02.informatik.rwth-aachen.de
Message-ID: <wolfram.665404940@cip-s02>
Source record: 49261

apratt@atari.UUCP (Allan Pratt) writes:

>TOS versions 1.4 and greater do not allow this. They return "access
>denied" if you try to change the folder bit to make a file into a folder.
>You also can't set the volume-label bit or any of the undefined bits.

Now that we are talking about the undefined flags, what exactly do they do?
I remember setting them on a ramdisk file with the result of making that file
disappear, so I didnt do much more experiments about that.
Is it possible for applications to use these flags in a 'self defined' way?

BTW: why is it not possible to hide a folder? Just to keep people from turning
files to folders by changing a flag? How about making a folder readonly, which
would affect all of its files?

1223. Uniterm 2.0e help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-01 15:23:25 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Feb1.152325.4730@ncsuvx.ncsu.edu>
Source record: 49268
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am using the latest version I can find of Uniterm. In the function editor how does one put a carriage return at the end of a key

Like for example: if you want to get 'vax*' written and entered into the computer when you press F1 how can you get the carriage return in?
Thanks
Saurabh
smisra@eos.ncsu.edu

1224. Re: MS mouse on an ST, I know it was asked before.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-01 16:35:22 UTC
From: dalessio@motcid.UUCP
Message-ID: <5752@feldspar23.UUCP>
Source record: 49274

mjducey@rodan.acs.syr.edu (Matthew J. Ducey) writes:

>Well I didn't read it because I didn't have one, now I have a MS mouse.
>can I use it with the ST? How did you do it?

>--
> But I still like my ST... HP-48SX GEnie M.DUCEY
> SOCEUR (A) Bitnet mjducey@suvm
> "But Sgt. Airborne, look how high we are"! mjducey@rodan.acs.syr.edu

If the mouse is a bus mouse, all you need to do is build a connector.
If the mouse is a serial mouse, more work is involved. The guts of
the mouse that converts the output from the sensors to serial data
need to be bypassed. This is the situation I am in and someone is
going to try to help me do this. If I am successful, I will post
some information to the net.

If you have the bus mouse, here is the message that was posted by
someone else on building the connector. Good luck.

----------------- BEGIN INCLUDED MESSAGE ---------------------

Well, here is how to connect a Microsoft Mouse to an Atari ST. (520/1040)
The Atari has a 9-pin D-type connector. The Microsoft Mouse has a rather
strange connector on the end. To prevent having to cut the mouse cable up,
I made this adaptor. If you still can't follow it, please let me know and
I'll try to redescribe it. This does work for me. I've been using it for
6 or so months now [Note, it's been 2 years now!] with no problems at all.
It does take some soldering skills, so if you're not so hot at soldering,
find a friend to help.

As far as I know, this does not effect your Atari's warranty. However, I
have not asked Atari.

Atari ST Microsoft Mouse ST expected signal
----- -- --------- ----- -- -------- ------
1 5 XB
2 3 XA
3 8 YA
4 9 YB
5 N/C N/C
6 2 Left button
7 N/C +5VDC (N/C)
8* 6 and also tie to pin 1 Ground
9 7 Right button

* = I am not sure why I have pins 6 & 1 tied together, but it does work.

The Microsoft mouse connector looks like this. This is the solder side,
with the leads pointing up.

```
---------------
| 1 |
| 2 3 4 5 |
| 6 7 8 9 10 |
| |
---------------
```

If you can not use the connector, the pins are numbered as follows. This
is the connector side from the Microsoft Mouse plug:

```
/------------\ This is a view at the front of the connector.
/ Blank "KEY" \ It is where the plug from the mouse would be.
/----------------\ The pin labeled 'n' is not connected.
| n 4 X 8 | The place labeled 'X' is filled, and does not
| 9 7 1 2 | have a pin.
| 5 6 |
\ /
\------------/
```

Have fun!

-Jeff
--
Jeff Beadles jeff@onion.pdx.com

---------- END INCLUDED MESSAGE ----------

```
**********************************************************************
* ****************************************************************** *
* * * * *
* * Mario D'Alessio Motorola, Inc. * *
* * dalessio@motcid.UUCP Cellular Infrastructure Group * *
* * * * *
* ****************************************************************** *
**********************************************************************
```

1225. dying? 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-01 16:53:09 UTC
From: wchow@world.std.com
Message-ID: <1991Feb1.165309.13322@world.std.com>
Source record: 49264

this sounds like the right place to ask this...

after acquiring a syquest drive i started moving my ST around
generally rearranging stuff to accomodate the new drive.

i tried using icd's ratehd and idcheck to check out the sysquest
and that seems to lock up the syquest. after rebooting several times
i could no longer autoboot from my seagate scsi=0, but i could still
boot from the floppy. running icdboot from a floppy now
again locks up the syquest (amber/orange led on). so i reboot
and retry several times. now i can't even boot up on either
floppy or hard drive most of the time.

symptoms: when i do get the screen i get halfway thru the auto folder
and then get 2/4 bombs, sometimes i turn on the ST and only the powr
light comes on but everything else stays silent (floppy,monitor)

can someone nudge me towards the possible solutions to this?

oh yes, i have a datafree memory board that brings me up to 4 megs
and yes everything was working fine till the latest attempt at
rearrangement of my ST setup.

.

1226. Using GDB

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-01 17:08:26 UTC
From: dinapoli@rodan.acs.syr.edu
Message-ID: <1991Feb1.170826.791@rodan.acs.syr.edu>
Source record: 49267
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Howdy! I've been having a problem getting GDB to work on my MEGA 4.

If I compile with the -gg switch, the resulting symbol files cause
gdb to crash when I attempt to load them.

If I compile with the -g switch I get the following error message when
I attempt to link the executable...

Bogon alert! wrote 213 symbols, expected to write 235

I'm not sure about those numbers, but that was the general error message.
the executable is produced, and the symbol file created with sym_ld does
load properly into gdb. But when I attepmt to run the executable from gdb,
I get "Program terminated with code #ffffff95" (again, not sure of the
number).

Does anyone know how to create good symbol files and good executables???
I can't use the -mshort flag because I need to have 32-bit ints (if that
makes a difference).

thanks for your help!

Ron D.

1227. Re: Uniterm 2.0e help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-01 19:23:32 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <91032.112332REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 49266
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The Uniterm manual suggests that you should try cntrl-M.

Terry Reeves

Disclaimer: The thoughts and opinions expressed above have nothing to do with SLAC or its policies.

1228. Re: Hidden folders (was Hidden Files)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-01 20:02:51 UTC
From: ss60wbi@sdcc4.ucsd.edu
Message-ID: <16241@sdcc6.ucsd.edu>
Source record: 49269

In article <wolfram.665404940@cip-s02> wolfram@cip-s02.informatik.rwth-aachen.de (Wolfram Roesler) writes:
>
>BTW: why is it not possible to hide a folder? Just to keep people from turning
>files to folders by changing a flag? How about making a folder readonly, which
>would affect all of its files?

I asked Allan Pratt about why we couldn't hide folders, and his
response was, "Because I didn't do it that way." Which is good
enough for me.
It's not really a big deal,
either way,
Greg "Maddog" Knauss

1229. Hard Disk Utilities: Info Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-01 21:40:55 UTC
From: redmond@ius1.cs.cmu.edu
Message-ID: <11755@pt.cs.cmu.edu>
Source record: 49270

I've finally managed to purchase my first ST Hard Disk. Could all you hard disk users out there give me info on your useful/invaluable HD utilities. I'd like to know, if possible:

1) A description (brief/verbose as you have time/inclination for!)
2) Where from
3) How much (!)

Thanks in advance,

Red/.

1230. 32,768 color upgrade to Mega and having problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-01 22:17:49 UTC
From: cliff@jarthur.Claremont.EDU
Message-ID: <10611@jarthur.Claremont.EDU>
Source record: 49265

I was thinking of performing Mr. Barry Orlando's 32768 color upgrade on my Mega ST2 (Motherboard Rev. .5.0) and the chip I found is not the Shifter chip he says I'd need. He lists part number: C025914-38A.

I have what I think is a Shifter chip, but he part number on the chip, which I pulled from a newish 1040ST (it came with Mega TOS) is:

C07013-002
(C)ATARI 1987
-31 I10356-01
8821KRR

Am I totally hosed?

Also, he says (in the text file posted a while ago) if my RAM chips were slower than 120 nanoseconds, then I'd have to do something else. The chips in my computer are: M411024HP
-15C*(M) AT&T
11187 74
Does anyone know what speed they are?

One more thing, Mr. Orlando says:
"Three wires are installed from the color board to three vias (trace thru holes) located nearby on the motherboard."

What is he talking about? I didn't see anything like that at all in the 1040ST. Is there anything equivalent I should be aware of in doing this on my Mega 2?

Will I have to do anything truly different in this upgrade compared to doing it to a 1040ST? Please let me know.

--Cliff

--
cliff@jarthur.claremont.edu | "Ted Striker? Never heard of him. Wait!
cliff@jarthur.uucp | That's not exactly true. We were like
...uunet!jarthur!cliff | brothers."
cstein@hmcvax.bitnet | --Buck Murdoch

1231. GFA-Basic 3.5E Question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-01 22:19:29 UTC
From: tar@naucse.cse.nau.edu
Message-ID: <3264@naucse.cse.nau.edu>
Source record: 49271

Does anybody out in Netland know how to change the format in GFA-Basic's
DATE$ function from European to U.S?

Thanks in advance for any help provided.

Regards,

--
Timothy A. Roeder - Northern Arizona University(NAU)/Univeristy of Arizona(UA)
UUCP: ...!arizona!naucse!tar (NAU)
Internet: tar@naucse.cse.nau.edu (NAU) -- troeder@mis.arizona.edu (UA)
Bitnet: roedert@arizvm1.BITNET (UA)

1232. Questions (new to the atari, have a TT)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-02 00:46:47 UTC
From: rodent@netcom.UUCP
Message-ID: <22533@netcom.UUCP>
Source record: 49272

I'm coming from a heavily Amiga/Unix background, trying to get used
to developing with Mark Williams on a top-of-the-line TT.

My first problem was the apparent lack of a decent shell or editor.
After studying the docs for "MSH" it seems it MIGHT be adaquate,
but the editor is hopelessly primitive (a uEmacs with a worse user
interface than the pathetic thing Commodore's been bundling for years)

I assume there are serious editors out there, that support mice and
undo and can reconfigure the keyboard etc. like CygnusEd Pro for the
Amiga or Emacs for the Unix world. Can someone give me a tip?
What do Serious developers use? Price is not a concern.

I also sorely need a ramdisk facility of some sort - I've talked to
atarioids who say they have them, so I assume it's not difficult.
With 6 meg to kill, and a DOS that Really Thrashes the hard disk,
I *need* a ramdisk.

Finally, is there a way to turn off that horrible beeping every time
I press a key? I shall go insane listening to it much longer.

Thanks. Be nice and you'll win a convert to Atariness. My development
setup on the loaded Amiga3000 that sits next to the TT on my desk is
wonderful, but that's because of years of accumulating the best utilities
from all sources. This is what I'm looking for on the TT.

Ben Discoe, computer scientist/deep ecologist.

1233. Re: DESKTOP ACC.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-02 04:43:22 UTC
From: sstreep@next.com
Message-ID: <243@rosie.NeXT.COM>
Source record: 49275

In article <1991Jan30.144626.16658@newcastle.ac.uk> D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
>
>Hi, I am interested in writing a few D.A.s but I need to know a few things.
>
>I want to include resource files in the program, but as the prgoram is a D.A.
>it should be in the code. How do I find the objects in the resource file
>if I have just forced it to be included with the compiled code.
>
>
> Any tips on writing D.A.s is very useful as I have seen no documention
>on how to write them.

Hi Dave, I posted source to the atari sources group awhile ago called DUBL_VIS that is a disk formatter that runs as a program or an accessory. You should be able to get it from an archive server (although I haven't looked for it myself...)

That program also has its resource built into the source code, so it can show you how to use this trick.

What compiler are you using? and what program are you using to get your resource into source code form? Many compilers require a different startup routine linked in to compile a resource file. Accessory startup code for the Sozobon compiler was posted here about a month ago, its called SOZOINIT.

Mail me if this is still totally confusing...
-sam (sam_s@NeXT.com)

1234. Re: DESKTOP ACC.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-02 04:55:48 UTC
From: sstreep@next.com
Message-ID: <244@rosie.NeXT.COM>
Source record: 49273

In article <7089@uqcspe.cs.uq.oz.au> warwick@batserver.cs.uq.oz.au writes:
>> I want to include resource files in the program, but as the prgoram is a D.A.
>Why put them in the DA? I think this is being a bit presumptuous of you...
>How do you like it when you get software with a German RSC? At least with
>a resource file you can change it.

Gem has some bugs with memory management - If a resource file is loaded in,
that memory is lost every time you change resolution. If 3 DAs have 10K
resource apiece, you lose 30K of memory every time you change resolution. Ack!

Besides, old Tos versions can only safely Malloc() between 20 and 40 blocks
of memory, and each DA that loads a resource Mallocs one of those blocks
away, increasing the Malloc risk for the main program. For these reasons,
DA's should build in their resources.

> Human-Language dependent
>programs are a bit rude, especially on a system that has heaps of
>European support... ANYWAY...

In principle, I agree with you completely.
-sam

1235. Re: Fast Raster Routines Needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-02 05:11:54 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Feb2.001154.23303@qut.edu.au>
Source record: 49263

In article <7125@uqcspe.cs.uq.oz.au>, warwick@batserver.cs.uq.oz.au (Warwick Allison) writes:
> In <1991Jan31.183155.8948@ataritx.uucp> dwh@ataritx.uucp (Dave Hanna) writes:
>
>>In article <1991Jan23.005852.28904@sbcs.sunysb.edu> mrose@libserv1.ic.sunysb.edu (Michael Rose) writes:
>>> Also, does anyone know how the bit planes are set up in the new
>>>TT specific graphics modes? In the 320x480x8 mode, does one byte equal
>>>one pixel?
>
>> NO! The 320x480x8 mode is merely an extension of the X 2 and X 4
>>planar modes: 2 bytes hold plane 1 data for the first 16 pixels, followed
>>by 2 bytes for plane 2 for the first 16 pixels...
>
> Which is just as well ! Who wants 256 colour sprites???? Can you imagine
> how SLOW it would be to draw up a sprite if you HAD to set all bitplanes?

Arrrgh, Warwick !!
The Bitplane arrangement in the ST is lousy for software ops there is no reason to set up more than one plane for some operations whether the planes are interleaved or not. The arrangement in the ST is the result of some very simple DMA hardware which is used to read the video memory.

>
> One common way for Fast Raster Routines (ie. the subject line), is not to
> draw on all bitplanes. That is why we have them that way.

See above: The ST way is slow for software no matter how many planes you want to draw on. Only the IBM PC is worse.
>
> Perhaps Michael has too many fond memories of 8 bit Ataris, when you only
> had 2 bits per colour index anyway, so it didn't matter.
>
> I imagine there is also a hardware concern that places bitplanes as they
> are too, if anyone could expound?
> --

Ok. Ill have a go (Did you expect anything less ?)

This is guess work but from an engineering point of view this is probably what happens.

The Video memory is arranged in words, the same pixel from one two or four successive words are used to form the index into the clut (Colour lookup table). The reason for doing this is pretty obvious, since we have 3 modes it is simpler to read n words and always combine the bits in the same way

than to combine successive 1 2 or 4 bits within words differently between modes as on a PC thus in low rez the state machine loads 4 registers with memory values. At each video clock interval each of the location is shifted once (left I think) and a bit falls of the end of each register which are combined in a 1,2,4,8 type way and used to index the clut. In Med then only two fetches are done to register val one and 2 and 4 and 8 are left cleared (twice as fast of course) the lower two bits of the 4 bit index then is only significant. In high rez only one register is loaded 4 times as fast (well thats the theory although mono timing is different)

All this makes mode switching little more than a counter and a couple of decoders, pretty trivial really. Note that the DMA machine then is not required to permutate its counting in order to access different memory regions (Which is all that would really be required to have logically distinct planes) In fact separate bitplanes probably would be trivial al that would be required is to use (Programably) the 2 highest bits b15 and b14 in the dma counter as the LSBs on the bus and just b15 in med (of couse this means shifting all the address lines down by a bit to change modes :-)

Of course now somebody at Atari will probably send me a big flame
and tell me that things are actually different, but do I care ??? No
This fits the model and will do for me :-)

BOB
R.Lunnon@qut.edu.au

> ____
>
> This .signature intentionally left blank
> ____

1236. PCDITTO2 Fix

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-02 05:39:09 UTC
From: marshall@batserver.cs.uq.oz.au
Message-ID: <7139@uqcspe.cs.uq.oz.au>
Source record: 49276
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I had a problem with PCDITTO2 (and PCD1), which is now fixed.
PCD2 ran OK, except it would not recognise the hard disk.
My H/d is a Megafile 20, with 2 partitions: C 14Meg, and D 6 Meg.
Mostly I use D for PC stuff.
PCD ran programs from floppy with no complaint, and allowed me to change
directory to C or D. But when I tried to run something - say "dir", from
C: or D: it gave the message "Divide overflow". Likewise if I tried to
access the hard disk while in an A: directory.
After much blood, sweat, and tears, and backups and reformats and
repartitionings and backup restores I fixed it, as follows.
The Mgafile manual advises that the Megafile 20 should be treated as an
SH205. PCDITTO2 AHDFIX says that it should be applied (AHDFIX.PRG, that is)
to SH204 only. Eventually I ran HDX to remove and then install the H/D
driver, and IMMEDIATELY after quitting HDX, ran AHDFIX. That did the trick!
I had tried, once before, in desperation, to run AHDFIX, but I hadn't
realised that it MUST be run IMMEDIATELY after running HDX or any of the
zeroing or partitioning or formatting processes.
BTW: PCD2 runs every PC program I have tried so far:
in particular: MSWORD, QUATTRO, QED, TurboPascal, all the compressor/archivers, Fastback,
and many others.
But there are now much better PC emulators around.
Hope all this helps.

****
|| Marshall Harris
Internet/CSnet: marshall@batserver.cs.uq.oz.au || Dept.of Computer Science
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Bitnet:marshall%batserver.cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!batserver.cs.uq.oz.au!marshall || ph: +61 7 365 2908
JUNET: marshall@batserver.cs.uq.oz.au ||
****
"If you want to make god laugh, show him your plans"
Woody Allen
****

1237. DESKTOP.INF extensions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-02 11:15:48 UTC
From: Daniel_Roedding@fiction.ms.sub.org
Message-ID: <147279@fiction>
Source record: 49277

neil@cs.hw.ac.uk (Neil Forsyth) writes:

> Wouldn't it be a nice idea if Atari were to assign a desktop info file
> entry to application use.

> eg. #+ APID PR#1 PR#2 ...

This works, eg. if you add such a line with a text editor, you'll get
it back correctly with shel_get() and some search effort in the buffer.
The DeskTop keeps your added-on lines even when you use "Save Desktop".

But BEWARE: If you add these lines at the top of the DESKTOP.INF, you'll
get a really nice crash, because the control panel assumes that it's info
lines are located immediately at the beginning of the DeskTop buffer.

Daniel

P.S.: I know of sb. who implemented the "#Z" line on TOS < 1.4 systems by
installing a little resident prog getting this line and doing some auto-
start stuff. (With nice results on 1.4 machines... :-)

1238. Re: Questions (new to the atari, have a TT)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-02 16:25:36 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb2.162536.18602@informatik.uni-erlangen.de>
Source record: 49278

rodent@netcom.UUCP (Ben Discoe) writes:

>I assume there are serious editors out there, that support mice and
>undo and can reconfigure the keyboard etc. like CygnusEd Pro for the
>Amiga or Emacs for the Unix world. Can someone give me a tip?
>What do Serious developers use? Price is not a concern.

Try EDISON or PKS-EDIT, both coming from Germany, both having a
good GEM interface and everything you need as a developper.

>Finally, is there a way to turn off that horrible beeping every time
>I press a key? I shall go insane listening to it much longer.

Just use the control panel to switch it off.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1239. Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-02 19:01:13 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Feb2.190113.9621@ncsuvx.ncsu.edu>
Source record: 49279
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Somoeone wrote here on the net that Spice the circuit
simulation program was available for the ATARI ST and is
free. Where can I find it? Thanks for any tips

Saurabh
smisra@eos.ncsu.edu

1240. Re: Fast Raster Routines Needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-02 21:02:28 UTC
From: kawakami@bigbang.Berkeley.EDU
Message-ID: <1991Feb2.210228.18435@agate.berkeley.edu>
Source record: 49280

A video scheme that would have been really nice and fast would have been to have each bitplane in a contiguous segment of memory. Granted, the hardware and the memory fetching scheme would be more complex than the current one. But with this scheme, it would be possible to design with some kind of inherent upgradability (to increase bitplanes). Writing raster routines would also be more intuitive.

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami
Amateur crank! My Atari Macks!

1241. Zmodem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-03 00:11:51 UTC
From: boggs@unx2.ucc.okstate.edu
Message-ID: <1991Feb3.001151.15687@unx2.ucc.okstate.edu>
Source record: 49281

I'm in desperate need of a Zmodem equipped terminal program. Anyone recommend
a location via ftp I can find one?

Grant Boggs - alias
The CoCo Kid
(boggs@unx2.ucc.okstate.edu)

Newsgroups: comp.sys.atari.tech.st
Subject: Zmodem

I'm in desperate need of a Zmodem equipped terminal program. Anyone recommend
a location via ftp I can find one?

Grant Boggs - alias
The CoCo Kid
(boggs@unx2.ucc.okstate.edu)
--
The CoCo Kid

1242. Re: GFA-Basic 3.5E Question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-03 01:08:48 UTC
From: logajan@ns.network.com
Message-ID: <1991Feb3.010848.16116@ns.network.com>
Source record: 49283

tar@naucse.cse.nau.edu (Tim Roeder) writes:
>Does anybody out in Netland know how to change the format in GFA-Basic's
>DATE$ function from European to U.S?

Yes. Use the mode 1 command.

I found that my USA version of the interpreter defaults to mode 1 while the
USA version of the compiler defaults to mode 0. If you explicity put the
Mode 1 command in your program, both the intepreter and compiler will
act consistenly.

Mode 0, therefore, selects European date format while Mode 1 selects USA
format.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

1243. Re: GFA-Basic 3.5E Question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-03 01:13:09 UTC
From: logajan@ns.network.com
Message-ID: <1991Feb3.011309.16225@ns.network.com>
Source record: 49282

logajan@ns.network.com (John Logajan) writes:
>I found that my USA version of the interpreter defaults to mode 1 while the
>USA version of the compiler defaults to mode 0.

I should point out that I only have GFA Basic version 3.05u. But I assume
the mode command still exists in version 3.5.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

1244. Current drive, dir etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-03 06:00:58 UTC
From: Daniel_Roedding@fiction.ms.sub.org
Message-ID: <654789@fiction>
Source record: 49285

rosenkra@convex.com (William Rosencranz) writes:

> if i Pexec a process, then within that process do a Dsetpath/Dsetdrv,
> when i return from the Pexec, will the parent think it is back in the
> same dir before the Pexec, or will the child's actions be
> propagated back to the parent? in other words, is GEMDOS's concept
> of current/default directory global in scope or is it per process?

All these informations are process-dependant.

> if per process, where is this information stored?

The basepage contains information about the current drive, the redirection state and a list of "path handles" (one for every drive). When a new path is used, a slot in the internal path list is allocated and the path is stored here. TOS now accesses the directory via a handle. When you select a path with Dsetpath(), such a handle is locked permanently (till the process terminates or another Dsetpath() is used). Other handles are only allocated temporarily.

TOS may manage a maximum of 40 path handles, beware when using a lot of logical drives (eg. many small partitions on your HD). When a new process is started, all path handles are copies from the parent basepage and the usage counters in the dir handle pool are incremented. At the first change of the path a split-up is made, i. e. a new entry in the pathtab is allocated.

(... and so on :-)

> reply via email, unless u feel this has more wide ranging interest...

I think it's a quite interesting thing, BTW: Does anybody know how to expand the dir handle list? Programs like FOLDRnnn.PRG only solve the memory management problem, not the problems resulting from the limitation of the path pool.

Daniel

--
@veeble.north.de:daniel@ms.sub.org

1245. Re: QuickST II and NEWVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-03 15:20:33 UTC
From: friedi@rischwa.han.de
Message-ID: <A0b086r6@rischwa.han.de>
Source record: 49284

In <1991Jan30.000853.13708@ecst.csuchico.edu>, Ed Krimen writes:
>uereder@informatik.uni-erlangen.de (Uwe Reder (AKBP WS 1990)) writes:
>- Maybe both is not available in United States. Here in germany NEWVDI
>- is distributed by BELA.
>
>Nope neither of them are available here. Any enterprising netters
>interested in distributing them??? Uwe, how much does it cost? Is
>it a TSR or desk accessory?

The NewVDI (right called NVDI) costs in Germany DM 99,- I think that
must be about $65 US.

It is a Program wich you place in the AUTO-Folder. You can counfigur it.
For example you can say do you want to use the GDOS part of it (for
programs wich couldn't work with GDOS switch it off).
With NVDI you can install a Systemfont compatible Font (8x16) as System-Font.
So all Programs use it.

The program comes with a manual describing the useing of GDOS.

I bought NVDI and wouldn't miss it :-))

Friedhelm

P.S.: Please reply from outside of Germany only to my BitNet Account, 'cause
I've to pay for mail you send to me :-((
--
Friedhelm Poschadel Phone: +49 511 57 99 314 BTX: 0511561141-0002
friedi@rischwa.han.de friedi@rischwa.han.sub.org POSCHAD@DHVMHH1.BITNET

1246. Dead power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-03 16:54:58 UTC
From: km44+@andrew.cmu.edu
Message-ID: <4bf41WS00VpJ8oRkVq@andrew.cmu.edu>
Source record: 49198

Hi,
Well, after a period of strange behavior (turn on switch, hear squeeking noise and no fan, turn off switch, turn on switch, hear quieter queeking noise and slow fan speed, flip off and on a few times and final get the drive and picture to show up), my mega 2 power supply seems to be completely dead. Now when I try to turn it on, I get nothing, no squeeking, no fan, not even a flicker from the power light. Does anyone know where a good place to get a replacement from--particularly for less than the local shop will charge to replace it?

Thanks,
K.C. Marshall
km44+@andrew.cmu.edu

Of course it's my opinion. Who else would want it?

1247. Spectre recognizing SCSI devices

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-03 20:06:31 UTC
From: kron@netcom.UUCP
Message-ID: <22698@netcom.UUCP>
Source record: 49286
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just started using Spectre GCR (V 2.65C) and I find that some software thinks my Hard Disk partitions are floppy disks (I tried the HD backup software that comes with the system disks and it said it couldn't find any SCSI devices). I also tried to install MPW using the MPW installation procedure and it kept telling me to copy it to the Hard Disk (which is where it was).

Any body else run accross this? Am I missing something in the manual?

--
Kenneth Kron kron@netcom.UUCP

1248. Re: Squeeky monitor..

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-03 20:35:53 UTC
From: bcasper@ncsuvx.enet.dec.com
Message-ID: <1991Feb3.153228@ncsuvx.enet.dec.com>
Source record: 49290

In article <8121@castle.ed.ac.uk>, petercl@castle.ed.ac.uk (Peter J.C. Clarke) writes:

|> I have a problem with my SM124 monitor. It emits a high pitched
|>squeek from around the on/off/volume switch that starts about 5 mins
|>after I have switched it on. The squeek is very loud and annoying.
|>Smacking it one tends to help for a bit but this only keeps it quiet for
|>a few minutes. Has anyone else had this problem and does anyone know how

The squeek is coming from your high voltage 'flyback' coil. A lot of monitors do this and it is generally a
sign of impending failure. (although it may be years before this happens...) The best thing you can do
is live with it as the price/pain of replacing said coil is probably not worth the trouble.

-Brian Casper
bcasper@eos.ncsu.edu

1249. Re: GFA-Basic 3.5E Question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-03 21:52:52 UTC
From: tar@naucse.cse.nau.edu
Message-ID: <3269@naucse.cse.nau.edu>
Source record: 49289

In article <1991Feb3.010848.16116@ns.network.com>, logajan@ns.network.com (John Logajan) writes:
> tar@naucse.cse.nau.edu (Tim Roeder) writes:
> >Does anybody out in Netland know how to change the format in GFA-Basic's
> >DATE$ function from European to U.S?
>
> Yes. Use the mode 1 command.
>

Thanks for the info, John. In mild browsing of my GFA-Manual I never did manage to find out how to do that (under the description for DATE$, TIME$, etc. it doesn't mention HOW to change the format...*SIGH*)

At least now I can use my programs without getting confused about what the date really is.

> - John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
> - logajan@ns.network.com, 612-424-4888, Fax 612-424-2853

Regards,

--
Timothy A. Roeder - Northern Arizona University(NAU)/Univeristy of Arizona(UA)
UUCP: ...!arizona!naucse!tar (NAU)
Internet: tar@naucse.cse.nau.edu (NAU) -- troeder@mis.arizona.edu (UA)
Bitnet: roedert@arizvm1.BITNET (UA)

1250. Re: TurboST vs. QuickST II

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-03 23:00:53 UTC
From: schultzd@kira.uucp
Message-ID: <1991Feb3.230053.29642@msuinfo.cl.msu.edu>
Source record: 49191

QuickST also has is disableable! The customizing prog allows it to be
turned off.

Later...
--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ I want my, I want my, I want my STe / | \

1251. Re: Fast Raster Routines Needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-03 23:03:14 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <7145@uqcspe.cs.uq.oz.au>
Source record: 49194

In <1991Feb1.032905.15481@ncsuvx.ncsu.edu> bmott@hobbes.ncsu.edu (Bradford Mott) writes:

>> Who wants 256 colour sprites???? Can you imagine
>>how SLOW it would be to draw up a sprite if you HAD to set all bitplanes?

>Actually, if 1 pixel = 1 byte it would be much faster to draw a 256
>color sprite.

TRUE! BUT IT IS TOTALLY UNREALISTIC TO WANT 256 COLOURS ON
ONE SPRITE!!!!!

With only 4 colours, you often use all colours. With 16, you MIGHT
consider optimising code that only draws on 3 bitplanes. But with a 256
colour system, you would be crazy to use ALL bitplanes in EVERY sprite.
Take the following scheme as an example:

1. Player 1: 8 colours, 0..7 3 bitplanes
2. Player 2: 8 colours, 8..15 4 bitplanes
3. Baddies : 48 colours, 16..63 6 bitplanes
4. Scenery: 192 colours, 64..255 16 bitplanes

Now, if the players never overlap on the scenery, it's okay, you
don't have to worry about the other bitplanes.

If you want players over the scenery, the make it only on, say 16 of the
scenery colours - saving bitplanes.

If you try to use ALL bitplanes ALL the time with EVERYTHING on the screen,
then a machine running at 32 MHz (TT) will be as slow as a 8 MHz (ST)
machine for executing graphics operations.

Further discussion on this line should probably be in rec.games.programmer!

--
.
__ |\ warwick@batserver.cs.uq.oz.au:
_/ |___/ \ Warwick Allison,
/ \ Computer Science Department,

1252. Drive speed problem (ATT: Paul Moreau!)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-03 23:44:43 UTC
From: kuento@kuhub.cc.ukans.edu
Message-ID: <28334.27ac4c0b@kuhub.cc.ukans.edu>
Source record: 49192

In article <120@unix.UUCP>, paulm@unix.UUCP (Owner and User) writes:
> In article <28139.279f5dcc@kuhub.cc.ukans.edu>, kuento@kuhub.cc.ukans.edu writes:
> [...]
> I ounce had the same problem exactly. It turned out to be that my drive
> according to speed.prg (was that it?), said that it was turning at 308
> RPM. I opened the case, twiddled a bit with the speed program running,
> found the SPEED POT, and turned it down to between 298 and 300. Now it's
> flawless.
> Hope it's the same for you, Later.
>
> Paul Moreau
> ----
> UUNET: ..!ccicpg!unix!paulm

I hate to have to post this publicly, but I've been trying for *days*
to find some permutation of your e-mail address that would work, and I
keep coming up dry. You're the *only* person so far who has claimed to
have this same problem *and* been able to fix it themselves. What is
this software you used? Is it available in the public domain anywhere?
What exactly is the SPEED POT? I'm desperate for any more information
you can give me about this...PLEASE respond!
-------(please include "DY" in subj header of mail to this user)--------
Doug "Speaker-To-Insects" Yanega "UT!" Bitnet: KUENTO@UKANVAX
My card: 0 The Fool (Snow Museum, Univ. of KS, Lawrence, KS 66045)
"Bobby, jiggle Grandpa's rat so it looks alive." "Roota! Voota! ZOOT!"

1253. Re: TurboST vs. QuickST II

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-04 00:55:06 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <1991Feb4.005506.18204@csn.org>
Source record: 49193

Anybody else out there have Quick ST 2.21 -- on my system, whenever I try and use a command shell (ie gulam, bash) the cursor disapears, and echoing the vt52 command to turn it on makes no difference. Is this a known bug, or is it just me (strange, 'cause this didn;t happen with 2.1)

- Todd

--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

1254. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-04 03:01:26 UTC
From: techno@lime.in-berlin.de
Message-ID: <3HUN89M@lime.in-berlin.de>
Source record: 49287
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

smisra@eos.ncsu.edu (SAURABH MISRA) writes:

>Somoeone wrote here on the net that Spice the circuit
>simulation program was available for the ATARI ST and is
>free. Where can I find it? Thanks for any tips

Hm, yes, I posted this to someone who said he could put it into a ftp site.
What happened, Wolfgang ?

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

1255. Re: Squeeky monitor..

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-04 05:24:54 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <38845@cup.portal.com>
Source record: 49288

In article <8121@castle.ed.ac.uk>, petercl@castle.ed.ac.uk (Peter J.C. Clarke)
writes:

|> I have a problem with my SM124 monitor. It emits a high pitched
|>squeek from around the on/off/volume switch that starts about 5 mins
|>after I have switched it on. The squeek is very loud and annoying.
|>Smacking it one tends to help for a bit but this only keeps it quiet for
|>a few minutes. Has anyone else had this problem and does anyone know how

If its coming from the flyback sometimes its just something vibrating and
can be stopped by gluing whatever is vibrating with some high voltage
sealant material. May take a bit of work to locate the vibrating area though.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com BIX: r.tim_coslet
Free Kuwait. Disarm Iraq. Stop Soviet repression in the Baltic.

1256. Redirection of Printer

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-04 08:33:05 UTC
From: grillo@olivey.ATC.Olivetti.Com
Message-ID: <50305@olivea.atc.olivetti.com>
Source record: 49195
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi netters,

Does anyone know if a program that can redirect the print-data in a file?
This could be very useful for people (like me) that have not a printer at
home but have one at office!

Savino.

1257. Printer Redirection on a ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-04 08:37:58 UTC
From: grillo@olivey.ATC.Olivetti.Com
Message-ID: <50306@olivea.atc.olivetti.com>
Source record: 49196
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi netters,

Does anyone know if a program that can redirect the print-data in a file
exist ? If yes, any ftp site?
This could be very useful for people (like me) that have not a printer at
home but have one at office!

Thanx
Savino.

1258. Re: Using GDB

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-04 11:50:42 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Feb4115042@ghiggins.hpl.hp.com>
Source record: 49199
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ron DiNapoli writes about using GDB:

++ I get "Program terminated with code #ffffff95" (again, not sure of the
++ number).

++ Does anyone know how to create good symbol files and good executables???
++ I can't use the -mshort flag because I need to have 32-bit ints (if that
++ makes a difference).

I've seen both problems experienced by Ron DiNapoli. I've recently been trying to port Elk (a Scheme implementation) to the ST. It compiles up but bombs out with a bus error (2 bombs), so I tried using jrd's GDB to debug it.

First reports of GDB indicated that it wouldn't work with GCC 1.37.1, later reports suggested otherwise.

My own experience suggests that GDB works fine on the set of test data supplied with jrd's GDB port. However, I've not managed to get it to work properly on the compiled Elk code.

I am currently oscillating between gulam and ksh-under-mint. (The Elk code tests the executability of argv[0], for some reason it can't find anything there under gulam but can with ksh, anyway ...)

GDB crashes out under KSH when reading symbols from the sym file. Scratch one route. Under gulam, it reads the exec and the sym file OK, arrives at the start after "run", reports "info functions", etc fine, but either 2-bombs out on "cont", or reports "Program terminated with code #ffffff95". Once, I got it to "cont" but it wasn't behaving *anything* like the way it does with the (precompiled) test code set. I chased down Edgar Roeder's uni-sb version of GCC, which has been reported as supporting GDB. Didn't seem to make much difference.

CFLAGS were:

-gg -O -DGEM -D__NO_INLINE__ -mshort -fcombine-regs -fstrength-reduce
-fomit-frame-pointer

are any of the above flags inimical to GDB?

the .ttp and .sym files were produced ..

```
gcc-ld -o scheme.ttp c:\gnu\lib\gcrt0.o $(O) -lpml16 -lgnu16
sym-ld -r -o scheme.sym c:\gnu\lib\gcrt0.o $(O) -lpml16 -lgnu16
```

I am using crt0.o and gcrt0.o assembled from the .s files distributed with Eric Smith's Mint libraries. The Mint libraries are not linked in to the Elk code.

Grateful for any suggestions.

BTW, when GCC compiling under gulam, "make" seems to 2-bomb out after some arbitrary period of happy mass compilation, ditto Ksh but less frequently. Under Ksh, problem seems to go away after the third/fourth round of mass compilation (with -g, without -g, with -gg, without -gg, ad nauseam) but return after a warm boot. Anyone shed any light on this --- I have a suspicion that it's a malloc() problem, but it's outside my field.

Cheers,

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.

1259. Re: Drive speed problem (ATT: Paul Moreau!)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-04 11:59:46 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Feb4115946@ghiggins.hpl.hp.com>
Source record: 49200

Doug "Speaker-To-Insects" Yanega writes (re Paul Moreau):

++ I hate to have to post this publicly, but I've been trying for *days*
++ to find some permutation of your e-mail address that would work, and I
++ keep coming up dry.

Ditto on the mail. Paul responded to my post though and indicated that he was changing jobs(?). Hope he has usenet access in his new post.

As for s/w, Dave Small has written a disk rotation speed checker as part of suite of s/w supporting Spectre GCR. You might want to follow that up.

Cheers,

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.

1260. Joysticks from GFA-Basic 2 or 'C' - Help needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-04 12:14:39 UTC
From: rmh@planet.bt.co.uk
Message-ID: <1991Feb4.121439.22418@planet.bt.co.uk>
Source record: 49203

I have been trying to read both joystick ports from 'C' and have been using routines Ikbdws() and Bconin() without success. What I really want to do is read both joystick ports from within a GFA-Basic version 2 program and so I thought I would write a routine in Megamax C and then try to do the same thing in basic. Any code fragments in 'C' or even better in basic would be appreciated.
--

Ray Hollett, RT7431, British Telecom Research Labs, Suffolk, England.
Email: rmh@planet.bt.co.uk

1261. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-04 13:26:04 UTC
From: L.B.Brown@newcastle.ac.uk
Message-ID: <1991Feb4.132604.20381@newcastle.ac.uk>
Source record: 49197
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

smisra@eos.ncsu.edu (SAURABH MISRA) writes:

>Somoeone wrote here on the net that Spice the circuit
>simulation program was available for the ATARI ST and is
>free. Where can I find it? Thanks for any tips

I'd also like to know. If someone does know, reply
to the net please...

Leigh Brown. UK : L.B.Brown@uk.ac.newcastle
World: L.B.Brown@newcastle.ac.uk

1262. Blitter fix placement

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-04 16:21:20 UTC
From: brian@Eyring.COM
Message-ID: <1991Feb4.162120.10700@Eyring.COM>
Source record: 49202

Help! I am attempting installation of PC Ditto II and after removing
blitter fix from my Mega 2, carefully installing the clip, checking for
continuity on all pins, soldering blitter fix to top of clip, and testing
I get a blank white screen. No bombs, just a floppy disk access light.
"Only this and nothing more." Could I have put the blitter fix on the
wrong pins? Is the CPU itself dead? Really, I tried my hardest to be
careful! My next step will be to remove the CPU and install another
one unless someone can advise me differently. Just where DOES that
blitter fix go?
Thanks -- Brian Cooper
brian@eyring.com

1263. Black and white Monitor dead

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-04 16:36:24 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <1991Feb4.163642.17581@news.cs.indiana.edu>
Source record: 49201

I have a 1040 ST whose black and white monitor when bad. I find that the 0.7Amp fuse is blown and that one rectifier is also blown. Has anyone had this trouble before? If so did they have any additional problems?

1264. Re: DESKTOP ACC.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-05 02:59:11 UTC
From: sstreep@next.com
Message-ID: <248@rosie.NeXT.COM>
Source record: 49204

In article <243@rosie.NeXT.COM> sstreep@next.com (Sam Streeper) writes:
>What compiler are you using? and what program are you using to get your
>resource into source code form? Many compilers require a different
>startup routine linked in to compile a resource file. Accessory startup
^^^^^^^^^^^^^
>code for the Sozobon compiler was posted here about a month ago, its called
>SOZOINIT.

Ack! of course this shouldn't read "resource file", it should say
"desk accessory." I must have been sleepy.

-sam

1265. Re: Using GDB

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-05 04:46:14 UTC
From: ersmith@uwovax.uwo.ca
Message-ID: <1991Feb4.234615.8497@uwovax.uwo.ca>
Source record: 49205

In article <GJH.91Feb4115042@ghiggins.hpl.hp.com>, gjh@hplb.hpl.hp.com (Graham Higgins) writes:
> I am currently oscillating between gulam and ksh-under-mint. (The Elk code
> tests the executability of argv[0], for some reason it can't find anything
> there under gulam but can with ksh, anyway ...)
>
Did you try different environment styles under gulam? I have
set env_style mw
in my gulam.g; this makes most of my programs happy. Another useful
alternative (if your code expects environment strings like FOO=\0BAR\0
instead of FOO=BAR\0) is "set env_style bm".

> CFLAGS were:
>
> -gg -O -DGEM -D__NO_INLINE__ -mshort -fcombine-regs -fstrength-reduce
> -fomit-frame-pointer
>
> are any of the above flags inimical to GDB?
>
Yes, -fomit-frame-pointer. gcc should have warned you that "-gg" and
"-fomit-frame-pointer" were incompatible.

--
Eric R. Smith email:
Dept. of Mathematics ersmith@uwovax.uwo.ca
University of Western Ontario ersmith@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

1266. Re: Dead power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-05 05:10:16 UTC
From: clf3678@isc.rit.edu
Message-ID: <1991Feb5.051016.199@isc.rit.edu>
Source record: 49206

In article <4bf41WS00VpJ8oRkVq@andrew.cmu.edu> km44+@andrew.cmu.edu (Kimble Charles Marshall) writes:
>Hi,
> Well, after a period of strange behavior (turn on switch, hear
>squeeking noise and no fan, turn off switch, turn on switch, hear
>quieter queeking noise and slow fan speed, flip off and on a few times
>and final get the drive and picture to show up), my mega 2 power supply
>seems to be completely dead. Now when I try to turn it on, I get
>nothing, no squeeking, no fan, not even a flicker from the power light.
>Does anyone know where a good place to get a replacement
>from--particularly for less than the local shop will charge to replace
>it?
>
Best Electronics sells all sorts of Atari parts. They also manufacture some equipment which are better than OEM. One of these items is a replacement power supply for the 1040ST/Mega which offers more power and longer life. You might try them.

Best Electronics
(408) 243-6950

Chris Freemesser, Rochester Institute of Technology (THE ACORN BBS
||| BITNET: clf3678@ritvax) (716)436-3078
||| Usenet: clf3678@ultb.rit.isc.edu (2400 baud/42 megs
/ | \ GEnie: C.FREEMESSER) full Atari support

1267. Re: Hidden folders (was Hidden Files)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-05 11:49:12 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2088@odin.cs.hw.ac.uk>
Source record: 49207

In article <wolfram.665404940@cip-s02>
wolfram@cip-s02.informatik.rwth-aachen.de (Wolfram Roesler) writes:
>BTW: why is it not possible to hide a folder? Just to keep people from turning
>files to folders by changing a flag? How about making a folder readonly, which
>would affect all of its files?

That would be fantastic! I would love to hide folders and protect their
contents this way. As it is I can hide a folder by flipping the bit manually
using a disk editor. (It's OK Allan I reboot afterwards!)

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1268. Re: Using GDB

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-05 12:42:07 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Feb5.124207.11850@doe.utoronto.ca>
Source record: 49208
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <GJH.91Feb4115042@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>
>CFLAGS were:
>
>-gg -O -DGEM -D__NO_INLINE__ -mshort -fcombine-regs -fstrength-reduce
>-fomit-frame-pointer
>
>are any of the above flags inimical to GDB?
>
I have had some success with gdb under the uni-sb gcc compiler and linker, but I have used

```
gcc -c -g test.c
gcc_ld -o test.tos test.o
sym_ld -r -o test.sym $GNULIB/crt0.o test.o -lgnu
```

(or something like that). I took a look at the gdb source, and it actually seems to support -g and not -gg (ie. dbx, not the native gdb format).

>BTW, when GCC compiling under gulam, "make" seems to 2-bomb out after some
>arbitrary period of happy mass compilation, ditto Ksh but less frequently.
>Under Ksh, problem seems to go away after the third/fourth round of mass
>compilation (with -g, without -g, with -gg, without -gg, ad nauseam) but return
>after a warm boot. Anyone shed any light on this --- I have a suspicion that
>it's a malloc() problem, but it's outside my field.
>
Aha! I suspect the 40-folder limit. You should be able to find a fix for it on your local BBS. If you already have foldrxxx.prg (or whatever it's called) installed, raise the number.

David

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1269. How am I called? Why O Why...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-05 13:43:07 UTC
From: jeroen@pluto.phil.ruu.nl
Message-ID: <1147@accucx.cc.ruu.nl>
Source record: 49209

Hi,

I have trouble with a routine posted on the net about a year ago.
The routine *should* distinguish between calls of a program from
the desktop, calls from another shell and from the auto folder.

Here's the routine (_BasPag is a global var pointing to the basepage
of the program):

```
#define FROM_AUTO 1
#define FROM_DESKTOP 2
#define FROM_SHELL 3

#include <tos.h>

int HowStarted(void)
{
BASPAG *p = _BasPag;
register int n = 0;

p = p->p_parent;
if((((long) (p->p_tbase)) & 0x800000L) == 0L)
return(FROM_SHELL);
while((p = p->p_parent) != 0L)
++n;
return((n == 1) ? FROM_AUTO : ((n == 2) ? FROM_DESKTOP : FROM_SHELL));
}

void main(void)
{
switch(HowStarted())
{
case FROM_AUTO: Cconws("Auto!");
break;
case FROM_DESKTOP: Cconws("Desktop!");
break;
case FROM_SHELL: Cconws("Shell!");
}
}
```

The problem is: from the auto folder it writes "Auto!", from a shell
it writes "Shell!" and from the desktop it writes... "Shell!".

Does anyone spot the bug in the source? Please mail me.

Thanx in advance, J.

1270. 68000 Assembler/Development System for 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-05 16:53:12 UTC
From: bweeks@sirius.UVic.CA
Message-ID: <BWEEKS.91Feb5115312@golay.UVic.CA>
Source record: 49210

I am looking for either a public domain or reasonably inexpensive 68000 assembler/development system which I can run on my 1040ST. I would appreciate any pointers. Please send me email. I'll summarize to the net if response warrants.

Brent
bweeks@sirius.uvic.ca

1271. Cookie Jar information...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-05 17:49:48 UTC
From: nut@nuthaus.UUCP
Message-ID: <8571204@nuthaus.UUCP>
Source record: 49211

I am currently writing a program which, if the system's cookie jar does not already exist (or is too small) will need to create a new one. I am somewhat familiar with the jar's specifications, but there are some things that I need help with.
First of all, do I have to install a reset-routine which clears the $5a0 variable? It makes sense to do so, since the globals aren't cleared after reset, but if I don't have to write the routine, so much the better (I like Pascal more than 68K!)
Second, is it kosher for my program to remove the cookie jar (or restore it to its old value) once it exits? Do GEM or TOS place cookies in there after system startup?
Third, what are the default system cookies? I have heard mention of them describing the system config, and if I am going through the trouble of installing a jar, I might as well put them in also?

As you can tell, I'm poor enough to not be able to afford the Developer's documentation. Hey, Atari, do you want to apply student discounts to the doc's? Most hackers are in college, and probably would provide a nifty new software base if given the doc's!

-- Adam

P.S. - Does anybody have example code for the aforementioned system-reset routine?
--
= Adam G. Tilghman - SysOp/WizOp/Janitor of Eleusesthai BBS =
= USnail: 116 Escanyo Dr., So. San Francisco, CA, 94080-4134 USA =
= Voice Phone: +1 415 873 3091 / BBS Phone: +1 415 871 9451 =
= nut@nuthaus.UUCP {hoptoad,well}!wet!nuthaus!nut nut@wet.UUCP =

1272. MIDI input problems (C or assembler programming)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-06 04:58:46 UTC
From: miskinis@aisg.enet.dec.com
Message-ID: <3901@ryn.mro4.dec.com>
Source record: 49212

Hi,

I bought an Atari 1040ST over 2 years ago with the intention of
becoming a MIDI developer. I'm a full-time Software Engineer, and a
part-time Atari user. I've been trying to develop a software system
that would record MIDI data *PERFECTLY*.

I started out by using a polling loop querying the OS to see if
any MIDI bytes were in the (default) 128 byte buffer. This worked
somewhat usefully, but aside from the bad nature of polling, I found
that I would lose about 1 byte per 10,000.

I hit the books, bought Mark Williams C, and wrote an interrupt
routine that duplicates that the standard MIDI input code, but I write the
bytes to MY buffer, and time-stamp each byte when it comes in.

This method allows application freedom, as MIDI input will happen in
the background. BUT I STILL LOSE DATA WHEN I MOVE THE MOUSE, AND VERY
INFREQUENTLY WHEN I DON'T.

Does anyone know how to get around this? Someone must, since there
seems to be a lot of sequencing packages available for the ST. I've noticed
that some of them mess up, but some seem to be VERY stable.

I use a Roland TR505 for testing, with the tempo cranked up to the
maximum, and a pattern that contains as many drum sounds that I can fit
in on 16th note intervals...

H E L P N E E D E D P L E A S E! T H A N K S I N A D V A N C E

John

1273. Sozobon Startup-Code

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-06 14:41:35 UTC
From: adp@csug.cs.reading.ac.uk
Message-ID: <1991Feb6.144135.25359@csug.rdg.ac.uk>
Source record: 49213
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello World,
Can anyone send me some startup code for Sozobon C that does not do anything *illegal* with its basepage... like the original version does. One that would work OK with RTX and/or MiNT (0.7) and debuggers (Specifically MonST2.0).

Thanks,
Andrew

Andrew Pollard	JANET adp@uk.ac.rdg.cs.csug
Dept of Computer Science	BITNET adp%csug.cs.rdg.ac.uk@UKACRL
Reading, RG6 2AX	INTERNET adp%csug.cs.rdg.uk.ac@nsfnet-relay.ac.uk
England.	

Andrew Pollard	JANET adp@uk.ac.rdg.cs.csug
Dept of Computer Science	BITNET adp%csug.cs.rdg.ac.uk@UKACRL
Reading, RG6 2AX	INTERNET adp%csug.cs.rdg.uk.ac@nsfnet-relay.ac.uk

1274. Re: MIDI input problems (C or assembler programming)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-06 15:18:10 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb6.151810.986@daffy.cs.wisc.edu>
Source record: 49214

miskinis@aisg.enet.dec.com (John Miskinis)
Writes: ...

This method allows application freedom, as MIDI input will happen in
the background. BUT I STILL LOSE DATA WHEN I MOVE THE MOUSE, AND VERY
INFREQUENTLY WHEN I DON'T.

Does anyone know how to get around this? Someone must, since there
seems to be a lot of sequencing packages available for the ST. I've noticed
that some of them mess up, but some seem to be VERY stable.

Well what do you know, finally someone asks a question up my alley!
John, I wrote some networking software for the midi port and ran into
the same problem, the Bcon calls are too slow to retrieve information fast
enough(In TOS 1.0 they are anyway, TOS 1.4/1.6 its a little better) from the
input buffer. Solution? In increase your buffer size to about 4K, for really
TAXING operations, increase to 16K. I use an 8K buffer and don't have any
problems at all. Real time sequencing might be a different problem though.

An example in Mark Williams C that shows you how to do this is
in there, but it is used with the aux: port instead of the midi: port.

--Good luck, --Gregory

OK OK OK, I know I am suppose to be at class right now, but gosh I love reading
news OK.

1275. TOS 1.4 upgrade Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-06 16:57:51 UTC
From: oscar@jpl-devvax.JPL.NASA.GOV
Message-ID: <11327@jpl-devvax.JPL.NASA.GOV>
Source record: 49215
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just got an OS upgrade to 1.4. I used to have 1.0.
The problem is that I can't get my machine to boot from
my harddisk. Several of the things that have occurred
and which I have tried are: (I have a homebrewed harddisk.
It has an ICD host card and I have the latest ICD distribution
disk.)
1) I have tried booting normally and get two bombs.
2) I have booted while holding the alt key down (This
is suppose to override the booting from harddisk)
3) I have booted with the harddisk disconnected then
reconnected it and could not access it.

I think if I can get to my harddisk I could eliminate all the
auto loading programs and then things would be fine.

Also if there are known accessories which do not work under 1.4,
or are programs which are no longer of assistance (ie. pinhed,
fatspeed, ...)

Thanks in advance for any assistance

--
Oscar "Fred" DeMartino - J.P.L. (818) 354-1295 J PPP L
4800 Oak Grove Drive, Pas, CA. 91109 MS: 301-320S J P P L
MAYBE: oscar@devvax.JPL.NASA.GOV J J PPP L
ARPA: jpl-devvax!oscar@cit-vax JJJ P LLLLL

1276. Re: MIDI input problems (C or assembler programming)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-06 19:26:36 UTC
From: sstreep@next.com
Message-ID: <250@rosie.NeXT.COM>
Source record: 49216

In article <3901@ryn.mro4.dec.com> miskinis@aisg.enet.dec.com (John Miskinis) writes:
>
> I hit the books, bought Mark Williams C, and wrote an interrupt
>routine that duplicates that the standard MIDI input code, but I write the
>bytes to MY buffer, and time-stamp each byte when it comes in.

You really must write your midi interrupt handler in assembler. Fortunately
this handler is pretty simple. The standard Atari interrupt handler is
actually pretty good, but you can optimize it slightly. For an example
of the source to the standard handler, see the Abacus Internals book.
The default buffer is much too small (128 bytes, I think). With a good
handler, a decent size buffer, and a good cable (most are crappy), you
shouldn't lose any data.

> This method allows application freedom, as MIDI input will happen in
>the background. BUT I STILL LOSE DATA WHEN I MOVE THE MOUSE...

This is true and it sucks big time! The problem here is that the
keyboard/mouse ACIA and the midi ACIA interrupt at the same level to
the MFP 68901. Also, the mouse packet parsing code is just too slow.
If you blast the midi port at full speed and move the mouse, its possible
that 2 midi characters will come in while you're parsing a mouse packet,
and BOOM! you lost the first one, since the hardware only buffers one
character. The midi handler cannot preempt the (slow) mouse handler,
and this is a hardware architecture problem.

The solution of course is to rewrite the mouse/keyboard handler, which is
pretty difficult, especially if you want to maintain compatibility with
the way the OS expects to find things. If you're writing a standalone
sequencer, this really isn't a problem, but for joe average it's difficult.

If you roll your own sequencer without the mouse handler, just _don't_move_
the_mouse_ (!) during critical times! (1/2 8^))

I hope this helps... Every profession sequencer writer has had to deal
with this.

-sam (sam_s@NeXT.com)

1277. Re: Hidden folders (was Hidden Files)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-06 20:59:38 UTC
From: apratt@atari.UUCP
Message-ID: <2827@atari.UUCP>
Source record: 49217

neil@cs.hw.ac.uk (Neil Forsyth) writes:
>As it is I can hide a folder by flipping the bit manually
>using a disk editor. (It's OK Allan I reboot afterwards!)

It's not OK. GEMDOS's behavior in the presence of unexpected flag combinations is undefined. For example, some places in the code could check for (attr & SUBDIR) but some check for (attr == SUBDIR). So you might find that you can use the thing as a folder, but you can also Fdelete it, or if you Fcreate a file with the same name it'll get clobbered! This would be disaster for the files contained in the folder.

You're playing with fire.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1278. Re: MIDI input problems (C or assembler programming)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-07 00:05:14 UTC
From: burris@highspl
Message-ID: <1991Feb7.000514.6776@highspl>
Source record: 49218

From article <1991Feb6.151810.986@daffy.cs.wisc.edu>, by carter@cat27.cs.wisc.edu (Gregory Carter):
>
> Well what do you know, finally someone asks a question up my alley!
> John, I wrote some networking software for the midi port and ran into
> the same problem, the Bcon calls are too slow to retrieve information fast
> enough(In TOS 1.0 they are anyway, TOS 1.4/1.6 its a little better) from the
> input buffer. Solution? In increase your buffer size to about 4K, for really
> TAXING operations, increase to 16K. I use an 8K buffer and don't have any
> problems at all. Real time .

--
==========
David Burris Aurora,Il.
burris@highspl { att | linac }!highspl!burris
==========
our code is executed.

If the assembly routine saves ALL registers, it can push the MIDI byte
onto the stack and jsr directly to a C routine. If you allocate a
lot of local variables or nest function calls too deeply, you might
want to point the stack at some space allocated in your assembly
routine.

I would not be too surprised that you could generate enough
interrupts of higher priority that a MIDI interrupt might be
serviced after the next byte arrives. I haven't experienced this
problem but I haven't really TRIED to produce it either.

Be careful about using registers you haven't saved in your assembly
routine. At the time the interrupt occurs, you have NO idea what
might be in the registers. I kept having the temptation to believe
that I had access to the scratch registers of the C compiler.

--
==========
David Burris Aurora,Il.
burris@highspl { att | linac }!highspl!burris
==========

1279. Re: Connecting Panasonic 3.5" 720k floppy - how?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-07 01:31:10 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb7.013110.15540@actrix.gen.nz>
Source record: 49219

In article <1991Feb5.134658.25162@cns.umist.ac.uk> rn@ap.co.umist.ac.uk (bob nutter) writes:
> Hi!
>
> I've just got a 720k 3.5" Panasonic floppy (model JV-253-163P) for use
> as a second external floppy (yes, my ST is *that* old!) and plugging
> it in place of my existing one (ie: same cables) produced, well,
> absolutely nothing. I should assume that the drive was set up for an
> IBM PC, so it would have been jumpered for DS1 instead of DS0 which is
> what I believe the ST expects. I played around with the switches on
> the drive, but didn't get any further. Can anyone help? Do I need to
> jumper things on the 2x17 IDC connector (my existing cable only uses
> about half the lines)? Here's what the switches are on the back of the
> drive (are there any more jumpers inside the drive casing?):
>
>
> SW1: 0 3 2 1
>
> SW2: M0 MS
>
> SW3: RY DC
>
>
> Thanks for any help!
>
> bob

For one thing you must set it for DS0, did you have a board with a
large ic, on it, if so this has to be by passed, it does not give a
side select line, also what is the Step Speed of this drive, some early
PC drives are 6ms, this can be a Big problem for the ST's, but you can
set the step rate with a program, but no good for running games..
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1280. AT-Speed - Procomm problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-07 02:48:41 UTC
From: jensend1@yvax.byu.edu
Message-ID: <2015jensend1@yvax.byu.edu>
Source record: 49220

I installed AT-Speed this weekend, and so far, it's doing great. My only quarrel with it at this point is that I can't get it to run Procomm. Other PC programs work great, and my ST communications programs run just like they always have. Is there some simple change within Procomm that I need to make? Or is there a switch in the AT-Speed installation software that I need to set? If anyone knows the answer to this problem, I'd appreciate your wisdom! Thanks,

Dave Jensen
Jensend1@byuvax.byu.edu

1281. tos bug Was: Using GDB

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-07 08:18:09 UTC
From: klamer@mi.eltn.utwente.nl
Message-ID: <klamer.665914689@mi.eltn.utwente.nl>
Source record: 49221
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

david@doe.utoronto.ca (David Megginson) writes:

>>BTW, when GCC compiling under gulam, "make" seems to 2-bomb out after some
>>arbitrary period of happy mass compilation, ditto Ksh but less frequently.
>>Under Ksh, problem seems to go away after the third/fourth round of mass
>>compilation (with -g, without -g, with -gg, without -gg, ad nauseam) but return
>>after a warm boot. Anyone shed any light on this --- I have a suspicion that
>>it's a malloc() problem, but it's outside my field.
>>
>Aha! I suspect the 40-folder limit. You should be able to find a fix
>for it on your local BBS. If you already have foldrxxx.prg (or whatever
>it's called) installed, raise the number.

Having experienced similar problems as described above using TeX ;-(
i came to the conclusion that it was memory management, not the 40-folder
limit (foldr200.prg didn't help; shuffling memory did sometimes. also
the available memory sometimes came down to a whopping 10k -- not enough
for TeX (I am stymied)).

My solution to this "feature": use tos 1.4. I am now running without
foldrxxx.prg && cache020.prg and have not experienced the problem.

Klamer
--
Klamer Schutte
Faculty of electrical engineering -- University of Twente, The Netherlands
klamer@mi.eltn.utwente.nl {backbone}!mcsun!mi.eltn.utwente.nl!klamer

1282. Re: Hidden folders (was Hidden Files)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-07 09:56:41 UTC
From: hvaalde@cs.vu.nl
Message-ID: <8990@star.cs.vu.nl>
Source record: 49222

neil@cs.hw.ac.uk (Neil Forsyth) writes:

>I would love to hide folders and protect their contents this way.

If it ever gets implemented in TOS, remember that sometimes one would like to
be able to delete a hidden folder, so atleast offer the possibility to unhide
hidden items on the desktop. Perhaps an option like 'show hidden' and make them
ligther on screen or something like that.
It also makes it easier to keep track on what is on the disk if the number of
bytes that is hidden on a disk is mentionen in the 'disk info' dialog as it
is in Neodesk.

Harold van Aalderen (hvaalde@cs.vu.nl)

1283. PC Ditto

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-07 13:58:08 UTC
From: news@efd.lth.se
Message-ID: <1991Feb7.135808.20128@lth.se>
Source record: 49223

I seem to have a problem installing PC-Ditto on my Megafile30+Mega2ST system. I have done it earlier at a 20 MB HD and it worked OK, but I just cant get it to accept that the dos file exists on the megafile30. When I start PC-ditto (whith PCDOS 3.2 on the HD) it just locks up! (By the way, YES I have read the manual (see above)). I have also used the program on the PC-Ditto disk to fix the boot block parameters (I know that they dont say that you should use it on a mega30, but if I dont, I just get "divide overflow"). My DOS bootdisk contains exactly the same PRG:s and works perfectly, finding my C,D,E,F partions with no problems. When I transfer them to my newly formatted HD (First formatted from GEM, then from PC-ditto with"format C:/S"), nothing works (No, i doesnt transter the Command.com from the boot disk either!)
Please EMAIL me about this!
David Hultgren

1284. Defragger

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-07 14:09:10 UTC
From: twmanino@ncsuvx.enet.dec.com
Message-ID: <1991Feb7.090026@ncsuvx.enet.dec.com>
Source record: 49224

Hello tech-types,

I (and several others who have e-mailed me) am in need of a hard disk defragmentation utility. I have an ICD host adapter, TOS 1.4, and am using 32 meg partitions. I understand that there are older utilities that will not work in this situation.

Is there such an animal that will work reliably with this configuration? PD/Shareware/Commercial - I would like to know about any.

Thanks folks,
Tony
twmanino@eos.ncsu.edu

1285. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-07 14:11:19 UTC
From: cummins@unx2.ucc.okstate.edu
Message-ID: <1991Feb7.141119.5468@unx2.ucc.okstate.edu>
Source record: 49225
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>SPICE is a *huge* program. I'm doing what I can to make it accessible to
>the net.
> Techno

Thanks!
John Cummins cummins@unx2.ucc.okstate.edu

1286. MIDI (continued)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-07 17:22:45 UTC
From: miskinis@aisg.enet.dec.com
Message-ID: <3927@ryn.mro4.dec.com>
Source record: 49226

Hello,

FIRST, I want to thank everyone who is reading and replying to
my posting...

I'm relatively new to the USENET, and tried to post something
yesterday, but actually sent a mail message by mistake...

ANYWAY, I wrote my MIDI input handler in the assembler provided
with Mark Williams C. I duplicated the code from the disassebled BIOS
listings in the Abacus Internals book, adding a timestamp, and depositing
the byte in by 32K length buffer.

I will attempt to write an entire level 6 interrupt handler, if
the is the only way out. From what I now understand, there's no way
around it.

I want to support the mouse AND MIDI, with MIDI being the number
one priority. I don't mind losing mouse events if I have to (while MIDI
bytes are coming in).

John

1287. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-07 18:42:46 UTC
From: jbernat@bgsuvax.UUCP
Message-ID: <6913@bgsuvax.UUCP>
Source record: 49227
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

From article <1991Feb2.190113.9621@ncsuvx.ncsu.edu>, by smisra@eos.ncsu.edu (SAURABH MISRA):

> Somoeone wrote here on the net that Spice the circuit
> simulation program was available for the ATARI ST and is
> free. Where can I find it? Thanks for any tips

ftp atari.archive.umich.edu
look in the applications directory and find spice.lzh

Jim

1288. Hard Drive Power Supply Info Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-07 18:52:52 UTC
From: jbernat@bgsuvax.UUCP
Message-ID: <6914@bgsuvax.UUCP>
Source record: 49228
Cross-posted to: comp.sys.atari.st.tech,comp.sys.amiga.programmer

I will be building an external hard drive setup for my computer very soon. I am in the market for a case with a power supply to house the drive(s). What I need to know is how large must the capacity of my power supply be? I wish to house and power four half-height drives eventually. The drive I will install first is the Seagate ST-296N SCSI 80MB. Thanks in advance for any help you may offer!

Jim Bernatowicz (jbernat@andy.bgsu.edu)

1289. Connecting 5200 Trackball Controller to ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-07 19:07:03 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb7.190703.24705@jato.jpl.nasa.gov>
Source record: 49229

Does anybody know how to attach a 5200 trackball controller to an ST? I'm primarily interested in the trackball functionality, not the extra keys (but the extra keys might be useful).

Thanks in advance for any information you are able to give me.

Van Snyder = vsnyder@Jpl.Jato.Jpl.Nasa.Gov
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1290. A plea for assistance!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-07 20:19:18 UTC
From: dond@gold.gvg.tek.com
Message-ID: <1963@gold.gvg.tek.com>
Source record: 49230
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am a new ATARI user who is full of questions. Hopefully some
of you can help me get started. There aren't any other ATARI users
in my area (that I know of) and the "good deal" I got didn't include
much documentation! Thanks in advance for any replies.

I need a description of the operating system. I would really like
to know how the desktop works, how files are managed, how
does the OS know what devices are connected, ect. Where can
I find one?

I have an ATARI 520ST with 500K ram (s/n# A11003969 - does that mean
anything to anyone???). What are my options for upgrading?

I have a printer that will not operate with the CENTRONICS cable (the
same printer/cable operate fine when attached to "one of those
other PC's"). How does the ST know if there is a serial or
a parallel printer attached? What is the correct cable
configuration to use?

What are my options for a hard drive? What type of HD am I looking
for? I now have two floppies - SS354's.

Is there a translation capability to read/write IBM & MAC 3" discs?

Are either of the monitors compatable with other PC's? I have a SM124
and a SC1224 as well. (e.g. I don't need two monitors,
simultaneously - could the one I'm not using be hooked as a
display for something else?)

Must I dismantle the unit to read the PROM version? Is there a way to
ask it? ...and what is the current version of the OS? If I don't
have the current version, how can I get it?

Thanks again for any help offered. I'm excited about the ST and
looking forward to becoming "more functional"!!
Replies can be faxed (916)478-3887,
posted, or
mailed: Don Davis
219 Gethsemane
Nevada City, Ca 95959

1291. Problems!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 01:04:03 UTC
From: rodent@netcom.COM
Message-ID: <23148@netcom.COM>
Source record: 49234

I am somewhat new to the Atari - we are moving our development system from a 1040ST to a top-of-the-line TT and having problems.

1) We use kermit to transfer files between all ~5 OS's in-house. However, the Atari kermit program refuses to receive any file with 8-bit characters in it. Text files in Image mode work; but 8-bit characters cause failure in any mode.

2) We use Mark Williams C for our product, yet the debugger "db" doesn't work on the TOS version on the TT. Mark Williams Co. said that Atari hasn't provided them with some necesssary files, and they don't have the programmers to update their product anyway.

Where can I get a new kermit? (The one we have is from 1985)
What is a real compiler that works on the TT? (We need real support)

no, I don't have ftp access. thanx in advance for help.

Ben @ Versasoft, San Jose, the LA of northern California.

1292. Memory Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 01:32:00 UTC
From: psurge@cs.utexas.edu
Message-ID: <17720@cs.utexas.edu>
Source record: 49231
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a 2 meg Aerco board for sale. $175, I pay shipping anywhere in the U.S.
Send E-mail to the below address:

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"Life unwinds like a cheap sweater but since I gave up hope I feel a lot better"
-Steve Taylor

1293. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 01:57:13 UTC
From: rabino@eng.umd.edu
Message-ID: <1991Feb8.015713.29253@eng.umd.edu>
Source record: 49232
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Spice.lzh is now on the Atari.archive. I have tried it on several of the included input files, but only got an error message reading "Execution error: no/corrupt PRL." This is on a 1040 w/ TOS 1.4, running w/ a Supra 20 Meg HD. Is anyone else out there more successful?

1294. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 02:29:56 UTC
From: bud@ms.uky.edu
Message-ID: <1991Feb8.022956.28519@ms.uky.edu>
Source record: 49233
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1991Feb8.015713.29253@eng.umd.edu> rabino@eng.umd.edu (Michael Rabinovitz) writes:
>
> Spice.lzh is now on the Atari.archive. I have tried it on several of
>the included input files, but only got an error message reading "Execution
>error: no/corrupt PRL." This is on a 1040 w/ TOS 1.4, running w/ a Supra 20
>Meg HD. Is anyone else out there more successful?

Interesting. A few months ago I bought a used copy of the prospero
fortran compiler, and there's a program PRL that you're supposed to
run before running any of the other stuff. I think PRL is ram resident
library stuff. Anybody know what Spice.lzh was written in?

Bud

--
Dr. William K Glunt | Are you ABNORMAL?
Heh heh nice ring to it!| Then you are probably better than most people!
U of Kentucky math dept | Are alien space monsters bringing a STARTLING NEW
home phone 606 258 8864 | WORLD? from _The book of the SubGenius_

1295. Some questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 07:36:10 UTC
From: entropy@ai.mit.edu
Message-ID: <ENTROPY.91Feb8023610@pogo.ai.mit.edu>
Source record: 49237

Can somebody with some documentation give me information on the
Flopfmt and Protobt XBIOS calls?

On an unrelated note, is there any legitimate way to increase the size
of the RS-232 buffer?

Thanks,
entropy

1296. Re: Problems!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 07:53:10 UTC
From: rosenkra@convex.com
Message-ID: <1991Feb08.075310.14929@convex.com>
Source record: 49235

In article <23148@netcom.COM> rodent@netcom.COM (Ben Discoe) writes:
>1) We use kermit to transfer files between all ~5 OS's in-house. However,
> the Atari kermit program refuses to receive any file with 8-bit
> characters in it. Text files in Image mode work; but 8-bit characters
> cause failure in any mode.

get uniterm v2.0a or later. it uses 1k packets for its built-in kermit
(actually u can set it between 0 and 1000+ bytes (94 was original kermit
protocol. in addition, u get a very nice terminal emulator (vt100, et al)
and a tektronix 4010 (?) emulator plus dialer plus xmodem plus...

you should be able to find it at atari.archive.umich.edu. uniterm is a
very solid piece of work (i use it every day).

the unix version of c-kermit is available from columbia univ (i don't
remember the address). there may be a port to the st, but i never even
bothered to find it since uniterm is so nice (and free). c-kermit started
using extended packets somewhere around version 4E(067) or so (???). at
any rate, the latest release from columbia will have extended packets.

>no, I don't have ftp access. thanx in advance for help.

you can get uniterm by mail from the archive. read the FAQ for the archive
which is posted about once a month here. atari.archive.umich.edu is often
refered to as "terminator", its old name (terminator.cc.umich.edu).

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1297. Renaming Folders the bad way

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 09:44:03 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2260@odin.cs.hw.ac.uk>
Source record: 49147

In article <2827@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>As it is I can hide a folder by flipping the bit manually
>>using a disk editor. (It's OK Allan I reboot afterwards!)
>
>It's not OK. GEMDOS's behavior in the presence of unexpected flag
>combinations is undefined. For example, some places in the code could
>check for (attr & SUBDIR) but some check for (attr == SUBDIR). So you might
>find that you can use the thing as a folder, but you can also Fdelete it,
>or if you Fcreate a file with the same name it'll get clobbered! This
>would be disaster for the files contained in the folder.

Thanks for explaining that Allan. I confess I hadn't thought of that after
I was able to use the folder as normal. Are there any checks in TOS that
might cause such problems? If not, will it remain so? Seems like a good
idea to me. System files could go in a system folder etc.

>You're playing with fire.

You're right of course. I don't do it very often and I promise that if I
get burnt because of it I won't go badmouthing you or Atari. I'll just
learn my lesson. OK?

>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1298. Re: tos bug Was: Using GDB

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 10:55:28 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Feb8105528@ghiggins.hpl.hp.com>
Source record: 49151
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I had a look at my system setup following Dave's suggestion. I find that the ICD HD driver already gives me 250 folders, so it can't be that. I too suspect memory management (malloc? sbrk?). It's a bit of a pain as, under Ksh, the commandline args output whilst compiling are single, unbroken lines, so I can't tell which file it was compiling when it bombed (the filename is about 3" to the left of my screen :-( )--- but it still leaves behind an improperly-compiled (improperly written/saved?) .o file, which needs to be deleted before restarting the compilation.

The only things in the AUTO folder are COPYFIX, FSELECT, ICDTIME and MINT. There's a 60k DOS buffer, a 20K disk cache and 250 folders (from the ICD HD driver). I wonder if I need to turn on the write verification?

BTW, Eric Smith noted that -fomit-frame-pointer si inimical to -g/-gg and that he expected GCC to have mentioned this fact (RTFM, Graham -- probably). Dave Megginson says that he's had success with GDB using the unisb GCC, but that the internal gdb stuff has been stripped out and it only produces dbx info. I rmember Edgar Roeder mentioning this --- but what's the net effect? I mean what effect does that have on the functionality of GDB?

Just to satisfy my curiosity ...

Has anyone else suffered from Error 66 (invalid program load format) errors on posted stuff? The recent nroff posting (manpager) yields this error, whilst lessbin was fine. I also remember jbammi once being surprised that a preloaded TeX binary he distributed showed the same error. What I find odd is that no-one else has mentioned any problems with the manpager. Is it just my system, I wonder?

I also had to recompile flib.ttp in showdvi-1.0. Now I've seen a README endorsing showdvi-1.0 from jbammi and would have thought that he'd have mentioned any problems. Flib crashed with an "fseek" error and GCC complained about the usage of a short. I (arbitrarily) replaced the short with an int and it seems to work OK --- at least it will create libraries and showdvi can use them OK. I believe that the fseek problem might be down to the fact that the binaries were compiled with Turbo-C, but I'm curious to know whether anyone else has had the same problem.

BTW, dviatari crashes out on Jeff Long's deskjet font files (300 -> fonts), apparently seeing Character 0 more than once. Anyone got this to work successfully? I tried using single fonts but all dviatari would print was (and here I quote) "G000680c6" at the top of each page. However another dvi printer driver (dvidsk5) worked fine on those same fonts. I suspect a problem with dviatari's compilation --- anyone seen the sources of this?

Thanks for the info. Still trying.

Cheers,

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.

1299. Re: Defragger

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 10:57:23 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Feb8105723@ghiggins.hpl.hp.com>
Source record: 49149

Ditto.

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.

1300. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 11:16:45 UTC
From: L.B.Brown@newcastle.ac.uk
Message-ID: <1991Feb8.111645.8839@newcastle.ac.uk>
Source record: 49141
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

rabino@eng.umd.edu (Michael Rabinovitz) writes:

> Spice.lzh is now on the Atari.archive. I have tried it on several of
>the included input files, but only got an error message reading "Execution
>error: no/corrupt PRL." This is on a 1040 w/ TOS 1.4, running w/ a Supra 20
>Meg HD. Is anyone else out there more successful?

There is a file PRL.TOS, stick it in your auto folder. Its purpose is to
supply all the library routines that the program requires.

Leigh.
Leigh Brown. UK : L.B.Brown@uk.ac.newcastle
World: L.B.Brown@newcastle.ac.uk

1301. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 11:26:25 UTC
From: L.B.Brown@newcastle.ac.uk
Message-ID: <1991Feb8.112625.9349@newcastle.ac.uk>
Source record: 49142
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

L.B.Brown@newcastle.ac.uk (L.B. Brown) writes:

>rabino@eng.umd.edu (Michael Rabinovitz) writes:

>> Spice.lzh is now on the Atari.archive. I have tried it on several of
>>the included input files, but only got an error message reading "Execution
>>error: no/corrupt PRL." This is on a 1040 w/ TOS 1.4, running w/ a Supra 20
>>Meg HD. Is anyone else out there more successful?

>There is a file PRL.TOS, stick it in your auto folder. Its purpose is to
^^^^^^^
rename to PRL.PRG first of course!

Leigh.

Leigh Brown. UK : L.B.Brown@uk.ac.newcastle
World: L.B.Brown@newcastle.ac.uk

1302. modem for dfue, fax, BTX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 11:27:28 UTC
From: mes@gmdzi.gmd.de
Message-ID: <4042@gmdzi.gmd.de>
Source record: 49236
Cross-posted to: alt.fax,alt.sys.sun,bit.listserv.novell,comp.sys.atari.st.tech,comp.sys.mac.comm,sci.electronics

gibt es modems, die sowohl fax, netzdienste, btx, als auch normale Terminal-
emulation &xyzTerm, Kermit bis 9600 koennen?
bitte persoenliche e-mail als answer. thxs in advance und einen Gruss an die
DBP,
Bernd

GMD - Gesellschaft fuer Mathematik u. Datenverarbeitung
Postfach 1240 Institut fuer Systemtechnik
Schloss Birlinhoven
5205 St.Augustin 1 mes@gmdzi.UUCP (prefered)
voice:+49 2241 14-2427/2440 messenbrink@kmx.gmd.dbp.de
fax: +49 2241 14-2889

1303. Re: PC Ditto

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 12:09:05 UTC
From: Andreas.Bartelt@arbi.informatik.uni-oldenburg.de
Message-ID: <4585@uniol.UUCP>
Source record: 49238

news@efd.lth.se (USENET News System) writes:

>I seem to have a problem installing PC-Ditto on my Megafile30+Mega2ST
>system.

I have the problem at the same configuration as David Hultgren!!!
Can anybody help us?
--

~
Name : Andreas Bartelt
Organization: Fachbereich 10 Informatik, Universitaet Oldenburg
Nickname : Tares
INTERNET : Andreas.Bartelt@arbi.informatik.uni-oldenburg.de
FIDO : Andreas Bartelt 2:244/26
Box in OL : Paradise (ab 18:00) 0441/507086 Username: TARES
~

1304. Re: Cookie Jar information...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 12:10:05 UTC
From: uereder@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb8.121005.13888@informatik.uni-erlangen.de>
Source record: 49239

nut@nuthaus.UUCP (Adam G. Tilghman) writes:

> I am currently writing a program which, if the system's cookie jar
>does not already exist (or is too small) will need to create a new
>one. I am somewhat familiar with the jar's specifications, but there
>are some things that I need help with.
> First of all, do I have to install a reset-routine which clears
>the $5a0 variable? It makes sense to do so, since the globals aren't
>cleared after reset, but if I don't have to write the routine, so
>much the better (I like Pascal more than 68K!)

I think you have to like 68k! I wrote such a programme on my own, in
assembler language. You are right $5a0 is not cleared after reset. So you
have to do this, because of uninstalling the cookie jar the pointer
of $5a0 points to a so called cookie jar... your system may be confused of
this!

> Second, is it kosher for my program to remove the cookie jar (or
>restore it to its old value) once it exits? Do GEM or TOS place
>cookies in there after system startup?

I think its better to remove it.
TOS places several systemcookies. For example one for the processor used.
I can send you a list of the systemcookies later on. Please read on
'News' again, 4 or 5 days later, and watch out for my second reply.

> Third, what are the default system cookies? I have heard mention
>of them describing the system config, and if I am going through
>the trouble of installing a jar, I might as well put them in also?

Wait for it...

> As you can tell, I'm poor enough to not be able to afford the
>Developer's documentation. Hey, Atari, do you want to apply student
>discounts to the doc's? Most hackers are in college, and probably
>would provide a nifty new software base if given the doc's!

Uwe Reder (University of Erlangen - Germany)

==
Uwe Reder - Kopernikusstr.7 - D8074 Gaimersheim - Tel.: 08458/1239
e-mail: uereder@faui09.informatik.uni-erlangen.de
==
--

Toerless Eckert | /C=de/A=dbp/P=uni-erlangen/OU=informatik/S=eckert
Imagine it is war and your tv set is broken | eckert@informatik.uni-erlangen.de

1305. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 12:11:21 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Feb8.121121.19895@ugle.unit.no>
Source record: 49240
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1991Feb8.022956.28519@ms.uky.edu>, bud@ms.uky.edu (William K Glunt) writes:
|> In article <1991Feb8.015713.29253@eng.umd.edu> rabino@eng.umd.edu (Michael Rabinovitz) writes:
|> >
|> > Spice.lzh is now on the Atari.archive. I have tried it on several of
|> >the included input files, but only got an error message reading "Execution
|> >error: no/corrupt PRL." This is on a 1040 w/ TOS 1.4, running w/ a Supra 20
|> >Meg HD. Is anyone else out there more successful?
|>
|> Interesting. A few months ago I bought a used copy of the prospero
|> fortran compiler, and there's a program PRL that you're supposed to
|> run before running any of the other stuff. I think PRL is ram resident
|> library stuff. Anybody know what Spice.lzh was written in?
|>
|> Bud

Yes, you have to run PRL.TOS before you run spice.ttp. PRL.TOS is included
in the .LZH file. Unfortunately spice.ttp/prl.tos bombs out if ataris
cachennn is resident.

Stig Vidar Hovland - stigvi@lise.unit.no

1306. Re: tos bug Was: Using GDB

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 12:25:42 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Feb8122542@ghiggins.hpl.hp.com>
Source record: 49150

Something I meant to ask about ...

In the Ksh .profile there's a reference to "fliw.prg", seems to be some kind of 132-column format (at a guess). Anyone seen that lurking around? It'd fix my single-unbroken output line problem. Else is there a recommended way of getting Uniterm-stye 49 lines, 132 columns?

Cheers,

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.

1307. RAM Disk source code

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 12:46:17 UTC
From: cscullio@ncratl.AtlantaGA.NCR.COM
Message-ID: <5945@ncratl.AtlantaGA.NCR.COM>
Source record: 49160

Can anybody point me at a good RAM Disk's source code? I've always assumed I understood how they work, but I'd like to see a working version before I attempt one with some special features. Any language of source code is fine. Thanks.

Chris (cscullio@ncratl.atlantaga.ncr.com)

--
Chris Scullion | NCR Corporation 2651 Satellite Blvd., Duluth, GA 30136 |
| (404)623-7352 | VoicePlus 751-7352 | cscullio@ncratl.AtlantaGA.NCR.COM |

1308. Re: Hidden folders (was Hidden Files)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 15:30:26 UTC
From: wolfram@ikki.informatik.rwth-aachen.de
Message-ID: <wolfram.666027026@ikki>
Source record: 49143

apratt@atari.UUCP (Allan Pratt) writes:

>For example, some places in the code could
>check for [...] (attr == SUBDIR).

If it is allowed to criticize the Sensei:
This a a VERY bad programming style.

1309. STE developer info ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 15:55:44 UTC
From: adamd@rhi.hi.is
Message-ID: <2748@krafla.rhi.hi.is>
Source record: 49146

Please will some helpful person supply information on what books are available
on programming the STE range of computers from /|\
/^\
Or do we have to find these things out ourselves (.?.)

I am also still seeking info on how to read the analog ports. Any ideas?
--
Adam David. adamd@rhi.hi.is

1310. Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 15:58:17 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <4219@eastapps.East.Sun.COM>
Source record: 49144

How about a constructive discussion on programming environments and tools
that people use on their ST's? Many would benefit I'm sure (including me
:-).

My big dilemma is trying to find a 'good' make and cc wrapper for
compiler 'x' (where 'x' might be MWC, Turbo-C, Alcyon (shudder), etc).
Any ideas? Ideally, I'd like them to work in harmony under Gulam.
I've looked at atari.archive and am hoping for more info. Pointers to
Commercial applications would be useful as well.

Some question for Emacs 3.10s hackers:

(1) How to I turn off that bloody function key menu (alter something
in the emacs startup file I suspect).

(2) If I'm running it from a command line, how do I tell it where the
home directory is (for emacs startup, etc).

I'm sure this is in the doc somewhere but I haven't stumbled over it yet.

Thanx.

Joe
-=-

1311. Re: AT-Speed - Procomm problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 16:54:16 UTC
From: focke@gmdzi.gmd.de
Message-ID: <4043@gmdzi.gmd.de>
Source record: 49145

Hello,

I have the same problem. I think, that is not possible to run any
software that uses the serial port.

Stefan Focke Tel. 02241-14-2265
GMD-Z2.W e-mail: focke@gmdzi.uucp
Postfach 1240 focke@gmdzi.gmd.de
5205 St. Augustin 1 ...!{uunet!mcvax!}unido!gmdzi!focke

1312. Weird Keyboard Behavior with Gulam when Typing Quickly [also Elvis]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 18:44:43 UTC
From: dmb@cscwam.umd.edu
Message-ID: <1991Feb8.184443.26162@wam.umd.edu>
Source record: 49148

I've been using Gulam for quite some time and started using Elvis a few months ago. The problem is that when I type certain pairs of capital letters very quickly Gulam seems to convert them to function key scan codes. E.g., I type "MI" quickly and Elvis gives me "M#<s>f3I". This happens quite frequently, probably because I never actually learned to touch-type, but rather acquired a sort of "burst-mode" method, the eventual evolution of several-finger hunt-and-peck. (What you get for learning to program at age 9, I guess.)

Anyway, I traced the problem to Gulam. Try typing "MI" on the command line, and Gulam will say "Mark set" or something like that, as though you typed F3. (I suppose it could be something in the AUTO folder as well, but since I know Gulam replaces the keyboard handler I am assuming it's its fault.)

Does anyone know how I can fix this? Is there some way to turn off Elvis' expansion of Shift-F3 into #<s>f3? It's driving me crazy! And I really don't want to go back to LeVee (32K file limit), or STevie, since I otherwise like Elvis a lot. At the least, can I get source to Elvis and compile out the function key support?

Thanks all,

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

1313. Re: Uniterm 2.0e help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 20:51:00 UTC
From: weber_w@apollo.HP.COM
Message-ID: <4fb2916e.20b6d@apollo.HP.COM>
Source record: 49152
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <91032.112332REEVES@SLACVM.SLAC.STANFORD.EDU>, Terry Reeves writes:
|> The Uniterm manual suggests that you should try cntrl-M.

Whoa!! The question was "how to get Uniterm 2.0e to send a carriage return".
The example requested was to get the character string "vax*" sent from f1.

Looking at the macro language section, the syntax is as follows:

```
send('vax*\r') # if you want the CR
send('vax*\n') # if you want the NEWLINE
```

To get it into a function key macro, the macro is %send('vax*\r'),
meaning that you must escape macro-language function calls with '%'.

Note that the string handling stuff also supports "\0xx" for an arbitrary
octal string. Since 7-bit ascii won't fit into 2 octal digits, I believe it
might be HEX and not octal - but I haven't tried anything more than '\r' and
'\n', both fo which work just fine.

...walt...

Walt Weber Hewlett Packard Response Center
508-256-6600x6772 Chelmsford, MA, USA
"The power of accurate observation is commonly called cynicism
by those who have not got it" -George Bernard Shaw

1314. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 21:19:42 UTC
From: jerry@TALOS.UUCP
Message-ID: <1024@TALOS.UUCP>
Source record: 49154

gaudreau@juggler.East.Sun.COM (Joe Gaudreau - Sun BOS Software) writes:

:How about a constructive discussion on programming environments and tools
:that people use on their ST's? Many would benefit I'm sure (including me
::-).

:My big dilemma is trying to find a 'good' make and cc wrapper for
:compiler 'x' (where 'x' might be MWC, Turbo-C, Alcyon (shudder), etc).
:Any ideas? Ideally, I'd like them to work in harmony under Gulam.
:I've looked at atari.archive and am hoping for more info. Pointers to
:Commercial applications would be useful as well.

IMHO your best bet is buy MINIX. It looks like V7-UNIX,
comes with a reasonably full set of UNIX utilities
(including cc, make,elvis - a vi look-a-like, elle - an
emacs look-a-like, and a real shell.) And, except for the c
compiler and elle you get =source code= for everything! MINIX is
available from Prentice-Hall (or any bookstore that deals with
them) and has a list price of $169. The minimum configuration
you will need to run all of the utilities is a 1 meg machine and
you should have 2.5 meg (or better) with two double sided floppy
drives.
--
Jerry Gitomer at National Political Resources Inc, Alexandria, VA USA
I am apolitical, have no resources, and speak only for myself.
Ma Bell (703)683-9090 (UUCP: ...{uupsi,vrdxhq}!pbs!npri6!jerry

1315. WANTED: Atari 314 Disk Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 21:45:15 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Feb8.214515.28063@ncsuvx.ncsu.edu>
Source record: 49153
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,misc.forsale.computers,misc.forsale

```
Please let me know the price you want for a 314 disk drive
I would like to buy one

thanks
smisra@eos.nscu.edu
```

1316. Re: Defragger

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 22:42:00 UTC
From: pegram@kira.UUCP
Message-ID: <1991Feb8.224200.16991@uvm.edu>
Source record: 49158

From article <1991Feb7.090026@ncsuvx.enet.dec.com>, by twmanino@ncsuvx.enet.dec.com (TONY W MANINO):
> Hello tech-types,
>
> I (and several others who have e-mailed me) am in need of a hard disk
> defragmentation utility. I have an ICD host adapter, TOS 1.4, and am
> using 32 meg partitions. I understand that there are older utilities
> that will not work in this situation.
>
> Is there such an animal that will work reliably with this configuration?
> PD/Shareware/Commercial - I would like to know about any.
>
>
> Thanks folks,
> Tony
> twmanino@eos.ncsu.edu

I thought Dave Beckemeyer would answer this 8-). Get his Hard Disk Sentry program it should work on larger partitions (I hope so, I keep meaning to buy it). Dave said it would do that himself here on the net some while back. I could dig up my copy of the posting if necessary.

ciao,

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1317. Re: Weird Keyboard Behavior with Gulam when Typing Quickly [also Elvis]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 23:24:09 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb8.232409.11607@daffy.cs.wisc.edu>
Source record: 49157

dmb@cscwam.umd.edu (David M. Baggett)
Writes:

I've been using Gulam for quite some time and started using Elvis a few months ago. The problem is that when I type certain pairs of capital letters very quickly Gulam seems to convert them to function key scan codes. E.g., I type "MI" quickly and Elvis gives me "M#<s>f3I". This happens quite frequently, probably because I never actually learned to touch-type, but rather acquired a sort of "burst-mode" method, the eventual evolution of several-finger hunt-and-peck. (What you get for learning to program at age 9, I guess.)

Anyway, I traced the problem to Gulam. Try typing "MI" on the command line, and Gulam will say "Mark set" or something like that, as though you typed F3. (I suppose it could be something in the AUTO folder as well, but since I know Gulam replaces the keyboard handler I am assuming it's its fault.)
Does anyone know how I can fix this? Is there some way to turn off Elvis' expansion of Shift-F3 into #<s>f3? It's driving me crazy! And I really don't want to go back to LeVee (32K file limit), or STevie, since I otherwise like Elvis a lot. At the least, can I get source to Elvis and compile out the function key support?

Is there a way to fix this problem? I'll give you a hint, it ain't Gulam's fault....

But I am sure if you look at the keyboard controller circuitry someday when your feeling board you'll kinda say: "Hey wait a second here, THATS NUTSO.".

OK, so I knocked my machine, who cares, its not a BUG its a FEATURE OK?

--Gregory :) (atari makes humorous hardware)

1318. Re: Uniterm 2.0e help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-08 23:54:49 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <91039.155450REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 49155
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article 4fb2916e.20b6d, Walt Weber points out how I may have given incorrect advice for programming Uniterm to send the string "vax*" followed by a carriage return when the F1 key was pressed. He then presents an example of how to use macros within function key definitions to achieve the desired effect. However, my solution does work and is simplier if all you want to do is send the string "vax*" followed by a carriage return. There is no need to imbed the string in a macro. Now if you need some real smarts in the characters sent, then a macro is essential.

Terry

Disclaimer: The above are my opinions and are not the opinions of SLAC, Stanford University, or the DOE.

1319. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-09 00:21:59 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <91039.162200REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 49156

I sometimes use Mitch Bradley's shareware Forth system, FORTHMACS, as the equivalent of a CLI. I've never bothered to set up anything else for a CLI. I almost always use the programming environment supplied by the compiler writers.

Terry

1320. Re: Uniterm 2.0e help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-09 02:11:00 UTC
From: weber_w@apollo.HP.COM
Message-ID: <4fb3af57.20b6d@apollo.HP.COM>
Source record: 49159
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <91039.155450REEVES@SLACVM.SLAC.STANFORD.EDU>, Terry Reeves writes:
|> In article 4fb2916e.20b6d, Walt Weber points out how I may have given incorrect
|> advice

Terry is being more than kind. What might be more correct is "Walt stuck his foot in his mouth by not checking for simpler ways to do something than what Walt stumbled over". Sorry that it came across that way.

<We return you to your regularly-posted Amiga flame-war thread>

...walt...

Walt Weber Hewlett Packard Response Center
508-256-6600x6772 Chelmsford, MA, USA
"The power of accurate observation is commonly called cynicism
by those who have not got it" -George Bernard Shaw

1321. Hard-drive questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-09 07:37:06 UTC
From: bgrave@ub.d.umn.edu
Message-ID: <876@ub.d.umn.edu>
Source record: 49161

I've got a couple of questions about Hard-drives and the Mega 2 ST. The DMA port on the back of my Mega is a 19 pin parallel type connector. I've no idea how hard-disks work having no experience with them, but I have heard that most standard SCSI controllers have a 40 or 44 pin connector. Is this true?

If so, is there some special type of controller I would have to invest in to get a HD to work on my machine?

Who makes the MegaFile drives and are they reliable (like Quantum drives)?

Etc and any other info you think I might need to know...

Thanks for any and all help.
--
Brian Grave bgrave@ub.d.umn.edu

"I bought some powdered water but I don't know what to add..."
- Steven Wright

1322. Re: tos bug Was: Using GDB

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-09 13:40:09 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Feb9.134009.8982@doe.utoronto.ca>
Source record: 49162
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <GJH.91Feb8105528@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>
>BTW, Eric Smith noted that -fomit-frame-pointer si inimical to -g/-gg and that
>he expected GCC to have mentioned this fact (RTFM, Graham -- probably). Dave
>Megginson says that he's had success with GDB using the unisb GCC, but that the
>internal gdb stuff has been stripped out and it only produces dbx info. I
>rmember Edgar Roeder mentioning this --- but what's the net effect? I mean what
>effect does that have on the functionality of GDB?
>

I've had success with gdb, but it's been very mixed. When I try it on large programs, there is not enough stack space for the symbol table (yes, it uses alloca, I guess), and on medium-sized programs, it often loses synch with the source code. Oh well, ... for now, I just bring my source to a Sparcstation, recompile it there, then use gdb to find the error--it's faster than wasting my time on the ST trying to do it.

It would be __great__ if someone could port szadb to gcc, so that it could read the gcc symbol tables. Since gcc can leave local as well as global symbols in, it would be pretty useful.

David
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1323. No More Mac ROMs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-09 14:04:14 UTC
From: rrwood@contact.uucp
Message-ID: <1991Feb9.140414.23054@contact.uucp>
Source record: 49163
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

So, if it is true that Apple no longer allows the sale of Mac ROMs, is the Spectre GCR dead? Or are we about to see a sudden boom in pirated ROMs? I gather that the Spectre has to be modified a little to accept EPROMs, but it's a minor mod at most....

-Roy Wood

1324. Re: Hard Drive Power Supply Info Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-10 00:18:20 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Feb10.001820.7033@santra.uucp>
Source record: 49165

In article <6914@bgsuvax.UUCP> jbernat@bgsuvax.UUCP (Jim Bernatowicz) writes:
>
>I will be building an external hard drive setup for my computer very
>soon. I am in the market for a case with a power supply to house
>the drive(s). What I need to know is how large must the capacity of
>my power supply be? I wish to house and power four half-height
>drives eventually. The drive I will install first is the Seagate
>ST-296N SCSI 80MB. Thanks in advance for any help you may offer!
>
>Jim Bernatowicz (jbernat@andy.bgsu.edu)

I have two ST296Ns, they are fedd by a 65W power-supply.
Remember to shield the power-supply with metal and use thick enough
cables. Fan won't be bad either. I think you'll need something over
150W. Four drives at startup draw quite a large amount of amperes out
of the power. If you put some kind of a delay to power them up one at a
time, smaller power would be enough. 150W powers are quite expensive!
(150W +-12V, +-5V)

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1325. Re: Questions (new to the atari, have a TT)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-10 00:29:20 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Feb10.002920.23407@watmath.waterloo.edu>
Source record: 49164

In article <22533@netcom.UUCP> rodent@netcom.UUCP (Ben Discoe) writes:
> [...]
>My first problem was the apparent lack of a decent shell or editor.

I like using Gulam. It has a command line interpreter, one can write command shells (.g files), it has a ue that I don't use, and a terminal emulator. Now, I prefer calling an editor such as STevie (a near vi clone). Gulam is available from atari.archive.

>I also sorely need a ramdisk facility of some sort - I've talked to
>atarioids who say they have them, so I assume it's not difficult.
>With 6 meg to kill, and a DOS that Really Thrashes the hard disk,
>I *need* a ramdisk.

There are tons of these around; I think every beginninng programmer has written one. However, the best is one I have found is one that happens to have evolved out of the work of several programmers and gone through several public versions: EDISK. I think that version 2.1 is the latest. It comes with a program ECONF that "configures" the EDISK program. It is the first (and maybe still the only) program to set the volume id for the ramdisk. Amusing. I have not figured out a use for it though. Again this program is available from atari.archive.umich.edu.

Atari.archive.umich.edu is arguably the best archive site around, certainly the best in North America. It is both an ftp server and a mail server. The folks there are serious about keeping it current.

1326. Re: PC Ditto

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-10 08:02:32 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb10.080232.1786@abode.wciu.edu>
Source record: 49169

Hi Andreas and David,
I have also had the same problem on Megafile 30's; but not on
my SH205 (Megafile 20 before Atari change the name), the SH205 is modified
though. I replaced the 20m mechanism in the SH205 with a 40m mechanism (which
Atari's HDX does not support), so I am using Supra's HD Utilities. Also on my
Mega I installed an internal HD with ICD's AdSCSI Micro Adapter, I installed
PC-DOS on it also with no problems.
I believe I heard a rumor that Atari HDX is incompatible with PC-DOS
for some bizarre reason. You may want to try a 3rd party HD driver .SYS on
your Megafile 30, you should backup your C:\ partition first though. Bye....

--
"""""""

1327. g++

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-10 08:05:51 UTC
From: cliff@jarthur.Claremont.EDU
Message-ID: <10745@jarthur.Claremont.EDU>
Source record: 49166

I'm having trouble getting g++ to work on my Mega ST 2.

The problem is that it doesn't like to use the normal gcc libraries such as stdio.h strings.h. It gives me parsing errors on the functions fread() and fwrite() in stdio.h. (lines 145 and 146)

Does anyone know how to fix this? G++ should be able to handle normal C program with no/little modifications (I know, I've tried with G++ on my school's machines). What's wrong? My env variables are all set properly as far as I can tell.

I'm using G++ 1.35 and GCC 1.36.

HELP!!!!

--Cliff Stein

BTW: Are there any newer versions of these?

1328. Re: Hard-drive questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-10 08:34:01 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb10.083401.1926@abode.wciu.edu>
Source record: 49167

So long as you have a Mega and want a hard drive, I would recommend buying an ICD AdSCSI Micro Adapter and a 3.5" SCSI hard drive. The Mega has an internal DMA port for the cable of the AdSCSI Micro to connect to, the AdSCSI Micro itself plugs into the hard drive, the hard drive is placed into the provided bracket that mounts to the existing hole in the Mega motherboard. The Mega motherboard also has an unused power connector for the hard drive to plug into.
I would also recommend using a Conner or Quantum hard drives. I am using a Conner CP3100 and am quite happy with it. Bye.....

Luis

--
"""""""

1329. Re: Hard Drive Power Supply Info Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-10 09:32:08 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb10.093208.8148@jato.jpl.nasa.gov>
Source record: 49168

In article <1991Feb10.001820.7033@santra.uucp> s37837k@saha.hut.fi (Jari Lehto) writes:
>In article <6914@bgsuvax.UUCP> jbernat@bgsuvax.UUCP (Jim Bernatowicz) writes:
>>
>>I will be building an external hard drive setup for my computer very
>>soon. I am in the market for a case with a power supply to house
>>the drive(s)...
>>Jim Bernatowicz (jbernat@andy.bgsu.edu)
>
>I have two ST296Ns, they are fedd by a 65W power-supply.
>Remember to shield the power-supply with metal and use thick enough
>cables...
>... 150W powers are quite expensive!
> Jartsu
>
Just use an IBM/PC power supply. Looking in PC WEEK, one sees 230W power supplies for ~$55 US. PC cases are also lots cheaper than special disk cases, and have places in them for power supply, several disks, etc. You might even get a better deal if you buy case & power supply at once.

van = vsnyder@jato.jpl.nasa.gov

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1330. Re: Some questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-10 13:25:16 UTC
From: Daniel_Roedding@fiction.ms.sub.org
Message-ID: <828235@fiction>
Source record: 49172

entropy@ai.mit.edu (entropy) writes:

> Can somebody with some documentation give me information on the
> Flopfmt and Protobt XBIOS calls?

Flopfmt() formats an entire track on your disk. It may be used for 9 or
10 sector formats. 11 sectors are not accepted! In TOS 1.02 or higher you
may pass interleave and spiral factor -- TOS 1.00 seems not to evaluate
these parms.

> On an unrelated note, is there any legitimate way to increase the size
> of the RS-232 buffer?

Hmmm ... legitimate? :-)

You may get the control blocks with Iorec() and change the pointers to
the input and output buffers. Don't forget to restore them when terminating
your program!!! This method works and I'd think it's legal, since you use
documented structures and sys calls.

Daniel

1331. Re: PC Ditto

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-10 14:04:25 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb10.140425.12471@actrix.gen.nz>
Source record: 49170

In article <4585@uniol.UUCP> Andreas.Bartelt@arbi.informatik.uni-oldenburg.de (Andreas Bartelt) writes:
> news@efd.lth.se (USENET News System) writes:
>
> >I seem to have a problem installing PC-Ditto on my Megafile30+Mega2ST
> >system.
>
> I have the problem at the same configuration as David Hultgren!!!
> Can anybody help us?
> --
>
> *~*~*~*

1332. Re: STE developer info ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-10 14:38:26 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb10.143826.12814@actrix.gen.nz>
Source record: 49171

In article <2748@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
>
> Please will some helpful person supply information on what books are available
> on programming the STE range of computers from /|\
> /^\
> Or do we have to find these things out ourselves (.?.)
>
>
> I am also still seeking info on how to read the analog ports. Any ideas?
> --
> Adam David. adamd@rhi.hi.is

Well is this the info you wan't, Paddles are at $FF9210-$FF9216 they
are all long words but only the right word is read in this order
x Pal 0, Y Pal 0, X Pal 1, Y Pal 1, also $FF9220-$FF9222 are long words
for the light pen, only the 10 right bits are read, X then Y , the resolusion
for X direction,at 320 is 4 Pix, 640 = 8 Pix and 640M = 16 Pix, a correction
has to be applied for 640 and 640M that is shift one bit left for 640 and
2 bits left for 640M. The Y direction is to one Pix, all modes.

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1333. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-10 22:32:14 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3743.27b5839e@miavx1.acs.muohio.edu>
Source record: 49173
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: Inline uuencoded payload not displayed: SIG.LZH

In article <1991Feb9.140414.23054@contact.uucp>, rrwood@contact.uucp (roy wood) writes:
> So, if it is true that Apple no longer allows the sale of Mac ROMs, is
> the Spectre GCR dead? Or are we about to see a sudden boom in pirated
> ROMs? I gather that the Spectre has to be modified a little to accept
> EPROMs, but it's a minor mod at most....

Well, I have heard that a company has successfully cloned the Mac ROMs,
opening the doors to a flood of Mac clones. I don't know the name or
anything though, but this might be a ray of sunlight to the Mac emulation
world.

Ryan 'Gozar' Collins rlcollins@miavx1.BITNET
("UUdecode and Type with vt100 emulation")

[Inline uuencoded payload not displayed: SIG.LZH]

1334. Re: Some questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-11 01:30:57 UTC
From: entropy@ai.mit.edu
Message-ID: <ENTROPY.91Feb10203057@geech.ai.mit.edu>
Source record: 49175

In article <828235@fiction> Daniel_Roedding@fiction.ms.sub.org writes:

>entropy@ai.mit.edu (entropy) writes:

>> Can somebody with some documentation give me information on the
>> Flopfmt and Protobt XBIOS calls?

> Flopfmt() formats an entire track on your disk. It may be used for 9 or
> 10 sector formats. 11 sectors are not accepted! In TOS 1.02 or higher you
> may pass interleave and spiral factor -- TOS 1.00 seems not to evaluate
> these parms.

Uhm, thanks...I suppose I wasn't specific enough. I know what the
function does, I don't know what parameters to give it. Perhaps
someone could post a piece of code to format drive A with 80 tracks
and 9 sectors and write the proper boot sector? I can handle it from
there.

>> On an unrelated note, is there any legitimate way to increase the size
>> of the RS-232 buffer?

> Hmmm ... legitimate? :-)

Preferably. "Legitimate" memeaning "Not using undocumented features"
or alternately "anything Allan Pratt won't get upset about." (Hi
Allan! :-)

> You may get the control blocks with Iorec() and change the pointers to
> the input and output buffers. Don't forget to restore them when terminating
> your program!!! This method works and I'd think it's legal, since you use
> documented structures and sys calls.

OK, could you document the structures and sys calls for me? I'm
posting these questions because I don't have any documentation, not
because I'm too lazy to RTFM. Restoring the pointers is not an issue
because I'm using this in a TSR and I _want_ the new buffer to stay in
effect after termination.

Many thanks,
entropy

1335. TOS/GEM escape codes

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-11 04:23:56 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <3418@gmuvax2.gmu.edu>
Source record: 49174
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Do either TOS or GEM support MS-DOS style escape codes, such as those for clearing the screen, direct cursor accessing, etc? If so, what are they? Where can I get a complete list of them?

Followups -> 'poster'
Results of this query will be posted at a later date
signature follows (4 line maximum) [/usr/students/scoile/.sig]

Steve "Stevers!" Coile
{scoile|acs075}@gmuvax[{.BITNET|[2].gmu.edu}]|2211c1@gmuvax2.gmu.edu
"Maturity is knowing when and where to act immature"

1336. Re: g++ Part comment, part question.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-11 10:31:29 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Feb11103129@ghiggins.hpl.hp.com>
Source record: 49176

Cliff Stein writes:

++ I'm using G++ 1.35 and GCC 1.36.
++ BTW: Are there any newer versions of these?

GCC versions have reached 1.39 on terminator, but only 1.37.1 appears in binary form (1.38 and 1.39 are in "diff" form).

What I'm concerned about is that the GCC-using ST community is dependent on *someone else* doing the cross-compilation to get these diffs into binary format. (Or are they --- has anyone got a GCC v1.39 executable by compiling it up on an ST?)

For a brief period last year, we lost our primary supplier (Hi jbammi!), what happens if it's permanent next time? (He might swap his ST for a TT [or best offer] and then where are we?)

I have tried to follow a path designed to produce an ST GCC-bootstrap distribution (get the compiler to compile its own sources, and work through the libs, gdb, binutils, etc) but I find that it's *extremely* difficult to

a) collate everything required --- it's a dynamic list!
b) integrate the various gcc, gas & ld options.
c) track down the various library sources (e.g. termcap)

I tried to compile gcc v139 but bison fell over a .y file --- now I have to find out whether GCC 1.37 and byacc are still in synch. These problems generally don't appear when cross-compiling on Eunuchs boxes for example --- but they do tend to arrive in hordes when ST-bootstrapping.

Cheers,

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.

1337. Re: PC Ditto

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-11 11:55:34 UTC
From: news@efd.lth.se
Message-ID: <1991Feb11.115534.2138@lth.se>
Source record: 49177

>I did read some info that you MUST USE IBM DOS, Not MS DOS, this could
>be one of your Problems..
I use IBM Dos, and as i said, it works on my old SH205 20MB HD (unfortunatly
I have sold it to afford the megafile 30)

1338. REPOST: binary write question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-11 13:27:57 UTC
From: ericco@ssl.berkeley.edu
Message-ID: <ERICCO.91Feb11082757@soc1.ssl.berkeley.edu>
Source record: 49178

On the slim chance that my first posting was not distributed, this is a repost. My question is basic: how do I write character code 10 using write, as in:

```
{
char c = 10;
int fd = open("test.dat", O_BINARY|O_WRONLY)
write(fd, &c, sizeof(c));
close (fd)
}
```

When I do this, i get carriage return AND linefeed in the file "test.dat". I'm using Laser C.

Thanks in advance,
Eric
--
Eric
ericco@ssl.berkeley.edu

1339. Re: RAM Disk source code

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-11 16:31:24 UTC
From: rosenkra@convex.com
Message-ID: <1991Feb11.163124.21436@convex.com>
Source record: 49180

In article <5945@ncratl.AtlantaGA.NCR.COM> cscullio@ncratl.AtlantaGA.NCR.COM (Chris Scullion) writes:
>Can anybody point me at a good RAM Disk's source code? I've always assumed I
>understood how they work, but I'd like to see a working version before I
>attempt one with some special features. Any language of source code is fine.

most ramdisk programs are small. you will probably have more luck in getting source by getting a disassembler and making source from an executable. note that you will get assembler, and that the disassembly may have problems if the original code had data in the text segment (common if original source was assembler). unfortunately, this is often the only way to get source for some otherwise PD programs. it is also a good way to learn, however...

there are a couple of halfway decent disassemblers out there. check the archives. i started to write an intelligent disassembler (i.e. one that could handle imbedded line A, data in text, etc) but finally gave up once i knew enough assembler to hand edit and fix the output of other disasms. since i do not do this too often, it was a good compromise.

>Thanks.

you're welcome...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1340. Local Atari User Group - ST meeting - Wed Feb 13/91

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-11 17:13:22 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1991Feb11.171322.28480@watmath.waterloo.edu>
Source record: 49179
Cross-posted to: uw.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

At this month's ST meeting of KWEST:

1) An introduction to APL (available from our library).

2) Demonstration of Powermonger (from the makers of Populous) and 2
Spy vs. Spy games: The Island Caper and Arctic Antics.

3) Further examples of what can be done with Antic's Cyber Studio.

4) If we can get someone to bring midi cables, we will demo the new
shareware Midimaze II from Germany (also available from the library).

5) TWO (2) disks of the month plus the February issue of "The Hard Copy"
full of reviews and articles.

6) If you have any questions, problems, or new software, bring them along.

The Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST) Atari user group,
has a separate 8-bit meeting and 16-bit meeting.
We meet monthly, have special interest groups (SIGs), associated bulletin
boards, public domain libraries, and a newsletter "The Hard Copy".

I am on the executive of the group
so I should be able to handle most questions or
get replies from the rest of executive.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Rooms open at 7:00 pm. Meetings start at 7:30 pm.

Call 579-3695 for details.

Next Meetings
****

16-bit (ST) - Wednesday, Feb 13, 1991
DCS Course Room, Room 2009 (2nd floor)

Hope to see you there,
Dani Roloson

1341. Re: Defragger

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-11 19:00:33 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Feb11140033@acae127.cadence.com>
Source record: 49181

> I (and several others who have e-mailed me) am in need of a hard disk
> defragmentation utility. I have an ICD host adapter, TOS 1.4, and am

i seem to remember trying one from atari called chkdsk or something
like that. it was slower than molasses, and the user interface really
sucked. i would stay away from that one. i wish the author of tuneup
would fix his util for large partitions. sans that problem, i have
used it for many years with great success.

i think beckmeyer had something along the same lines too.
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1342. Re: Hidden folders (was Hidden Files)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-11 20:10:31 UTC
From: apratt@atari.UUCP
Message-ID: <2830@atari.UUCP>
Source record: 49041

>apratt@atari.UUCP (Allan Pratt) writes:
>>For example, some places in the code could
>>check for [...] (attr == SUBDIR).

wolfram@ikki.informatik.rwth-aachen.de (Wolfram Roesler) writes:
>If it is allowed to criticize the Sensei:
>This a a VERY bad programming style.

Tell me about it. I didn't write GEMDOS, I inherited it. Besides, I
didn't say this was the case, I said it might be. I think it is. I haven't
looked. I choose not to look, so as to keep the possibility open. It's
like Schroedinger's Cat: if you don't look, you don't know. In this case,
I want to assume (and I want you all to assume) it's unsafe.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1343. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-11 20:23:27 UTC
From: cummins@unx2.ucc.okstate.edu
Message-ID: <1991Feb11.202327.3702@unx2.ucc.okstate.edu>
Source record: 49182
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Well, I have heard that a company has successfully cloned the Mac ROMs,
>opening the doors to a flood of Mac clones. I don't know the name or
>anything though, but this might be a ray of sunlight to the Mac emulation
>world.
>

Details!!!!!!

please? anyone!!!!

1344. Re: Defragger

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-11 20:47:53 UTC
From: david@bdt.COM
Message-ID: <8814@bdt.COM>
Source record: 49042

Yes. HD Sentry will work with larger partions, even using the "logical block" scheme that HDX 3.x (and now 4.x for the TT) use.

It is a commercial program with a sugg. retail price of $49.95. It is in distribution and should be available at a loval store or mail-order house. It can also be ordered directly from Beckemeyer Development by calling (415) 530-9637 on Monday, Wednesday, or Friday betwen 10AM and 5PM Pacific time. You can also call the BBS at (415) 530-9682.

--
David Beckemeyer (david@bdt.COM) | "Beer! Now there's a temporary
Beckemeyer Development Tools | solution." -- Homer Simpson

1345. Piggyback'n Memory

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-11 20:54:22 UTC
From: boggs@unx2.ucc.okstate.edu
Message-ID: <1991Feb11.205422.5217@unx2.ucc.okstate.edu>
Source record: 49184

Anyone out there have a decent "tutorial" on how to piggyback an old 520ST to one meg or more? I'm a poor starving college student (aren't we all), and funds are low, so I can't afford a nice Z-ram upgrade.

The CoCo Kid
(boggs@unx2.ucc.okstae.edu)

1346. Procomm on the SuperCharger

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-11 21:30:05 UTC
From: KRR102@psuvm.psu.edu
Message-ID: <91042.163005KRR102@psuvm.psu.edu>
Source record: 49183

Hello fellow ST users, I have a question, I have Procomm for the IBM and a SuperCharger for my ST and my Procomm locks up on me before I can configure th e program. Any sugestions???

Thanks,
Mark W.

1347. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-11 23:04:20 UTC
From: dc@presto.ruhr.de
Message-ID: <1207626@presto.ruhr.de>
Source record: 49185

In article <4219@eastapps.East.Sun.COM> gaudreau@juggler.East.Sun.COM (Joe Gaudreau - Sun BOS Software) writes:

> How about a constructive discussion on programming environments and tools
> that people use on their ST's? Many would benefit I'm sure (including me
>
> My big dilemma is trying to find a 'good' make and cc wrapper for
> compiler 'x' (where 'x' might be MWC, Turbo-C, Alcyon (shudder), etc).
> Any ideas? Ideally, I'd like them to work in harmony under Gulam.

There are plenty of useable MAKE's around, you should be able to get one from any good PD Library. Good CC's are harder to find. I rewrote the Sozobon CC to work with Turbo-C, I can post it if there's enough interest.

--
dc@presto.ruhr.sub.org
dc@presto.ruhr.de

1348. Re: Defragger

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-12 04:32:42 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb12.043242.24240@actrix.gen.nz>
Source record: 49187

In article <BAMMI.91Feb11140033@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
> i seem to remember trying one from atari called chkdsk or something
> like that. it was slower than molasses, and the user interface really
> sucked. i would stay away from that one. i wish the author of tuneup
> would fix his util for large partitions. sans that problem, i have
> used it for many years with great success.
>
> i think beckmeyer had something along the same lines too.
> --
> bang: uunet!cadence!bammi jwahar r. bammi

Note ; CHKDSK3 is not for general release as its for Developers only,
but I would like to know more about Molasses, Have not heard about that
one, I do have 2 German ones but they don't do 32meg partitions, but
one of these lets you set your R/W options and some otheres, but can't
decypher the German, it gives you full report on the files that its working
on, the R/W option lets you set which files you wan't at the front,
(read) and which ones at the back (write), but there is another option
that I can't work out, I don't know if its PD, as there is no copyright
notice from what I can see..
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1349. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-12 05:06:46 UTC
From: steve@thelake.mn.org
Message-ID: <A3101103691@thelake.mn.org>
Source record: 49186
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[cummins@unx2.ucc.okstate.ed writes ...]

>>Well, I have heard that a company has successfully cloned the Mac ROMs,
>>opening the doors to a flood of Mac clones. I don't know the name or
>>anything though, but this might be a ray of sunlight to the Mac emulation
>>world.
>>
>
> Details!!!!!!
>
> please? anyone!!!!

The following is an excerpt from the Minnesota Atari ST user group newsletter, which goes in the mail tomorrow (assuming I get the laser printing done).

THE LAST WORD

By Steve Yelvington

Well, somebody's finally done what should have been done a long time ago: written a genuine alternative Macintosh-compatible operating system. Not just a Mac emulator. A complete Mac replacement.

It's described in the Jan. 28 issue of InfoWorld, a weekly personal computer trade magazine.

A company called Nutek Computers Inc. has cooked up replacements for Mac ROMs and the disk-based portion of the Mac software (system and multitasking Multifinder). It also has three custom chips that can form the heart of a Mac-compatible, and it's looking for companies to produce the hardware.

This is different from Dave Small's Spectre, Magic Sac, AMAX and other Mac emulators for the Atari ST and the Amiga. They require you to track down a genuine Mac ROM chip set and a copy of Apple's system software.

Apple has suddenly clamped down on Mac ROM chips, and Apple dealers can get them only by turning in the old chips they're replacing -- or by paying a whopping surcharge. Apple seems determined to keep Spectre et al from catching up with current top-of-the-line Macs.

Nutek's technology sidesteps the whole problem by providing its own alternative software, developed in a ``clean room'' environment based on Apple's specifications without seeing a line of Apple's code.

And although it runs Mac software, it avoids ``look and feel'' copyright infringement by not looking like a Mac.

How can that be?

Well, Nutek has licensed the Motif user interface from the Open Software Foundation. OSF is pushing Motif as a friendly look for new Unix systems. IBM has adopted Motif for OS/2. And Geoworks has adopted Motif for GEOS on smaller PC clones. It's an attractive and well thought-out windowing system.

When a Mac application opens a window, it gets a Motif window. When it puts up a menu bar, it gets a Motif menu bar, attached to a window instead of glued to the top of the screen. This is actually easier to understand than Mac Multifinder's method of changing the content of the menu bar as you switch among concurrent applications.

I haven't seen any of Nutek's software running, but the pictures sure look good.

Dave Small has said he's not interested in making a Spectre that can use 256K Mac II ROMs, the current state of the art. One reason may be that they're darned near impossible to get. (There is a report that Apple is considering licensing Mac ROMs to other companies for $500 to $1,000 a pop).

If Nutek makes its alternative system technology available at a modest price, the whole picture may change.

(The rest of the column goes on to discuss TT and Apple pricing, and is therefore omitted here.)

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

1350. Relocating

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-12 08:23:44 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <1991Feb12.082344.25041@math.lsa.umich.edu>
Source record: 49188
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.os.minix

This note is only moderately relevant to these newsgroups so I'll make it brief.

I've accepted a job in Pasadena, California, and will be leaving the University of Michigan after February 28th. While I will still be on the network somewhere, I will probably not be very active maintaining files on the atari.archive site any more. With any luck my STs will survive the move, however, and I'll still be working on ST stuff in my new location. (And bigger and better things too, of course!) Have fun...
--
-- Howard Chu @ University of Michigan

Flame all you want - we'll take more.

1351. Re: REPOST: binary write question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-12 08:44:37 UTC
From: jeroen@cs.ruu.nl
Message-ID: <4821@ruuinf.cs.ruu.nl>
Source record: 49189

In <ERICCO.91Feb11082757@soc1.ssl.berkeley.edu> ericco@ssl.berkeley.edu (Eric C. Olson) writes:

> My question is basic: how do I write character code 10
> using write, as in:
>
> {
> char c = 10;
> int fd = open("test.dat", O_BINARY|O_WRONLY)
> write(fd, &c, sizeof(c));
> close (fd)
> }
>
>When I do this, i get carriage return AND linefeed in the file
>"test.dat". I'm using Laser C.

You can use file-I/O on another level: Atari GEMDOS calls.
It would look like this:

```
int f;
if (newfile)
f = Fcreate( "test.dat", 0 );
else f = Fopen( "test.dat", 2 /* for read/write */ );
Fwrite( f, (long)(sizeof(c)), &c );
Fclose(f);
```

--
Jeroen Fokker | jeroen@cs.ruu.nl
dept.of Computer Science, Utrecht University | tel.+31-30-534129
PObox 80089, 3508TB Utrecht, the Netherlands | fax.+31-30-513791

1352. Re: Defragger

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-12 10:42:55 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Feb12.104255.23440@ugle.unit.no>
Source record: 49190

In article <BAMMI.91Feb11140033@acae127.cadence.com>, bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
|> i seem to remember trying one from atari called chkdsk or something
|> like that. it was slower than molasses, and the user interface really
|> sucked. i would stay away from that one. i wish the author of tuneup
|> would fix his util for large partitions. sans that problem, i have
|> used it for many years with great success.

Chkdsk3 is not that bad. It is fast and can handle partitions > 16MB.

Stig Vidar Hovland

1353. Re: Piggyback'n Memory

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-12 11:18:05 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb12.111805.7477@actrix.gen.nz>
Source record: 49044

Distribution:world

In article <1991Feb11.205422.5217@unx2.ucc.okstate.edu> boggs@unx2.ucc.okstate.edu (The CoCo Kid) writes:
> Anyone out there have a decent "tutorial" on how to piggyback an old 520ST to
> one meg or more? I'm a poor starving college student (aren't we all), and
> funds are low, so I can't afford a nice Z-ram upgrade.
>
> The CoCo Kid
> (boggs@unx2.ucc.okstae.edu)

There was a good article some time back in the Byte Bix notes that
where in Byte Mag, I did have the Notes but are unabel to locate them
at the moment, so unabel to give you the date...will look some more though.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1354. bombs on an STE

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-12 11:21:25 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <4824@ruuinf.cs.ruu.nl>
Source record: 49043

Has any STE owner ever had the problem of two bombs (bus error) appearing
on the screen after one of the alert boxes `no disk in drive A' or
`Disk in drive A has been write-protected'? Can anyone explain this strange
behaviour of my computer (which already caused me to loose MANY files)?

Annius Groenink
De Mamuchetweg 5
3732 AK De Bilt
The Netherlands
AVGROENI@CS.RUU

1355. Some questions about how hard disks are connected to ST's

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-12 12:59:16 UTC
From: john@castle.ed.ac.uk
Message-ID: <8448@castle.ed.ac.uk>
Source record: 49047

I gather that if I want to connect a hard disk to an ST(E) I need a host adapter (DMA -> SCSI) (ICD etc) and a SCSI hard disk. If I want to use a ST506 disk then I need a SCSI to ST506 controller (Omti etc).

What I want to know is :-

1) Where is the software for the hard disk driver ? Is it in TOS (1.6?) or a separate driver supplied by ICD etc. If the latter - is it in PROM. If not how does "autoboot" work ?

2) Has anyone attached an ST506 drive without going the SCSI route ? ie. by building their own hardware (+ software?). (I guess the answer to this question depends on question (1)!!

Replies by email would be great since I suspect that these questions must have been asked before although I haven't noticed any in the last six months or so.

Thanks,
John Hannah
(Electrical Engineering, University of Edinburgh)

1356. form_do() Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-12 13:57:52 UTC
From: alex@hpgnd.grenoble.hp.com
Message-ID: <17750006@hpgnd.grenoble.hp.com>
Source record: 49068

Hello,

1)

Does anybody know of sources of form_do() available somewhere ?
Or sources of an alternative form_do() ?

2)

I have experiment troubles with form_do(). It seems to do not redraw
the outline of radio buttons when they are stick together and when
the currently selected radio-button changes.

Is anybody aware of that? and what could be a work around ?

3)

What rule is used to give the focus to TEXTEDIT fields when the TAB
key is pressed ? Some times, I found that some TEXTEDIT fields are not
reachable unless the user directly points within it with the mouse.

I am currently using a 520STE TOS 1.62 with Meg of RAM.

Thanks for your help.

Alexis MERMET-GRANDFILLES.

1357. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-12 15:35:06 UTC
From: dwh@ataritx.uucp
Message-ID: <1991Feb12.153506.10744@ataritx.uucp>
Source record: 49048
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3743.27b5839e@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>In article <1991Feb9.140414.23054@contact.uucp>, rrwood@contact.uucp (roy wood) writes:
>> So, if it is true that Apple no longer allows the sale of Mac ROMs, is
>> the Spectre GCR dead?
>
>Well, I have heard that a company has successfully cloned the Mac ROMs,
>opening the doors to a flood of Mac clones. I don't know the name or
>anything though, but this might be a ray of sunlight to the Mac emulation
>world.
According to Electronic Engineering Times (Jan. 28, 1991, p. 10)
"Startup claims legal Mac-clone chip set", the company, Nutek Computers,
claims to have developed a "Mac-like OS" in a software "clean room",
that is, where the developers had no access to Apple code. The question
yet to be answered is whether or not their approach will actually
withstand a legal challenge.

In order to avoid the "look and feel" issue, the OS uses a Motif interface
instead of the Mac desktop.
>Ryan 'Gozar' Collins rlcollins@miavx1.BITNET
--
Dave Hanna Atari Microsystems Corp
UUCP ...!texsun!letni!ataritx!dwh
...!ames!atari!dhanna

1358. Can I use multisync monitor from PC on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-12 16:08:28 UTC
From: leilabd@syma.sussex.ac.uk
Message-ID: <4486@syma.sussex.ac.uk>
Source record: 49053
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sorry if this is a FAQ, but it's not a topic that has ever interested me before.

A colleague is planning to buy a hi-res multisync monitor for his pc and would like to know if he can also use it with an ST. Are there any particular characteristics it should have to be usable on both systems? Are there any particular questions he should ask the salesman?

Thanks,

Leila
--
Leila Burrell-Davis, Computing Service, University of Sussex, Brighton, UK
Tel: +44 273 678390 Fax: +44 273 678470
Email: leilabd@syma.sussex.ac.uk (JANET: leilabd@uk.ac.sussex.syma)

1359. catch SLM DMA-calls --- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-12 16:17:09 UTC
From: nico@cs.ruu.nl
Message-ID: <4832@ruuinf.cs.ruu.nl>
Source record: 49046

I have a NEC SilentWriter LC-800 laserprinter.
It was cheap, but it doesn't understand postscript. All it can do is print plain ascii (diablo emulation) and print bitmaps, apart from some exotic features.
This is a shame, because I cannot use DTP programs now, or even print DVI-files (the ones that are produced by TeX).

I have thought of the following:
The Atari SLM laserprinter is also not very smart. As far as I'm informed, about all it can do is print bitmaps, which are built in memory. But there is a lot of software which can use this capabitlity!
If only I could cath the SLM output, stick some LC-800 control codes in front of it, and send it to the printerport. In other words: I'd like to make a SLM-to-LC800 emulator.
This would not be too hard if the SLM were accessed via the printer port, via the normal BIOS I/O routines. But here comes the problem: The SLM is accessed via the DMA port, for speed.

Is there a way to catch the DMA-calls to the SLM, and redirect them to my emulator, which drives the printerport? Of course, I still want my hard disk to function properly.
Is there anyone out there who can give a hint on how to do this?

Thanks for any information,
--
Nico Verwer | nico@cs.ruu.nl
Dept. of Computer Science, University of Utrecht | phone: +31 30 533921
p.o. box 80.089, 3508 TB Utrecht, The Netherlands | fax: +31 30 513791

1360. How do I zoo?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-12 16:24:22 UTC
From: pdel@ADS.COM
Message-ID: <##+&S|_@ads.com>
Source record: 49045

Howdy, I'm having a problem unarchiving files, hope someone can help.
I've been downloading .arc files from terminator with no problem, so
decided to move up to .zoo stuff to prove I'm a real man.

Well, I've yet to prove my manliness. I'm using the zoo archiver that
comes with starter.tos
Here's what I'm doing:

1. - double click on the zoo.ttp application
2. - Command line appears waiting for me to pass a command
3. - I type ' zoo -extract filename.zoo filename ', like it
says to in zoo.man
4. - It thinks for a few seconds and then takes me to a kind
of help screen showing the available commands, and also
that I should type ' zoo h ' to get help.
5. - When I type ' zoo h ' it goes back to item 4. above.

6. - What am I doing wrong? I've tried a few other things, including
putting the .zoo file in the same directory as the zoo.ttp program,
as well as specifying pathnames, ie., ' zoo -x d:\filename.zoo d:\file-
name, but still it takes me to item 4.

7. - If there are any men out there who can help, I would be most grateful
and will mention your names among people of high honor.

8. - Please no flame-mail about being sexist, if you are female I welcome
your help too.

1361. MFPINT question: How does one obtain the CURRENT interupt handler?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-12 16:45:23 UTC
From: miskinis@aisg.enet.dec.com
Message-ID: <3947@ryn.mro4.dec.com>
Source record: 49049

Hi Guys and Gals!

WELL, I'm the guy who posted the problems I've had in performing
MIDI realtime input that;s 100.0000% accurate...

From the replies I've received, it has become apparent that the
entire level 6 interrupt handler must be re-written in order to accomplish
accurate realtime MIDI recording.

I've build a prototype shell that allows *MY* code to execute
when a level 6 interrupt is encountered. I'm using the XBIOS function
MFPINT to replace the standard interrupt handler.

BUT(!) How can I find out what the original vector is? It
seems that MFPINT returns NOTHING!

Boy I'm glad I didn't quit DIGITAL to persue full-time MIDI
software development for the Atari platform...

Don't be fooled by claims that XBIOS and BIOS handles MIDI for
you. It does, but not under heavy (professional) scenarios.

John

P.S. I've been leary of becoming a registered Atari developer, since
I've invested ~$10,000 in equipment to persue music software
development. Paying a fee to the computer manufacturer in order
circumvent a problem (IN MY OPINION) that is inherent in the system
software, supposedly on "this computer is made for music" to
me seems quite unrealistic.

1362. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-12 17:46:45 UTC
From: micro@imada.dk
Message-ID: <1991Feb12.174645.9842@imada.dk>
Source record: 49050
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
>Unfortunately spice.ttp/prl.tos bombs out if ataris cachennn is resident.
^^^^^^^^
Thank you, I will be forever grateful for this information...

Unfortunary the Cache is build into the ICD driver I an useing. If any
of you have got Spice running with a ICD driver - please let me know
how...
(driver version and settings)

>Stig Vidar Hovland - stigvi@lise.unit.no

Klaus Pedersen.

1363. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-12 20:37:48 UTC
From: nut@nuthaus.UUCP
Message-ID: <5688084@nuthaus.UUCP>
Source record: 49078
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Feb9.140414.23054@contact.uucp> rrwood@contact.uucp (roy wood) writes:

> So, if it is true that Apple no longer allows the sale of Mac ROMs, is
> the Spectre GCR dead? Or are we about to see a sudden boom in pirated
> ROMs? I gather that the Spectre has to be modified a little to accept
> EPROMs, but it's a minor mod at most....
>

Perhaps with the rumoured Mac OS clone coming soon at a dealer near you, Spectre will be saved. It seems to me that an intelligent company selling a cloned edition of the Mac ROMs would not halt their distribution to a paying customer (maybe GBS could even make the entire thing into a card and not bother with the cart!).

> -Roy Wood

-- Adam
--
= Adam G. Tilghman - SysOp/WizOp/Janitor of Eleusesthai BBS =
= USnail: 116 Escanyo Dr., So. San Francisco, CA, 94080-4134 USA =
= Voice Phone: +1 415 873 3091 / BBS Phone: +1 415 871 9451 =
= nut@nuthaus.UUCP {hoptoad,well}!wet!nuthaus!nut nut@wet.UUCP =

1364. 1.44M external floppy on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-12 22:25:26 UTC
From: <>
Message-ID: <3575@ncrwat.Waterloo.NCR.COM>
Source record: 49087
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I think my last post must have landed in the bit-bucket... Oh
well... If all else fails, try again...

I've got an Atari ST (one of the old Nov.20/85 1040's) and just
bought a 1.44M floppy drive to attach as drive B:...

QUESTION ONE
Do you need to do anything special to get 1.44M out of it? I can't
seem to get it to read a HD disk... I've found a SW/PD formatter
called Diamond Format, which formats to 1.44M (or 1.6M if you use
more sectors than usual). It also seems to be a stand-alone portion
of a hard drive backup program. Do I need to find a special driver
or something? The drive works fine as a double density...

QUESTION TWO
Does anyone know where I could find a 14 pin DIN (ie, the ST's external
floppy drive port) plug adapter, that has a female 34-pin (ie, the
floppy drive's bus) port on the other end? Or am I doomed to building
one? Given the half-dozen or so 3rd party manufacturers of external
drives for the ST, a part like this HAS to exist, right?

Chris Herborth,
[Guest-posting with Brian Gamble, esq.]

Note from Brian Gamble:

Neither one of us knows much about these Atari news groups. Post replies as
you see fit, or EMail to me at the address below. I will see that Chris
gets any EMail promptly.

Thanks for your help

--
Brian W. Gamble, Brian.Gamble@Waterloo.NCR.COM
NCR Canada Ltd.
E&M Waterloo Charter Member -- The ShoeString Racing Team

1365. Daisy-chaining ACSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-12 22:48:05 UTC
From: ncalvin@oracle.uucp
Message-ID: <1991Feb12.224805.109@oracle.com>
Source record: 49051

(apologies if this topic has already been mentioned too many times)

I'm running into difficulties connecting a Megafile 60 (type SEA5065)
and a Syquest removable drive to my 1040STE. I have the Megafile set to SCSI
#0, and the Syquest, plugged into the Megafile, set to #1, yet I'm unable to
read data from the Syquest. Both drives work fine if connected to the STE by
themselves. I tried flipping the DIP switch marked "X" in the Megafile, which
then allowed me to access the first 130 sectors in each partition on the
Syquest, but the rest of the disk is still unreadable. I have the feeling
there is something else I need to do to the MegaFile, but my manuals are
absolutely no help on the problem.

Internals: Megafile 60 appears to use an Adaptek 4070 board with a
Seagate ST277N-1 drive; the Syquest drive and controller plug into a
later-model Supra ACSI/SCSI board. I've been attempting to use Supra Utilities
v3.00 with both drives. I have access to Atari HDX 3.02, but was under the
impression the Atari hard disk utilities couldn't deal with multiple drives -
and, furthermore, Supra recognizes the Syquest at SCSI #1 while Atari doesn't.

Nate Calvin
Desktop Network Products
Oracle Corp.
"We're well connected."

1366. Re: Some questions about how hard disks are connected to ST's

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-13 02:29:36 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Feb13.022936.896@actrix.gen.nz>
Source record: 49052

Distribution:world

In article <8448@castle.ed.ac.uk> john@castle.ed.ac.uk (John Hannah) writes:
> I gather that if I want to connect a hard disk to an ST(E) I need a host
> adapter (DMA -> SCSI) (ICD etc) and a SCSI hard disk. If I want to use
> a ST506 disk then I need a SCSI to ST506 controller (Omti etc).
>
> What I want to know is :-
>
> 1) Where is the software for the hard disk driver ? Is it in TOS (1.6?)
> or a separate driver supplied by ICD etc. If the latter - is it in PROM.
> If not how does "autoboot" work ?

TOS does have a small routine to read the boot sector and execute it
if its set for execution. all bytes in the boot sector must add up to $1234
this can then load the hard disk driver, or any other driver for that matter.

Note; the Hard Disk driver can be loaded from Cartridge, or Floppy
The order is Cartridge, Floppy A. B ??, then Hard Disk, (Devices 0-7)

> 2) Has anyone attached an ST506 drive without going the SCSI route ? ie.
> by building their own hardware (+ software?). (I guess the answer to
> this question depends on question (1)!!

Yes the Germans have done that, (don't they allways) using a PC hard disk
controller and a home made host adapter, plus patches to the TOS roms, or
a program in the Cartridge port.

> John Hannah
> (Electrical Engineering, University of Edinburgh)

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1367. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-13 04:40:40 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Feb12.234040.8587@uwovax.uwo.ca>
Source record: 49055

> How about a constructive discussion on programming environments and tools
> that people use on their ST's? Many would benefit I'm sure (including me
> :-).
>
> My big dilemma is trying to find a 'good' make and cc wrapper for
> compiler 'x' (where 'x' might be MWC, Turbo-C, Alcyon (shudder), etc).
> Any ideas? Ideally, I'd like them to work in harmony under Gulam.
> I've looked at atari.archive and am hoping for more info. Pointers to
> Commercial applications would be useful as well.
>
If you've got the memory (2 megabytes or more) the various gnu utilities
that have been ported to the ST provide a very nice, Unix-like
environment. I use gcc, gnu make, and gulam most of the time, with
bash for running Unix shell scripts or for when I'm running MGR; the
latter two require MiNT, although there is a TOS version of bash as
well. Add a few other utilities (like diff, patch, wc, and some form
of emacs) and you have just about everything a programmer could want.
All that's missing is RCS, and Allan Pratt mentioned that he's working
on porting this.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

1368. Unsafe tinkering with file atributes

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-13 10:13:43 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2294@odin.cs.hw.ac.uk>
Source record: 49057

```
>apratt@atari.UUCP (Allan Pratt) writes:
> (about file attributes)
>Tell me about it. I didn't write GEMDOS, I inherited it. ...

Lucky you! We bought it!

> ... Besides, I
>didn't say this was the case, I said it might be. I think it is. I haven't
>looked. I choose not to look, so as to keep the possibility open. It's
>like Schroedinger's Cat: if you don't look, you don't know. In this case,
>I want to assume (and I want you all to assume) it's unsafe.

I think we'd all like to know one way or the other.
If you look at the code and find it all hunky dory then we'd all suddenly be
smiling. If it's 'unsafe' then I'd like to think you'd consider making it
better.

grep SUBDIR *.c ; echo ':-)'

+-------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never a directory!" :-) !
+-------------------------------------------------------------------------+
```

1369. STe Programming info (long)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-13 10:52:16 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Feb13.105216.18587@newcastle.ac.uk>
Source record: 49060

I notice that alot of people have been clammering for information on the STe recently. Some time ago a Mathew Lodge of ST world (UK mag) wrote the following. This information has appeared here before in 3 parts and has been published by various people in various magazines.

It should be noted that you should not hold this information to be gosble and if you wan't to be sure of correct information get the Developers kit. So if there are any errors don't blame Atari or Mathew lodge but yourself.

Now there is no excuse for not writing STe specific SW so how about some nice Demos.

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

---------- Mathew Lodge's Original Posts Follow ----------

OK, here is the documentation for STE DMA sound output. More documentation when I've typed it in. Screen blanker postings when I've got a copy of uuencode ... please be patient

---------- cut here ----------

Information from "Atari STE Developer Information Addendum"

STE DMA Sound registers

Register Access Description
FF8900 R/W 00 - sound disabled (reset state)
01 - sound enabled, disable at end of frame
11 - sound enabled, repeat forever

FF8902 R/W Frame base address (high)
FF8904 R/W Frame base address (middle)
FF8906 R/W Frame base address (low)

FF8908 RO Frame address counter (high)
FF890A RO Frame address counter (middle)
FF890C RO Frame address counter (low)

FF890E R/W Frame end address (high)
FF8910 R/W Frame end address (middle)
FF8912 R/W Frame end address (low)

FF8920 R/W Sound mode control:
xxxx xxxx m000 00rr
Where for m:

0 Stereo mode
1 Monophonic mode
Where for rr:
00 6258 Hz sample rate (reset state)
01 12517 Hz sample rate
10 25033 Hz sample rate
11 50066 Hz sample rate

FF8922 R/W MICROWIRE data register
FF8924 R/W MICROWIRE mask register

Volume/controller commands (device address is always 10)
---

011 DDD DDD Set master volume
000 000 -80 dB
010 100 -40 dB
101 XXX 0 dB

101 xDD DDD Set left channel volume
00 000 -40 dB
01 010 -20 dB
10 1xx 0 dB

100 xDD DDD Set right channel volume
00 000 -40 dB
01 010 -20 dB
10 1xx 0 dB

010 xxD DDD Set treble
0 000 -12 dB
0 110 0 dB
1 100 +12 dB

001 xxD DDD Set bass
0 000 -12 dB
0 110 0 dB
1 100 +12 dB

000 xxx xDD Set mix
00 -12 dB
01 Mix GI sound output (ST sound chip)
10 Do not mix GI sound output
11 Reserved

Sampled sound data is stored in memory as a series of bytes, which represent a speaker displacement from -128 to +127. Zero represents the neutral or middle speaker position. Playback is programmable at one of four rates : 50kHz, 25kHz, 12.5kHz or 6.25kHz.

During the horizontal blanking phase, samples are fetched from memory by the DMA sound chip, and fed into a Digital to Analogue Converter (DAC).

The output of the DAC is then filtered by a four-pole low pass filter to a frequency equal to around 40% of the sample frequency. The signal then passes through a two pole 16kHz low-pass filter, and fed into the National Semiconductor Volume/Tone controller (LMC1992). The final output is available from the RCA jacks on the back of the STE, which can be fed into an amplifier and hence to speakers, headphones etc.

Both stereo and mono sample replay is provided, but both stereo channels are mixed along with the ST's sound chip output for monitor speaker output. Sound chip output can also be sent to the stereo output jacks as well.

In stereo playback mode, the same data is regarded as words, with the high byte of the word being the sample for the left channel, and the low byte the right channel sample. In mono mode, each byte is output to both left and right stereo channels, but data is still fetched one word at a time. This means that mono sample data must always be an even number of bytes.

Samples are grouped together in frames. Each frame can be played once, or repeated automatically forever (until stopped). Two registers are loaded with the frame start and end address - the end address is actually the first byte beyond the end of the sample. Thus a 512 byte sample with a frame start address of 101024 would have a frame end address of 101536. Table One gives the location and description of each DMA sound register.

Actually playing a sample is really quite straightforward. Simply assemble the data in memory, load the start and end addresses, set stereo or mono mode and the playback frequency. Finally, write a one to the sound control register, and the sample will play once.

Producing continuous sound and linking frames together are the next steps, and hardware support is provided for these processes. The DMA sound chip produces a 'DMA sound active' signal which is connected to the external input of MFP Timer A. This signal is a one when samples are being played, and zero otherwise. At the end of a repeated frame, this line goes from one to zero, and then back to one again. Thus setting Timer A into event countdown mode allows you to generate an interrupt when a frame has been played a set number of times.

Frame repetition is seamless - there is no time delay between the end of a sample, and the start of it's replay, because the frame start and end registers are double buffered. Writing to these registers actually places the data into a holding area, and the contents of the holding area actually go into the true registers when the chip is idle (at the end of the frame, if one is currently being played).

Thus, if you wanted to play two consecutive frames, you would write the start and end addresses, and set the control register to three. The first frame will start playing, and you can immediately write the start and end addresses of the next frame, without waiting for the first frame

to finish. There will still be an interrupt from Timer A at the end of the first frame, and you could use that to load the address of a further frame, and so on.

One further thing to note is that the 'DMA sound active' signal is also exclusive-ORed with the 'monochrome monitor detect' signal, and fed into the GPIP I7 input of the MFP. This was provided to enable interrupt driven sound without using the last free timer of the MFP. It is a little more difficult to use, since you will get a different signal edge depending on whether a mono or colour monitor is attached, as well as an interrupt at the end of every frame.

Monochrome monitors ground the 'mono detect' line, resulting in a zero when the bit is read from the MFP. Colour monitors don't ground the line (it is left floating), and the bit reads one. When DMA sound is active, this situation is inverted (because of the XOR with the 'DMA sound active line'). TOS actually looks at this bit during vertical blank time, to see if the monitor has been changed, but TOS on any machine with the DMA sound chip has been appropriately modified to avoid problems.

Finally, the 'DMA sound active' line goes from active to idle (one to zero) after the last sample has been fetched. There is a four-word FIFO (First In, First Out) buffer inside the chip, so it will be eight sample times (in stereo mode) before the sound actually finishes. If you do not reload the frame registers in this time, then the join between samples will not be seamless.

The volume and tone controller of the STE is connected via a MICROWIRE bus interface. The idea behind this is that further devices can be added to the bus in the future. The MICROWIRE bus is a simple three wire serial connection, with a protocol to allow multiple devices to be controlled individually.

In the general case, the data stream consists of N address bits, followed by zero or more don't care bits, and then M bits of data. The actual hardware interface in the STE consists of two 16 bit read/write registers, one for the data to be shifted out, and a mask indicating which bits are valid.

A one in any bit of the mask indicates that the corresponding bit in the data register is valid. Data transmission starts as soon as the data register has been written to, so the mask register must be loaded first. Sending takes approximately sixteen micro-seconds, and if the data register is read during this time, a 'snap-shot' of the data being shifted out will be obtained. This means that if you wait for either register to return to its original state, you can be sure that sending has been completed.

The volume/tone controller is addressed by a two bit address field of %10 (binary) and a nine bit data field. Table One details the commands that can be sent to the device, and the addresses of the MICROWIRE

registers in the STEs memory map. Actually sending these commands is easier than it looks. Simply set the mask register to $07FF, and place the data in the lower nine bits with %10 in the upper two bits.

For example, setting the mask to $07FF and the data register to $04C4 will set the master volume to $14. That's all there is to it!

Regards,

Mathew Lodge
****
* c/o Dept. Computer Science * "Baldrick, fetch me a turkey _so *
* University of York * big_, you'd have thought its mother *
* Heslington * had been rodgered by an Omnibus" *
* York, UK * *
* YO1 5DD * JANET : SOCS18@uk.ac.york.vaxa *
****

Video Harware Modifications
===========================

Addr Access Size Use
====== ====== ==== ==
FF8204 R/W 6 Video address counter (high)
FF8206 R/W 8 Video address counter (middle)
FF8208 R/W 8 Video address counter (low)
The change here is that these registers are now
read and write, allowing the programmer to
update the video refresh address to any word
boundary _at any time_.

FF820C R/W 8 Video base address (low) (VBASELO) This register
didn't exist on the ST, but on the STE it allows
the positioning of the screen base address on
any _WORD_ boundary

FF820E ?? 8 Line offset (LINEWID) - the number of extra words
added to the address counter at the end of each
line, _MINUS ONE DATA FETCH_. This allows for
virtual screens that are wider than the actual
screen display. Clearing this register means the
STE acts like an ordinary ST.

FF8240 to FF825E Colour palette
There are now four bits for each of the red,
green and blue components. To give backward
compatibility with the ST, the least significant
bit is above the most significant bit. Thus the
register layout is as follows:

xxxx 0321 0321 0321; x=don't care
RED GRN BLUE

FF8264 ?? 4 Horizontal bit-wise scroll (HSCROLL). Allows the
start of each line to be delayed by 0-15 bits,
thus giving instant horizontal scrolling.

Horizontal fine scrolling isn't quite as trivial as it looks. The pixel offset
is loaded into HSCROLL, and the documentation then says the following about
the LINEWID register :

"If you are actively scrolling (HSCROLL<>0), this register should
contain the additional width of the display line _minus one data fetch_
(in low resolution one data fetch would be four words, one word for
monchrome etc.)"

The reason for the extra data fetch becomes clearer if you think about
what is actually happening. If you fine scroll by n bits, then n bits
are effectively missed off the left hand edge of the screen. But to get
a complete line of pixels, n bits must be added to the right hand side
of the screen. This constitues one extra data fetch for the display
processor beyond the usual requirement.

For example, if you had three low resolution pictures side by side in
memory, and you wanted to scroll across them, you would set LINEWID to
160 when HSCROLL=0 (no extra data fetch). When HSCROLL<>0, LINEWID would
be set to 156 (four less due to the extra data fetch done automatically
by the display processor).

Vertical scrolling is trivial - simply set the video address base to the
required address at horizontal blanking time.

That's all folks - for now - more info on the new controller ports soon.
Regards,

Mathew Lodge
****
* c/o Dept. Computer Science * "Baldrick, fetch me a turkey _so *
* University of York * big_, you'd have thought its mother *
* Heslington * had been rodgered by an Omnibus" *
* York, UK * *
* YO1 5DD * JANET : SOCS18@uk.ac.york.vaxa *
****

STE CONTROLLER PORTS

Address Usage Description
==
FF9200 xxxx xxxx xxxx 3210 Fire buttons
FF9202 UDLR UDLR UDLR UDLR Joystick directions
Joy3 Joy2 Joy1 Joy0

FF9210 xxxx xxxx NNNN NNNN Paddle 0 X
FF9212 xxxx xxxx NNNN NNNN Paddle 0 Y
FF9214 xxxx xxxx NNNN NNNN Paddle 1 X
FF9216 xxxx xxxx NNNN NNNN Paddle 1 Y

FF9220 xxxx xxNN NNNN NNNN Light pen/gun X
FF9222 xxxx xxNN NNNN NNNN Light pen/gun Y

Four new joystick ports were added, directly interfaced to the 68000 bus, rather than using another IKBD controller. The table above gives the locations of the hardware registers for the joysticks, paddles and light gun/pen inputs. Note that the joystick registers are bidirectional, and can therefore be written as well as read. If the registers are written, then the outputs are driven until the registers are read again.

Two paddle controllers can be connected with eight bit resolution on each axis, and the current position of each of the four paddles are reported in the registers shown in the table. No information is given in the data sheets as to the voltage range that the A/D converters function in, but I would guess that it is 0-5V. The triggers on the paddles are bits zero and one of $FF9202 (Joystick 0 left and right.)

The light gun/pen position is reported in $FF9220 and $FF9222. The x-axis accuracy is four pixels in low resolution, eight pixels in medium res., and sixteen pixels in high resolution. The y-axis position is accurate to within one pixel in all modes. The x position only ranges from 0 to 319, and therefore must be left shifted for other screen modes. Again, no electrical information is provided on how to implement a light gun/pen.
Regards,

Mathew Lodge
****
* c/o Dept. Computer Science * "Baldrick, fetch me a turkey _so *
* University of York * big_, you'd have thought its mother *
* Heslington * had been rodgered by an Omnibus" *
* York, UK * *
* YO1 5DD * JANET : SOCS18@uk.ac.york.vaxa *
****

1370. Solution to the bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-13 12:16:19 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <4837@ruuinf.cs.ruu.nl>
Source record: 49056

To everybody who owns a 1024 ST^e:

A couple of people answered my previous letter `bombs on an STE';
They all give the suspicion various desk accessories of the type
`control panel' (MDISK; JAMES...) are the cause of the problem.
I haven't yet done any analytic analysis to prove our suspicion;
suggestions are of course welcome (in particular suggestions on
what exactly it is in these DA's that causes TOS to be so nervous
about write protected or not inserted disks.)

I suppose these problems have been solved in TOS 1.64,
so ATARI, be kind and send every STE owner the new ROMS,
without asking such incredibly large amounts of money.

So far the ATARI bug class,

Annius Groenink

1371. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-13 13:39:49 UTC
From: wolfram@akela.informatik.rwth-aachen.de
Message-ID: <wolfram.666452389@akela>
Source record: 49058

gaudreau@juggler.East.Sun.COM (Joe Gaudreau - Sun BOS Software) writes:

>(2) If I'm running emacs from a command line, how do I tell it where the
>home directory is (for emacs startup, etc).

Check the manual for the command line options. As far as I remember it's
-d or -D to load a specified startup file, like
emacs filename -d/emacs/emacs.rc
Try to set the HOME env variable with your command shell, this might
also work.

Talking about programming environment, I heavily use the Okami Shell
rather than Gulam or any other shell since it can do a lot more.
In the Okami Shell, you would have to type
HOME=/emacs
export HOME
or put these lines in your profile to change the home directory. Gulam
should require a command like setenv HOME or the like.

1372. Help EPROMs needed...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-13 13:40:18 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <2044@xenon.kcl-cs.UUCP>
Source record: 49097
Cross-posted to: comp.sys.atari.st,comp.misc,comp.sys.atari.st.tech

Can anyone out there give me an idea of US prices for 32k*8, 35ns EPROMs?
Any names and addresses of relevant companies would be welcome too.
They're about $200 apiece here!

Smaller ones could be used, but I'd like to keep the speed up...

Replies by email preferred, Thanks in advance,

Marcus Bointon.

1373. Re: bombs on an STE

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-13 13:45:17 UTC
From: wolfram@akela.informatik.rwth-aachen.de
Message-ID: <wolfram.666452717@akela>
Source record: 49059

avgroeni@cs.ruu.nl (Annius Groenink) writes:

> Has any STE owner ever had the problem of two bombs (bus error) appearing
>on the screen after one of the alert boxes `no disk in drive A' or
>`Disk in drive A has been write-protected'? Can anyone explain this strange
>behaviour of my computer (which already caused me to loose MANY files)?

I remember having this problem for some time on a TOS 1.2 1040ST. The
reason for this was an auto folder program which was supposed to speed
up disk access (as far as I remember). Boot your system without installing
anything from the auto folder and see if the problem is still there. If
it's not, activate the auto folder prg one by one to see which is to blame.

1374. In the mean time, NO MAC ROMS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-13 17:42:32 UTC
From: moses@hao.ucar.edu
Message-ID: <10285@ncar.ucar.edu>
Source record: 49054

I am interested in purchasing a SPECTRE cartridge but I have been unable to find a set of MAC ROMS. They are indeed very scarce. Several places I have called have been out of stock for weeks.

Can anyone direct me to a source for the MAC ROMS? I can tell you a dozen places that have had them in the past but do you know of any at the moment??

Having spoken to Gadgets personnel, there attitude is that they are not concerned because they have a backlog of orders anyway. They could not offer any definitive source nor did it mattered to them because they are backlogged anyway. Simply a bad attitude!

Nutek's clone of the MAC system is not a near term solution to this problem maybe not a solution at all. In the mean time Gadgets by Small should maintain an up to date list of suppliers for the ROMS as a service to their potential customers.

Julie Moses

1375. Re: Procomm on the SuperCharger

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-13 19:30:59 UTC
From: pegram@kira.UUCP
Message-ID: <1991Feb13.193059.21111@uvm.edu>
Source record: 49063

From article <91042.163005KRR102@psuvm.psu.edu>, by KRR102@psuvm.psu.edu:
>
> Hello fellow ST users, I have a question, I have Procomm for the IBM and a
> SuperCharger for my ST and my Procomm locks up on me before I can configure th
> e program. Any sugestions???
>
> Thanks,
> Mark W.

One suggestion; didn't someone say that Supercharger pretends that the
ST mouse is a Microsoft serial mouse on COM1? If so, try setting Procomm
to use COM2, it might work.

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1376. Re: In the mean time, NO MAC ROMS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-13 20:03:09 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb13.200309.8278@ecst.csuchico.edu>
Source record: 49061

moses@hao.ucar.edu (Julie Moses) writes:

- In the mean time Gadgets by Small should maintain an up to date list
- of suppliers for the ROMS as a service to their potential customers.

Maybe they can't find them either, unfortunately.

I remember when Dave Small was asked about the availability of Mac ROMs, he seemed so confident that they would be available for months after Apple's decision to stop distributing them and after they canned Denny Hayes. It's a good thing he's starting up on the 68030 stuff.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1377. Re: bombs on an STE, GCR mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-13 20:10:52 UTC
From: pegram@kira.UUCP
Message-ID: <1991Feb13.201052.21311@uvm.edu>
Source record: 49064

From article <4824@ruuinf.cs.ruu.nl>, by avgroeni@cs.ruu.nl (Annius Groenink):
>
> Has any STE owner ever had the problem of two bombs (bus error) appearing
> on the screen after one of the alert boxes `no disk in drive A' or
> `Disk in drive A has been write-protected'? Can anyone explain this strange
> behaviour of my computer (which already caused me to loose MANY files)?
>
>
>
> Annius Groenink
> De Mamuchetweg 5
> 3732 AK De Bilt
> The Netherlands
> AVGROENI@CS.RUU

Hey, I think I get it on my (homebrew connector) Tandy drive B with my ancient 520ST ('85 vintage) - it doesn't happen on drive A. No idea why - would love to fix it.

I also have similar request. I recently got Spectre GCR - well, I got it before the ROM shortage 8-) and I have a mouse crashing problem. I ended up trashing my system 6.05 disks on version 2.65c of Spectre. Turns out that they're not compatible - and I didn't know it - or make backups from the Spectre menu until too late. I had assumed that the mouse crashes were due to the previously trashed and not properly installed system driver. However, I get the same problem currently running Spectre 3.0, which supports sys 6.05. I found this out when I realized that I could boot from the disk utility disk. Since I'm getting a fresh copy of everything from a local mac store soon, I want to fix this (Rats, first the NEC drive to fix, then this!).

The symptom is that the mouse freezes on the screen, and I then trash my system disk, since the keyboard is not responding either, and mac menus don't have default key equivalents anyway 8-(. Do I need a new IKBD processor, or a new machine? If only TTs were class B approved! This risky store-in-memory behavior of the mac file system is souring me on the whole deal. I know, Un*x also can crash horribly when it loses power - but at least *it* has fsck! A "busy or defective" app on a mac does not seem to be fixed by the disk repair program (humph!).

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1378. Re: In the mean time, NO MAC ROMS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-13 21:05:55 UTC
From: thaanuj@prism.cs.orst.edu
Message-ID: <1991Feb13.210555.26508@lynx.CS.ORST.EDU>
Source record: 49062

I have found one source for mac roms: IB computers in Eugene, OR.
The price is about double what they were selling for before 'The Great
Apple Embargo of 1991.'

IB Computers
2511 B West 11th Ave.
Eugene, OR 97402
(503) 485-1424

Of course I have no relations with this company other than having bought a
bunch of stuff from them this last year or so. I talked to them on the phone
just a couple of days ago, and it sounded like they were almost out as well.
If you have the money, they might be able to help.

John Thaanum thaanuj@prism.cs.orst.edu

1379. Re: bombs on an STE

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-13 21:20:25 UTC
From: apratt@atari.UUCP
Message-ID: <2834@atari.UUCP>
Source record: 49066

avgroeni@cs.ruu.nl (Annius Groenink) writes:
> Has any STE owner ever had the problem of two bombs (bus error) appearing
>on the screen after one of the alert boxes `no disk in drive A' or
>`Disk in drive A has been write-protected'? Can anyone explain this strange
>behaviour of my computer (which already caused me to loose MANY files)?

Try not running any accessories, and see if the problem goes away.

There is a bug in some TOSes: if an alert comes up, and then an accessory's event_timer call expires, and then the accessory makes a GEMDOS call, you will get bombs when you click either button of the alert.

The original Control Panel from Atari (the one that lets you set the colors) did in fact use event_timer and then make GEMDOS calls, so it would cause this problem to happen.

Most accessories don't have this problem, since (A) they don't use event_timer much, or (B) they don't do GEMDOS calls as a result of event_timer.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1380. Re: catch SLM DMA-calls --- How?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-13 21:23:53 UTC
From: apratt@atari.UUCP
Message-ID: <2835@atari.UUCP>
Source record: 49067

nico@cs.ruu.nl (Nico Verwer) writes:
>about all [the SLM804] can do is print bitmaps, which are built in memory.

That's right. But the WAY it prints bitmaps, and the way they are built,
and the way they get sent via DMA to the printer, are all pretty strange.

One thing you can do is have your program (whatever it is) write a page
image to memory, then use the DIAB630 software to send that page to the
printer. There are escape codes which say, "Hey, printer driver! There's a
page image at location X in memory - print it!"

So if you can get a bitmap to appear in memory someplace, you can point
DIAB630 at it and it'll be printed.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1381. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-14 08:03:58 UTC
From: klamer@mi.eltn.utwente.nl
Message-ID: <klamer.666518638@mi.eltn.utwente.nl>
Source record: 49065

jerry@TALOS.UUCP (Jerry Gitomer) writes:

>gaudreau@juggler.East.Sun.COM (Joe Gaudreau - Sun BOS Software) writes:

>:How about a constructive discussion on programming environments and tools
>:that people use on their ST's? Many would benefit I'm sure (including me
>::-).

>:My big dilemma is trying to find a 'good' make and cc wrapper for
>:compiler 'x' (where 'x' might be MWC, Turbo-C, Alcyon (shudder), etc).
>:Any ideas? Ideally, I'd like them to work in harmony under Gulam.
>:I've looked at atari.archive and am hoping for more info. Pointers to
>:Commercial applications would be useful as well.

>IMHO your best bet is buy MINIX. It looks like V7-UNIX,
>comes with a reasonably full set of UNIX utilities
>(including cc, make,elvis - a vi look-a-like, elle - an
>emacs look-a-like, and a real shell.) And, except for the c
>compiler and elle you get =source code= for everything! MINIX is
>available from Prentice-Hall (or any bookstore that deals with
>them) and has a list price of $169. The minimum configuration
>you will need to run all of the utilities is a 1 meg machine and
>you should have 2.5 meg (or better) with two double sided floppy
>drives.

Yes, i know, minix is a great programming environment -- but you need to say
that minix != tos, so all you can write are minix == unix programs!

Now you know what i use when i am writing unix programs ...

When programming in tos (in my setup all graphical programs etc.) i use
the cc wrapper supplied by the compiler (how about the TurboC one :-)).
I finish it with the PD make as found in all the atari archives.
The rules part needs a bit of tweeking for all compilers, but this is not
too difficult (But i ended up with five makes: MWC, MEGAMAX, TurboC + GPshell,
TurboC + Gulam, Sozobon)

Note that my rule for ld, the loader, for TurboC involves calling a program
which produces a .lnk file -- TurboC does not understand more than 126
characters on the command line.

Klamer
--
Klamer Schutte
Faculty of electrical engineering -- University of Twente, The Netherlands
klamer@mi.eltn.utwente.nl {backbone}!mcsun!mi.eltn.utwente.nl!klamer

1382. Re: bombs on an STE, GCR mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-14 13:35:30 UTC
From: dodgson@sol.cs.wmich.edu
Message-ID: <1991Feb14.133530.10456@sol.cs.wmich.edu>
Source record: 49081

In article <1991Feb13.201052.21311@uvm.edu>, pegram@kira.UUCP (Robert B. Pegram) writes:
> From article <4824@ruuinf.cs.ruu.nl>, by avgroeni@cs.ruu.nl (Annius Groenink):
>
> The symptom is that the mouse freezes on the screen, and I then trash
> my system disk, since the keyboard is not responding either, and mac
> menus don't have default key equivalents anyway 8-(. Do I need a new
> IKBD processor, or a new machine? If only TTs were class B approved!
> This risky store-in-memory behavior of the mac file system is souring
> me on the whole deal. I know, Un*x also can crash horribly when it
> loses power - but at least *it* has fsck! A "busy or defective" app
> on a mac does not seem to be fixed by the disk repair program (humph!).
>
> Bob Pegram

If you know someone with a REAL Mac, have them install key
equivalents into the Finder resources with Resedit. That may help
that problem. Also, the "busy or defective" error is usually automatically
reset by my Mac SE when I reboot, since it knows that the program cannot
be busy. The 'Busy' bit can also be reset with Resedit or a Mac DA called
DeskZap which I use a lot. I have crashed my Mac a lot and have never
trashed the system files or any of the program files. I just reboot and
continue on. I have lost work in progress though. For slightly buggy programs
like DMCS ver 2.0, I use an autosave DA so I don't lose too much when it
crashes (it doesn't handle MIDI active sensing very well).

--
Harry Dodgson Jr. | Internet dodgson@sol.cs.wmich.edu -(35.132.4.2)-
Western Michigan University | UUCP ...uunet!sharkey!wmichgw!wmu-cs!dodgson
Computer Science Department | Voice (616) 387-5803
Kalamazoo, MI 49008 | Office 4420 Dunbar Hall

1383. Info on seagate ST157N anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-14 13:55:16 UTC
From: owe@mdd.UUCP
Message-ID: <88@mdd.UUCP>
Source record: 49075

Hi, I've recently got hold of this Seagate ST157N SCSI disk drive,
and would like to connect it to my ICD Host adapter, unfortunately
I do not have any strapping info for it, would anyone who do have
this information care to mail it to me?

Thanx a lot in advance!

Owe.

1384. Re: PC Ditto II booting from Hard Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-14 15:36:24 UTC
From: bcc@Eyring.COM
Message-ID: <1991Feb14.153624.11473@Eyring.COM>
Source record: 49069

Many thanks to those who responded to my questions about booting PC Ditto II from my hard disk. Some suggested that I needed to use the AHDFIX utility to properly use the Atari hard disk drive. Unfortunately (or fortunately, depending on point of view) I am using a Syquest drive with an ICD controller, and the PCD documentation indicates AHDFIX is only needed with the Atari controller. (I tried it anyway, it didn't work.) Someone indicated I only needed to use the utility PCDFIX, but before I could run that one down I found that:

1. I have to use MS-DOS 3.3. I had been trying 3.1 and the two looked at the disk in different ways.
2. The driver from pc ditto must be installed in config.sys.
3. The disk must have been formatted by MS-DOS with the format C:/S command.

With this done, everything seems to work. One minor bug remains; I cannot format partition D:, the format utility objects strenuously. I don't remember about D, but if I try to access some partitions, I get garbage in the files. C works fine, but J and so forth don't co-exist well between MS-DOS and TOS. Some final questions:

Has anyone had success sharing all partitions in common between MS-DOS and GEM?
What is PCDFIX, where is it, and what does it do?
Is there any way to have PCDII allow type-ahead at the keyboard? Anything I type when it is not waiting for input seems to get lost.
The serial port doesn't seem reliable. I tried running Kermit and have heard others complain about procomm, etc. not working. Is this a limitation?
Curiosity prompts me to ask, are the other emulators (Supercharger, ATSPEED, and the other one from Michtron (sorry, forgot!)) better in the points I mentioned?
Thanks to one and all! Brian Cooper

bcc@eyring.com
uunet!lanai!bcc

1385. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-14 16:16:14 UTC
From: pegram@kira.UUCP
Message-ID: <1991Feb14.161614.27659@uvm.edu>
Source record: 49071

From article <1207626@presto.ruhr.de>, by dc@presto.ruhr.de (David Channing):
> In article <4219@eastapps.East.Sun.COM> gaudreau@juggler.East.Sun.COM
> (Joe Gaudreau - Sun BOS Software) writes:
>>
>> How about a constructive discussion on programming environments and tools
>> that people use on their ST's? Many would benefit I'm sure (including me

Seconded.

>> My big dilemma is trying to find a 'good' make and cc wrapper for
>> compiler 'x' (where 'x' might be MWC, Turbo-C, Alcyon (shudder), etc).
>> Any ideas? Ideally, I'd like them to work in harmony under Gulam.
>
> There are plenty of useable MAKE's around, you should be able to get one from
> any good PD Library. Good CC's are harder to find. I rewrote the Sozobon CC to
> work with Turbo-C, I can post it if there's enough interest.
>
> --
> dc@presto.ruhr.sub.org
> dc@presto.ruhr.de

Excuse my ignorance, but what *is* a "cc wrapper"? I can only think
of the environment variable CC that is set up sometimes in make files.
As for posting it - sure if it's useful, I'd like it and a make for
Lattice C 5.06 (they don't give you a make!).

thanks,
Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1386. Re: form_do() Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-14 17:29:28 UTC
From: moses@hao.ucar.edu
Message-ID: <10298@ncar.ucar.edu>
Source record: 49070

>1)
>
>Does anybody know of sources of form_do() available somewhere ?
>Or sources of an alternative form_do() ?

Get the PRO GEM series of articles by Tim Oren. Pro GEM is a collection of 17 tutorials on GEM programming and if you find a complete set they should also include the associated example C source code files. Included in the source code is the code for the form_do() function in complete detail. You could modify it to meet your needs. This is all in the public domain and available through good BBSs, some network nodes, Compuserve and GEnie.

Julie Moses

1387. Multisync monitors - sources of info

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-14 18:11:50 UTC
From: leilabd@syma.sussex.ac.uk
Message-ID: <4495@syma.sussex.ac.uk>
Source record: 49125
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently enquired on the net about using a multisync monitor with an ST. Thanks to those who replied (Van Snyder, Ed Krimen and Graham Thomas).

For anyone else who is interested, the most comprehensive source of information I found was available for ftp at atari.archive.umich.edu in the file atari/graphics/multsync.lzh

Leila
--
Leila Burrell-Davis, Computing Service, University of Sussex, Brighton, UK
Tel: +44 273 678390 Fax: +44 273 678470
Email: leilabd@syma.sussex.ac.uk (JANET: leilabd@uk.ac.sussex.syma)

1388. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-14 21:39:31 UTC
From: marshall@batserver.cs.uq.oz.au
Message-ID: <7288@uqcspe.cs.uq.oz.au>
Source record: 49072
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

For the benefit of us ignoramuses (ignorami?) - what IS Spice?

****
|| Marshall Harris
Internet/CSnet: marshall@batserver.cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%batserver.cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@batserver.cs.uq.oz.au || St Lucia, Queensland 4072
Bitnet:marshall%batserver.cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!batserver.cs.uq.oz.au!marshall || ph: +61 7 365 2908
JUNET: marshall@batserver.cs.uq.oz.au ||
****

"If you want to make god laugh, show him your plans"
Woody Allen
****

1389. Atari DMA to SCSI.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-14 21:57:42 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1991Feb14.215742.21909@monu6.cc.monash.edu.au>
Source record: 49100

I have posted twice in regards to how do you convert the DMA port to
SCSI configuration. So far no one has given even a hint as to how to do it.
All that I have been told is to go and by either an ICD or BMS200 host
adapter. I'm sorry to say that I am a technical junkie. I would really like
to know. It seems ridiculous that I can find out how an ST506 is connected
and operating on a PC, a SCSI drive is connected and operating on a SUN,
on an AMIGA and on a MAC. BUT no where can I get info for the ST. Is this a
deep dark secret, is it labeled as 'EYES ONLY', WHAT GIVES ??

If this info is non-disclosure material then say so and I'll quit asking,
but if it isn't then why wont anyone offer me some advice. Yes there are
still a few who are willing to build there own hardware addons.

Thanks in advance.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * ignorance' *
* 900 Dandenong Rd, Caulfield East **********
* VIC, 3145. Australia. *
* Tel (61) (3) 573 2355/2519. Fax (61) (3) 573 2350 *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *

1390. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-14 22:11:02 UTC
From: bobw@hpsad.HP.COM
Message-ID: <18420010@hpsad.HP.COM>
Source record: 49074

In comp.sys.atari.st.tech, 7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>All that's missing is RCS, and Allan Pratt mentioned that he's working
>on porting this.

I downloaded from GEnie just last night the RCS binaries. Sources are
also available. I don't remember who ported it though.

-Bob

1391. Re: Daisy-chaining ACSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-15 03:53:21 UTC
From: apratt@atari.UUCP
Message-ID: <2837@atari.UUCP>
Source record: 49073

The ACSI-to-SCSI board that's inside a Megafile (60, 44, etc) expects BOTH SCSI DRIVES TO BE UNIT 0. And, as you found out, you have to change one of the DIP switches to enable the second unit.

==========

Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1392. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-15 03:57:26 UTC
From: apratt@atari.UUCP
Message-ID: <2838@atari.UUCP>
Source record: 49077

7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>All that's missing is RCS, and Allan Pratt mentioned that he's working
>on porting this.

I *did* port this! I mailed it to the moderator of
comp.[sources/binaries].atari.st, but nothing's happened yet. I haven't
even gotten a confirmation. Did I do something wrong? What is the
official way to submit something for posting?

I also posted it to atari.archive, but people using BART know you can't get
there from here any more. I don't know about the rest of the world -- is
that archive still available via FTP? Would somebody with FTP access check
for me? I did get confirmation from the folks who run that show. The
files should be called RCS5AP1S.LZH and RCS5AP1B.LZH for source and binary.
Also DIFF115S.LZH, or something like that, since I had to release the
source to my port of GNU diff version 1.15.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1393. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-15 15:26:15 UTC
From: rfpfeifl@watcgl.waterloo.edu
Message-ID: <1991Feb15.152615.22412@watcgl.waterloo.edu>
Source record: 49080

In article <18420010@hpsad.HP.COM> bobw@hpsad.HP.COM (Bob Waltenspiel) writes:
>In comp.sys.atari.st.tech, 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>>All that's missing is RCS, and Allan Pratt mentioned that he's working
>>on porting this.
>I downloaded from GEnie just last night the RCS binaries. Sources are
>also available. I don't remember who ported it though.

Be careful, RCS is an overloaded acronym. I'm pretty sure that the RCS
mentioned in the first context is Revision Control System.

Did Bob mean this or some sort of Resource Construction Set?

Since I can't access GEnie, I can't check.

Ron

1394. Will Mac simms work on an STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-15 16:01:23 UTC
From: dicks@syma.sussex.ac.uk
Message-ID: <4506@syma.sussex.ac.uk>
Source record: 49123

I've been offered two 256K simms (spec to follow) from a Mac Plus. What I want to know is whether I can fit them to my 520Ste (it does have simm sockets) and whether they will work or not. The specs for the Mac simms are as follows..... 25{ K * 8 (256K * 8), 150ns.

Thanks in advance.

1395. Re: In the mean time, NO MAC ROMS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-15 16:34:39 UTC
From: news@ccncsu.ColoState.EDU
Message-ID: <12848@ccncsu.ColoState.EDU>
Source record: 49076

of bussiness). I am not sure how far the copy right law can go, may be they try to avoid been tie to the sell of ROM by Apple.
Their service might not be perfect, but not that bad compare to many company that made software or hardware (not only ST but also IBM, Mac).
I have no connection with them except I have been happy user of Mac emulator ever since the Magic Sac to the GCR 3.0 at this moment. To me, they do not seems to have much time in answering every question individually, (yes, they did not answer individually to most my question), but Mr. Small do answer quite a few question on the newsgroup in summary. (The SST is one example).
Nothing personal. They have done a good job in produce a soild good product for us, and the news letter they send has a lot of informations in it. And the update has been very good.
Tang
sytang@lamar.colostate.edu
From: sytang@lamar.ColoState.EDU (Shoou-yu tang)
Path: lamar!sytang

1396. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-15 17:13:00 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <4316@eastapps.East.Sun.COM>
Source record: 49079

Hmmm. Seems like I started a productive thread! Vive la diff...

Well, I've got Gulam (*07) & GnuMake (3.58) & Turbo-C working together pretty well. Every now and then I get some kind of bomb (I suspect Gulam & Make interactions, maybe it's something odd about TOS 2.05) during the exit of one of the TC programs. Seems to work adequately. I wouldn't mind something more bullet-proof though.

I'm told that GPShell (part of the Craft development package), marketed by CoMedia of Amsterdam, Holland is a "solid" product. Includes a built in make, a shell script language, file completion, pipes, redirects, etc. Question of the day is: Is this still available? Anyone know more about it?

Thanx for the help and advice I've gotten thus far from the Net Gang!

Joe
-=-

1397. MIDI (continued)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-15 17:43:15 UTC
From: miskinis@aisg.enet.dec.com
Message-ID: <3979@ryn.mro4.dec.com>
Source record: 49083

Hello,

I've received numerous replies from people on the USENET who I
wish to thank for their time and effort...

Perhaps I should have stated up front exactly what I have done
in the past 2 years leading up to my recent postings, the documentation I
have purchased, etc..

I've been an Atari customer for several years, beginning with their
8-bit line, and then "blowb away" with the capabilities of the ST, which
I had to have right away, for it's graphics and MIDI architecture.

I began developing a sequencer shell, orginally in Pascal, and
later ported to C. All coding was done in "C", and MIDI I/O was performed
exclusively via the BIOS and XBIOS functions. The exclusion was a timer
routine that ran in the backgound, thus providing me with a timestamping
metric. Each byte had a time stamp as to when it came in relative to the
beginning of the sequence. And you know what? It worked perfectly (so
I thought). I had musician friends over now and then, who were amazed
at the accuracy of a "home grown" application, and were frustrated that
they could not crash the program by wiggling the bender, stepping on the
pedals, and placing their entire forearm on the keys.

I had a 5-octave keyboard on the screen, lighting a rectangle in
each key when it was "on", and unlighting it when it was "off". Once
or twice a month I then noticed that a key would remain on, when it's
midi note value was specifically turned off. I then questioned the validity
of my earilier recordings, and proved a few of them invalid by using a non
decaying synth sound. I had earilier used piano sounds, which would decay
ANYWAY, whether or not a not off message was ever received!

SO, then I started experimenting, and removed ALL code except what
was need to record a byte from the MIDI port each time it came in. I even
eliminated the background timer to be sure that it was not interferring.

I wrote routine that would scan my data, looking for corruption.
I noticed that when a byte was WRONG, it was a copy of the last on, and
one was missing (the interrupt fired, but the previuos byte was still in
the ACIA buffer.

I then learned 6800 assembler, and wrote a routine that emulated the
BIOS MIDI functions, and had the EXACT SAME PROBLEM. I then added code to
check the ACIA status, and found that there were overruns. I had been using
the KBD vector MIDISYS to point to my interrupt routine, which is really
only as good as the routine that IT is called from, being the standard
level 6 interrupt handler, which handles keyboard, mouse, and MIDI I/O.

I currently have "The Tackle Box" (~900 pages containing the full docs for the 68000, 6850, etc.), Mark Williams C, The Abacaus Atari ST Internals book, the Sybex Programmer's guide to GEM, and various magazines.

I want to overcome the problems with the current interrupt structure of the ST, and if I have to write my own code to handle the mouse and keyboard as well as MIDI, I don't mind doing that. That way I can control the priority of the devices, and not spend time handling the mouse or keyboard when it would effect MIDI I/O that I deem the most important task in recording.

I ask that you Post instead of replying by mail, so everyone can benefit from this invaluable discussion. There is little or no other source of public information that I cam aware of. If there is, LET ME KNOW!

Thanks, and Atari Forever!

John (sick with the flu, pardon my rambling in some spots)

1398. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-15 20:18:24 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <1991Feb15.201824.29517@csn.org>
Source record: 49082

In article <2838@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>comp.[sources/binaries].atari.st, but nothing's happened yet. I haven't
>even gotten a confirmation. Did I do something wrong? What is the
>official way to submit something for posting?
>
>I also posted it to atari.archive, but people using BART know you can't get
>there from here any more. I don't know about the rest of the world -- is
>that archive still available via FTP? Would somebody with FTP access check
>for me? I did get confirmation from the folks who run that show. The
>files should be called RCS5AP1S.LZH and RCS5AP1B.LZH for source and binary.
> Also DIFF115S.LZH, or something like that, since I had to release the
>source to my port of GNU diff version 1.15.

Its on the archive...

- Todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

1399. Re: Defragger

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-15 23:13:36 UTC
From: dclemans@mentorg.com
Message-ID: <1991Feb15.231336.4325@mentorg.com>
Source record: 49084

bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
> > I (and several others who have e-mailed me) am in need of a hard disk
> > defragmentation utility. I have an ICD host adapter, TOS 1.4, and am
>
> i seem to remember trying one from atari called chkdsk or something
> like that. it was slower than molasses, and the user interface really
> sucked. i would stay away from that one. i wish the author of tuneup
> would fix his util for large partitions. sans that problem, i have
> used it for many years with great success.
>
> i think beckmeyer had something along the same lines too.

I'm the author of Tuneup, such as it is. (Though not of its documentation.)
A version does exist that should handle "big" partitions, though it's never
gotten any testing (that I know of) beyond local people. It was sent many
months ago to Michtron for more general testing & release, but I've haven't
heard anything since then.

I also have no idea as to what its current status is since the
sale of Michtron to that New Jersey firm. As I said above, I haven't
heard anything from Michtron/etc. in many months. I don't even know
how to contact the New Jersey company that supposedly bought Michtron.

If it was definitely clear that I legally could do so, I would be
willing to give "special" updates (with the understanding that this
version has not been as extensively tested as previous versions.)
However I will not spend any money to get such a legal clarification.

dgc

1400. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-16 02:20:40 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Feb16.022040.15727@daffy.cs.wisc.edu>
Source record: 49085
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

nut@nuthaus.UUCP {hoptoad,well}!wet!nuthaus!nut nut@wet.UUCP writes:

> Perhaps with the rumoured Mac OS clone coming soon at a dealer
> near you, Spectre will be saved. It seems to me that an intelligent
> company selling a cloned edition of the Mac ROMs would not halt
> their distribution to a paying customer (maybe GBS could even make
> the entire thing into a card and not bother with the cart!).

I really don't think so. First of all the implementation is
not really ST accessable. Mainly because as so many other people
have pointed out it uses the Motif/X Release 4 interface which is
so large that you people would need 4 megs for just a good (complete)
implementation. And a 8Mhz 68000 running X is something I don't
want to think about using.

What it does do is open up the possiblility of Mac programs being
transportable to the mainframe world, perhaps with a little rewrite
here and there, Mac program could be running on the nearest super mini,
386/030 machine nearest you!

Really, the MAC ROM problem is quite a nasty problem. I have tried
to call gadgets inc many a time to cancel my order as:

Spectre GCR 299 + MAC ROMs 273 = ~600, another hundred I could get
a Mac Classic at dealer cost. And from what I here 273 is an excellent
price for the ROMS.

I am really steamed. Apple is engaging in guerilla warfare and
I am going to get my ROMS APPLE if I have to either BY THEM LEGALLY
or obtain them WITH OTHER MEANS at MY DISPOSAL.

I really wish more guys like Denis Hayes existed so that we could
REALLY give Apple some blows, economically. There is absolutely no
competition between Apple and other companies because Apple decided
everything Xerox Park worked on was actually theirs to use, and no one elses.
People are forced to buy Apple technology at premium prices. I think
the Supreme court should tell Apple that the technology to transform
Xerox Park's work should be PUBLIC DOMAIN, after all, look what happened
to AT&T. Now we have competition, we can actually use phone lines
now with 9600 baud modems because these companies worked to improve
their communications equipment.

---For a safer world, I would like to see thousands of people do what
Denis Hayes did, Apple would be forced to drop its shorts and eat'em.

Or how about an IIfx for 1800.00 bucks?

--Gregory

1401. Can my program find its name?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-16 10:19:34 UTC
From: nut@nuthaus.UUCP
Message-ID: <2133022@nuthaus.UUCP>
Source record: 49095

I am writing a program which needs to find out its own name -
I know this is possible, but how is it done? The only way that
I can think of is back-tracing into the parent program to find the
Pexec() parameters, but this doesn't ring very kosher to me :-)
Is there a better way?

-- Adam
--
= Adam G. Tilghman - SysOp/WizOp/Janitor of Eleusesthai BBS =
= USnail: 116 Escanyo Dr., So. San Francisco, CA, 94080-4134 USA =
= Voice Phone: +1 415 873 3091 / BBS Phone: +1 415 871 9451 =
= nut@nuthaus.UUCP {hoptoad,well}!wet!nuthaus!nut nut@wet.UUCP =

1402. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-16 10:39:12 UTC
From: dc@presto.ruhr.de
Message-ID: <7033366@presto.ruhr.de>
Source record: 49086

In article <1991Feb14.161614.27659@uvm.edu> pegram@kira.UUCP (Robert B. Pegram) writes:

> >> My big dilemma is trying to find a 'good' make and cc wrapper for
> >> compiler 'x' (where 'x' might be MWC, Turbo-C, Alcyon (shudder), etc).
> >> Any ideas? Ideally, I'd like them to work in harmony under Gulam.
> >
> Excuse my ignorance, but what *is* a "cc wrapper"? I can only think
> of the environment variable CC that is set up sometimes in make files.

The idea of cc is to have one program that calls all the right programs (pre-processors, compiler passes, optimizers, linkers) in the right order with the right command lines.
Basically you set up cc so it 'knows' where to find your include files and your libraries (and the executables if they're not in the PATH). Then you just type for example:

```
cc -f aaa.c bbb.s ccc.o ddd.lib
```

instead of:

```
tcc $CFLAGS -Id:\tc\include\ aaa.c
mas $ASFLAGS bbb.c
tlink o=aaa.prg d:\tc\lib\tcstart.o aaa.o bbb.o ccc.o ddd.lib \
d:\tc\lib\tcfltlib.lib d:\tc\lib\tcstdlib.lib
```

--
dc@presto.ruhr.sub.org
dc@presto.ruhr.de

1403. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-16 13:50:33 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Feb16.135033.12390@watmath.waterloo.edu>
Source record: 49088

In article <2838@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>>All that's missing is RCS, and Allan Pratt mentioned that he's working
>>on porting this.
>
>I *did* port this! ...

>I also posted it to atari.archive, ...
> I don't know about the rest of the world -- is
> that archive still available via FTP? Would somebody with FTP access check
> for me?

Yes, it is up, and these files are in the index:

-rw-r--r-- 1 weiner 309735 Feb 2 12:00 rcs5ap1b.lzh
-rw-r--r-- 1 weiner 229002 Feb 2 12:00 rcs5ap1s.lzh

1404. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-16 14:39:10 UTC
From: piet@cs.ruu.nl
Message-ID: <4868@ruuinf.cs.ruu.nl>
Source record: 49089

>>>>> In message <1991Feb12.234040.8587@uwovax.uwo.ca>, 7103_2622@uwovax.uwo.ca (Eric Smith) (ES) writes:

ES> All that's missing is RCS, and Allan Pratt mentioned that he's working
ES> on porting this.

Allan told he would be working on RCS version 5. In the mean time I got RCS version 4.3 from somebody who got it from somebody else (The name of the proter must be somewhere in the files, but no address was included - I just forgot who it was, but it was a person in Groningen, the Netherlands).

I have put this version in our archive for those who can't wait for Allan.

How to get rcs.zoo from the archive at
Dept. of Computer Science, Utrecht University:

NOTE: In the following I have assumed your mail address is john@highbrow.edu.

Of course you must substitute your own address for this. This should be a valid internet or uucp address. For bitnet users name@host.BITNET usually works.

by FTP: (please restrict access to weekends or evening/night (i.e. between about 20.00 and 0900 UTC).

ftp archive.cs.ruu.nl [131.211.80.5]
user name: anonymous or ftp
password: your own email address (e.g. john@highbrow.edu)
cd /pub
don't forget to set binary mode if the file is a tar/arc/zoo archive, compressed or in any other way contains binary data.
get ATARI-ST/utils/rcs.zoo

by mail-server:

send the following message to
mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/utils/rcs.zoo
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you

first issue the request:
send HELP
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

1405. Re: Spice for the ATARI...where is it?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-16 14:56:40 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <39340@cup.portal.com>
Source record: 49091
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In Article: <7288@uqcspe.cs.uq.oz.au>
marshall@batserver.cs.uq.oz.au (Marshall Harris) asks...

>For the benefit of us ignoramuses (ignorami?) - what IS Spice?

SPICE = Simulation Program with Integrated Circuit Emphasis

It is an electronic circuit simulation program. You supply the "netlist"
and component parameters and it can calculate voltages/currents/waveforms/
power and many other behaviorial parameters of that circuit.

Very useful when you can't "breadboard" the circuit for some reason, or
if you want to test the circuit under conditions that might damage real
components. Also much easier to examine simulated waveform graphs than
to try to get the waveform on a scope (especially for transients)

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com BIX: r.tim_coslet
Free Kuwait. Disarm Iraq. Stop Soviet repression in the Baltic.

1406. Re: 1.44M external floppy on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-16 19:02:29 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb16.190229.3081@ecst.csuchico.edu>
Source record: 49090
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

brian@.Waterloo.NCR.COM (Brian W. Gamble) writes:

- QUESTION ONE
- Do you need to do anything special to get 1.44M out of it? I can't
- seem to get it to read a HD disk... I've found a SW/PD formatter
- called Diamond Format, which formats to 1.44M (or 1.6M if you use
- more sectors than usual). It also seems to be a stand-alone portion
- of a hard drive backup program. Do I need to find a special driver
- or something? The drive works fine as a double density...

There is a product called the PowerDrive. It comes in two parts: a
drive controller replacement and a 1.4meg drive. You can buy the
drive separately, but you must by the special controller from them.
I think it uses the faster WD1772 (is that the right part #?)
controller chip. The board itself costs $139.95. I think they
recommend a Teac drive.

A friend of mine has this installed on his 4meg STe. He says, not
only is the 1.44meg drive faster, but his external 720K Indus drive
jams. He says you can see on the track reading that it's much
faster. However, he adds that there is some incompatibility with
copy-protected games.

DreamPark Development
1390 So. 1100 E. Suite 104
Salt Lake City, Utah 84105
(801)-484-9809

- QUESTION TWO
- Does anyone know where I could find a 14 pin DIN (ie, the ST's external
- floppy drive port) plug adapter, that has a female 34-pin (ie, the
- floppy drive's bus) port on the other end? Or am I doomed to building
- one? Given the half-dozen or so 3rd party manufacturers of external
- drives for the ST, a part like this HAS to exist, right?

Try Best Electronics (408) 243-6950.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1407. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-16 20:11:23 UTC
From: andyc@hplsla.HP.COM
Message-ID: <13510008@hplsla.HP.COM>
Source record: 49093

re: programming environments, etc....

I just recently downloaded Allan Pratt's port of RCS (Revision Control System) from GEnie (since I have no ftp access) and it's SWELL! This filled my last remaining major wish for programming tools on my ST. Thanks a bunch Allan!

My other programming tools are: gulam, which I love for it's pathname completion; Mark Williams C, which I find quite adequate for my purposes and the documentation is indispensable; MicroEmacs 3.10; and the make program that came with MWC. Plus I have a pile of tools like grep, awk, etc that came from various places. This all makes for a very pleasant programming environment on the ST.

%%%

1408. Re: MIDI (continued)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-16 21:37:29 UTC
From: sstreep@next.com
Message-ID: <294@rosie.NeXT.COM>
Source record: 49092

In article <3979@ryn.mro4.dec.com> miskinis@aisg.enet.dec.com (John Miskinis) writes:
> I wrote routine that would scan my data, looking for corruption.
>I noticed that when a byte was WRONG, it was a copy of the last on, and
>one was missing (the interrupt fired, but the previuos byte was still in
>the ACIA buffer.
>
> I then learned 6800 assembler, and wrote a routine that emulated the
>BIOS MIDI functions, and had the EXACT SAME PROBLEM. I then added code to
>check the ACIA status, and found that there were overruns. I had been using
>the KBD vector MIDISYS to point to my interrupt routine, which is really
>only as good as the routine that IT is called from, being the standard
>level 6 interrupt handler, which handles keyboard, mouse, and MIDI I/O.
>
>_John_ (sick with the flu, pardon my rambling in some spots)

You're exactly right that you're being bit by overruns. If any routine spends too long with interrupts disabled, or if you spend too long parsing mouse or keyboard packets (which is done at the same interrupt level as the midi handler) and a second byte comes in, you get an overrun condition, and one symptom of this with the default hanlder is a repeated character.

I will post a couple of programs here that demonstrate how easy it is to get this problem. One program blasts ordered data out the midi port on a transmit buffer empty interrupt, so the data goes out as fast as possible. The other, run on another machine, scans the received data and reports errors.

I sent these to Atari years ago asking for help, but I was smarter about the problem than anyone I could get in touch with there...

The solution for me was to diverge from standard midi format and write a packetized layered system that insures that the received data arrives error free. This obviously is not an option if you must talk to synths.

The problem should be solvable by rewriting the mouse and keyboard handlers, minimizing other interrupts and critical sections. Obviously this is a big job, so I wish you the best and let the world know when you find a solution! My test apps will be here soon...

-sam

1409. Re: In the mean time, NO MAC ROMS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-17 05:55:42 UTC
From: moses@hao.ucar.edu
Message-ID: <10316@ncar.ucar.edu>
Source record: 49094

> I really don't think so. First of all the implementation is
>not really ST accessible. Mainly because as so many other people
>have pointed out it uses the Motif/X Release 4 interface which is
>so large that you people would need 4 megs for just a good (complete)
>implementation. And a 8Mhz 68000 running X is something I don't
>want to think about using.

> Spectre GCR 299 + MAC ROMs 273 = ~600, another hundred I could get
>a Mac Classic at dealer cost. And from what I here 273 is an excellent
>price for the ROMS.

Lets put some things aside:

1) I am as religious about my car, my favorite TV show and my Atari
ST as is the next person.
2) Disregarding that GBS has taken customers away from ST software
producers(granted there's not much), they do support their product
well.
3) Their product is well designed, reliable, very compatible.

Lets see Gadgets offer one small favor to their potential customers -
two or three MAC ROM suppliers that they know have had the chips
in stock within the week. Right now people are suggesting this source
or that, stating that yes I bought some there 5 months ago. The
problem of finding MAC ROM chips is hitting the fan.

For a few hundred more bucks, a complete MAC system is looking very
appealing compared to buying a Spectre GCR for which one has to buy
MAC ROM chips at between $200-$300 a set. A blank ROM chip is $3,
right? But first things first, give me a supplier so that choosing
between a Spectre GCR and a MAC is within the realm of possibilities!

Julie Moses

1410. Re: Can my program find its name?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-17 22:37:14 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <7321@uqcspe.cs.uq.oz.au>
Source record: 49096

In <2133022@nuthaus.UUCP> nut@nuthaus.UUCP (Adam G. Tilghman) writes:

> I am writing a program which needs to find out its own name -
>I know this is possible, but how is it done? The only way that
>I can think of is back-tracing into the parent program to find the
>Pexec() parameters, but this doesn't ring very kosher to me :-)
>Is there a better way?

The shell_read() call returns the info you are looking for. Watch out
though. Apparently, some Shells (command line interpreters) do not set
things up properly - it will definately work from the desktop though.

--
_ |\ warwick@batserver.cs.uq.oz.au
/ `-' * <-- Computer Science Department,
__--_/ University of Queensland,
V AUSTRALIA.

1411. MIDI (one problem solved!)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-17 23:30:56 UTC
From: miskinis@aisg.enet.dec.com
Message-ID: <3998@ryn.mro4.dec.com>
Source record: 49099

Hi,

It seems that the level 6 interrupt handler is at (hex) FC281C
accoring to a memory map I have. (I loaned it out, but have called in
all documentation I own!).

I have started writing the level 6 interrupt handler. I currently
look FIRST in the MIDI ACIA, and then the KEYBOARD ACIA. If I get a (hex)
61 (UNDO) I exit the program... Otherwise I display the contents of my
MIDI byte count, MIDI overrun count, MIDI buffer empty count continuously.

I tested it by attaching my TR505 drum machine to the ST, cranking
the tempo to full, and playing a pattern of several (simultaneous) drums on
16th notes. I HAVE NOT HAD AN OVERRUN YET!!! And upon exiting, I simply
call the MFPINT with FC281C, and the original level 6 interrupt handler
is reinstalled. Prior to this, the keyboard and mouse were inoperable
without a reboot every time I exited my program...

But, until I write code to handle the mouse and keyboard such that
they behave correctly, I can't develop a nice user interface...

1412. Re: g++ Part comment, part question.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-17 23:40:55 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1991Feb17.234055.25173@NCoast.ORG>
Source record: 49098

In article <GJH.91Feb11103129@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>
>GCC versions have reached 1.39 on terminator,but only 1.37.1 appears in binary
>form (1.38 and 1.39 are in "diff" form).
>
>What I'm concerned about is that the GCC-using ST community is dependent on
>*someone else* doing the cross-compilation to get these diffs into binary
>format. (Or are they --- has anyone got a GCC v1.39 executable by compiling it
>up on an ST?)

I've compiled GCC 1.39 on my ST. I used the GULMAKE package that was created by Jim Hurley. It's a series of Gulam scripts that automates the make process. It takes about 2 or 3 hours to completely compile GCC and I experienced relatively few problems, though it's something I'd rather not do very often :-)

--

Bill Shroka
bjsjr@NCoast.ORG
ncoast!bjsjr@usenet.INS.CWRU.Edu

1413. Re: MIDI (one problem solved?)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-18 03:23:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b10urm@jonh.wimsey.bc.ca>
Source record: 49115

In <1991Feb18.061505.7091@convex.com>, William Rosencranz writes:
>In article <3998@ryn.mro4.dec.com> miskinis@aisg.enet.dec.com (John Miskinis) writes:
>> But, until I write code to handle the mouse and keyboard such that
>>they behave correctly, I can't develop a nice user interface...
>
>this may sound painfully simple (so simple it may not work - i have not
>tried it), but maybe u could install your routine, so that is handles the
>midi, then jumps to the old handler somehow. handle the midi yerself, let
>the bios do its thing with mouse/keys/etc. you would need to "clear" any
>midi event, so that the old handler never sees a midi event...
>

Kbdvbase() returns a pointer to a vector table pointing to routines
to handle midivec,midi over-run error handling as well as other routines.
All that needs to be deone is to replace the slow handler with your own
fast code, and stuff a pointer into the vector table.

--
John Henders jhenders@jonh.wimsey.bc.ca
MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
Vancouver,B.C

1414. Re: MIDI (one problem solved!)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-18 06:15:05 UTC
From: rosenkra@convex.com
Message-ID: <1991Feb18.061505.7091@convex.com>
Source record: 49101

In article <3998@ryn.mro4.dec.com> miskinis@aisg.enet.dec.com (John Miskinis) writes:
> But, until I write code to handle the mouse and keyboard such that
>they behave correctly, I can't develop a nice user interface...

this may sound painfully simple (so simple it may not work - i have not
tried it), but maybe u could install your routine, so that is handles the
midi, then jumps to the old handler somehow. handle the midi yerself, let
the bios do its thing with mouse/keys/etc. you would need to "clear" any
midi event, so that the old handler never sees a midi event...

another idea is to disassemble the old code from memory loc u gave,
and fix it, calling it your own. or maybe just jump to the code which
does non-midi stuff.

am i nuts? (don't answer that :-)

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1415. Incompetant sozobon-C programmer seeks time

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-18 07:32:26 UTC
From: macross@portia.Stanford.EDU
Message-ID: <1991Feb18.073226.23221@portia.Stanford.EDU>
Source record: 49102

Hi. I recently downloaded the Sozobon C compiler and dlibs library from panarthea, and while everything seems to go pretty smoothly, I'm having tons o' trouble with the routines in <time.h>.

In short, any call to ctime() gives me a two-bomb crash, and I can't seem to declare a pointer to type tm to use asctime() -- no matter what I include or what's extern, I get "struct tm undefined" compile-time error (and all the subsequent "undefined" errors).

I haven't done any serious C programming for a few years, so feel free to e-mail me any patronizing you might think of... it's probably right.

--Chris Adamson (macross@portia.stanford.edu)

P.S. FYI, I'm just trying to write a teeny-tiny little program to input the date and time via stdio and set the clock (w/out having to load the control panel or buy a clock card).

1416. Re: form_do() Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-18 09:42:21 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <5681@baird.cs.strath.ac.uk>
Source record: 49107

In article <10298@ncar.ucar.edu> moses@hao.ucar.edu (Julie Moses) writes:
>>1)
>>
>>Does anybody know of sources of form_do() available somewhere ?
>>Or sources of an alternative form_do() ?
>
>Get the PRO GEM series of articles by Tim Oren. Pro GEM is a
>collection of 17 tutorials on GEM programming and if you find a
>complete set they should also include the associated example C
>source code files. Included in the source code is the code for the
>form_do() function in complete detail. You could modify it to meet
>your needs. This is all in the public domain and available through
>good BBSs, some network nodes, Compuserve and GEnie.
>
>Julie Moses

Well, can somebody out there tell me where I can get articles 13-17 and all the source code associated with the series? Lancs.pdsoft has the first 12 articles, but no source code ('cos it got corrupted).

The Sorcerer is 'Only visiting this planet' but can be found at:

JANET: cadx862 @uk.ac.strathclyde.computer-centre-sun
rmacgreg@uk.ac.strathclyde.computer-science
INTERNET: via nsfnet-relay.ac.uk BITNET: via ukacrl UUCP: via ukc.uucp

or second star to the right and straight on 'till morning.

1417. Re: Atari DMA to SCSI.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-18 11:39:06 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb18.113906.11455@informatik.uni-erlangen.de>
Source record: 49103

rdt154k@monu6.cc.monash.edu.au (mr n benci) writes:

>I have posted twice in regards to how do you convert the DMA port to
>SCSI configuration. So far no one has given even a hint as to how to do it.
>All that I have been told is to go and by either an ICD or BMS200 host
>adapter. I'm sorry to say that I am a technical junkie. I would really like
>to know. It seems ridiculous that I can find out how an ST506 is connected
>and operating on a PC, a SCSI drive is connected and operating on a SUN,
>on an AMIGA and on a MAC. BUT no where can I get info for the ST. Is this a
>deep dark secret, is it labeled as 'EYES ONLY', WHAT GIVES ??

Many of the informations you need for a ACSI/SCSI host adapter is
in the ACSI specifications from ATARI. If you're a registered developper,
you get a copy of them. I have written a (German) book on floppies
and harddisks, and the harddisk part might also clarify most of your
questions. The whole matter, however, is too complex to discuss it
thoroughly in this conference. Since the ST DMA bus is not very stable
all in all and its timings vary from revision to revision (remember
those IMP chips?), you're in for lots of trouble when designing
a host adapter of your own (trust me, I was partly involved in
the development of a new host adapter; it took about a year of
intensive testing before the damn thing worked reliably with any
ST they could get). Therefore, you were given the hint
to better forget it and get a commercial solution.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1418. Hisoft BASIC 1.3

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-18 11:40:52 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991Feb18.114052.3909@newcastle.ac.uk>
Source record: 49105

Hello, I don't know if anyone from Hisoft reads this but I appear to have found a bug in the libraries supplied with HISOFT BASIC 1.3:

When using then GEMDOS library I can't get the FNseek function to work. The complier does not even recognize it. I have done every thing correctly, but it still won't complie if I include the command FNseek.

Has anyone else had this problem:

Dave Johnson

1419. Re: Can my program find its name?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-18 11:42:52 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb18.114252.11805@informatik.uni-erlangen.de>
Source record: 49104

nut@nuthaus.UUCP (Adam G. Tilghman) writes:

> I am writing a program which needs to find out its own name -
>I know this is possible, but how is it done? The only way that
>I can think of is back-tracing into the parent program to find the
>Pexec() parameters, but this doesn't ring very kosher to me :-)
>Is there a better way?

If your program has been started via shel_write, you can get your
path and name by calling shel_read.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1420. Many player games

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-18 13:58:31 UTC
From: elev35@castle.ed.ac.uk
Message-ID: <8553@castle.ed.ac.uk>
Source record: 49108

I would like to write a many ST game programme which links together n STs where n>=2. Could anyone give me a pointer as to how this could be done?

1. Would it need one ST used as a server to the rest?
2. Should I use the MIDI port as there should be a through connection?
3. I wouldn't mind making a simple bypass circuit for the serial port, this would require a simple interrupt programme that checked the serial port to see whether the computer should take the message on the serial port or should let it through to the next ST (This is beginning to sound like a LAN!!!)

Anyhow you get the idea
advaTHANKSnce
Robin

1421. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-18 15:10:16 UTC
From: hohr@cernvax.cern.ch
Message-ID: <4229@cernvax.cern.ch>
Source record: 49106

Hi,

Just to add my $.02 at this interesting subject.

I own a Mega ST1 with 2 drives (no HD). So it wasn't
easy to work with MWC (in ram disc for speed reasons).
Now, I've the whole stuff in a 500k ram disc.

I 'packiced' all the (other than text) files and all
the text (ASCII) files thru a filter that removes all
the (C) comments.

Unfortunatly, 'packice' doesn't works for all the non
ASCII files, so be warned and do this ONLY on a copy.

For exemple .ACC's and uniterm.prg (two that I just
have in mind) don't like to be 'packiced'.

I've to have also only small .ACC's.

I'm now waiting for the Mega STE (with 4 Megs)...

Regards

Roger hohr@cernvax.cern.ch

1422. Re: 1.44 meg drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-18 16:22:18 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <7343@tekgen.BV.TEK.COM>
Source record: 49113
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>QUESTION ONE
>Do you need to do anything special to get 1.44M out of it? I can't
>seem to get it to read a HD disk... I've found a SW/PD formatter
>called Diamond Format, which formats to 1.44M (or 1.6M if you use
>more sectors than usual). It also seems to be a stand-alone portion
>of a hard drive backup program. Do I need to find a special driver
>or something? The drive works fine as a double density...
>

You need to buy a 1.44 meg disk controller board such as the one available
from DreamPark Development (the PowerDrive). The ST's floppy disk controller
WD1772 cannot handle high density format. Diamond Format, which is a
formatter distributed to the public and with Diamond Back II, was specifically
modified to format high density drives like the PowerDrive. Diamond Back II
also fully supports 1.44 meg drives in all program functions.

---- ----
/\/\/\ Bob Luneski /\/\/\
\/\/\/ Diamond Back II Support Hotlines: boblu@tekgen.BV.TEK.COM \/\/\/
\/\/ Genie: B.LUNESKI1 CompuServe: 76635,2310 \/\/
\/ \/

1423. Re: Many player games

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-18 16:41:57 UTC
From: aikc@castle.ed.ac.uk
Message-ID: <8580@castle.ed.ac.uk>
Source record: 49109

In article <8553@castle.ed.ac.uk> elev35@castle.ed.ac.uk (R C Smith) writes:
>I would like to write a many ST game programme which links together n
>STs where n>=2. Could anyone give me a pointer as to how this could be
>done?
I've done this with a Multi-User Adventure game that I wrote. (Called Cantrip).
I was meant for use on unix hosts, but I ported it to the ST. You can connect
upto 20 machines together, (this is a #defined limit, so more could be
connected upto something like 64).

>1. Would it need one ST used as a server to the rest?
Thats the way I've done it. One machine runs the game, and the others act
as terminals (of a sort).
>2. Should I use the MIDI port as there should be a through connection?
I used Midi. But not the through option. You need to connect Midi out to
Midi in on the next machine in a loop, all the way round to the first machine
again.

>port or should let it through to the next ST (This is beginning to sound
>like a LAN!!!)
I developed a packet protocol suited to the task. Each machine has a unique
address, it extracts all packets addressed to it, echo-ing on all others
to the next machine in the loop. It can also insert a packet into the loop
when it needs to. Who generates packets, and when is defined as part of the
protocol.
There are a few of points to watch out for.
1. The standard io handlers can't cope with the kind of data flow rates you
can generate on the ring. Resulting in loss of characters.
2. Data can only flow in one direction. So it may take a while to pass a
message from one machine to another. This also means the only handshakeing that
can be done is to pass a message back round the other half of the loop.
(In case of errors, its useful to get machines to extract out any packets
which were sent by them. Otherwise they may go round the loop for ever}
3. If each machine reads an entire packet before it retransmits it, the baud
rate is divided by 2 for every machine in the loop. I cured this problem by
reading the packet header, and if the packet was not intended for that machine
starting to dump out the rest of the packet as it arrived.

>Anyhow you get the idea
>advaTHANKSnce
>Robin
Your welcome.
What kind of game did you have in mind ? Midi may not be fast enough for
arcade games, unless the amount of data to be sent is kept small.

Cantrip is not quite finished (I'm not happy with the NPC code). But if theres any interest in the ST version, I could post a set of binaries (it should run on any ST, single or multiplayer).
,Kenneth.

--
,Kenneth.
K.Cameron@uk.ac.edinburgh kenneth@uk.ac.ed.cs.tardis

1424. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-18 18:08:38 UTC
From: bill@mwca.UUCP
Message-ID: <1810@mwca.UUCP>
Source record: 49110
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <5688084@nuthaus.UUCP> nut@nuthaus.UUCP (Adam G. Tilghman) writes:
> Perhaps with the rumoured Mac OS clone coming soon at a dealer
>near you, Spectre will be saved. It seems to me that an intelligent
>company selling a cloned edition of the Mac ROMs would not halt
>their distribution to a paying customer (maybe GBS could even make
>the entire thing into a card and not bother with the cart!).

On the other hand, I suspect the cloned Mac ROMs will be the 256K ROMs, which both Spectre and the ST cartridge port are currently unable to deal with...I too, however, hope a reasonable solution will present itself to keep Gadgets viable.
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
######Opinions expressed are my own, though you'd be wise to adopt them!######

1425. Backup strange disk drives?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-18 21:07:57 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Feb18.210757.20269@chinet.chi.il.us>
Source record: 49114

I have a ST296-N running off a BMS-200 host adapter on my ST. I have a Stacy-1 with a 20 M internal drive. I have a third ST with no hard drive. What I'd REALLY like to do is get a FA-ST tape drive from ICD, add a SCSI 3.5" hard drive and put that on the third ST. To make that worthwhile, it would sure be nice if I could somehow use the tape to backup all the hard disks. This is complicated by the fact that the existing drives use Atari's formatting and partitioning scheme, and driver software, while the tape would necessarily use ICD software and stuff. Is there a way I can get all my wishes? I suspect that it may be of general interest if someone can tell how to do this in detail.
Steve saj@chinet.chi.il.us

1426. Questions about Xformer, by D. Mihocka

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-18 23:18:01 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1991Feb18.231801.12060@rodan.acs.syr.edu>
Source record: 49111
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.st.tech

Perhaps someone can answer these questions about Darek Mihocka's (Hope I got the spelling right...) 8-bit emulator Xformer?

1) What are the pinouts for the Xformer cable (to hook up the 8-bit's drive)?

2) How does Xformer handle input from the joysticks? Are all 4 of the 8 bit's joysticks supported? Are only two? Do they plug into the ST's Mouse and joystick port? How about the "Paddles"?

3) How well does it do with disk based copy protected games? Does the "virtual floppy support" (files on hard disk) support disk based copy protection?

4) How fast is it compared to a normal 8-bit?

5) Could someone post the source code for Xformer 2.55 to terminator (Darek said it's now PD and is on Genie, but I don't have an account there. Has it made it to Compu$erve, or anywhere else I can get it?

6) Has anyone tried M.U.L.E. or Seven Cities of Gold on it yet? If so, how did they work?

Thanks for any help,
---jb (jfbruno@rodan.acs.syr.edu)

1427. Re: Can my program find its name?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-19 01:52:00 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Feb18.205200.8638@uwovax.uwo.ca>
Source record: 49112

In article <2133022@nuthaus.UUCP>, nut@nuthaus.UUCP (Adam G. Tilghman) writes:
>
> I am writing a program which needs to find out its own name -
> I know this is possible, but how is it done? The only way that
> I can think of is back-tracing into the parent program to find the
> Pexec() parameters, but this doesn't ring very kosher to me :-)
> Is there a better way?
>
Indeed, this is a very bad thing to do -- certainly it will fail big time
under MiNT, and probably under RTX and other systems (including, perhaps,
future versions of TOS).

There is an AES call that can get the program name if the program was
started from the desktop. If you were started from a shell that supports
the mwc/Atari extended argument passing conventions, the program name
is put in the environment after the variable ARGV=. Some C compilers
will automatically put this into argv[0] (gcc and mwc will).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

1428. Re: No More Mac ROMs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-19 05:05:20 UTC
From: steve@thelake.mn.org
Message-ID: <A3098154578@thelake.mn.org>
Source record: 49118
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[carter@cat27.cs.wisc.edu writes ...]

> I really don't think so. First of all the implementation is
> not really ST accessable. Mainly because as so many other people
> have pointed out it uses the Motif/X Release 4 interface which is
> so large that you people would need 4 megs for just a good (complete)
> implementation. And a 8Mhz 68000 running X is something I don't
> want to think about using.

Whoa! The Motif interface is not X! It's a user interface standard -- a
``look and feel.'' It's just a legal dodge to avoid Apple's lawyers.
Implementing Motif doesn't require adhering to the programming strategies
used on Unix workstations.

Geoworks Ensemble licensed Motif for its windowing system and related
applications designed for the 8088-era Intel-based PC clones. From all
accounts it's small, fast, and what PC GEM should have been.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

1429. STE - medium rez booting

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-19 16:56:48 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <1192.27c0f660@sleepy.bmd.trw.com>
Source record: 49116

I just got my STE and per the suggestions on here I opened the DESKTOP.INF
to change the 12 to a 13 on the 5th line. However, there wasn't a 12 on the
line. It had a 2 as it's 3rd character. So I changed it to a 3. Now when
I boot I get MED rez as the original fix was to do. Why the difference (
between 12 and 2)? TOS vers 1.6

jharres@doc.bmd.trw.com

1430. TSR programs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-19 17:11:33 UTC
From: csual@warwick.ac.uk
Message-ID: <M%~&|P|@warwick.ac.uk>
Source record: 49117

I recently started playing around with the Atari-specific libraries of Lattice C V.5, rather than just plain old bog-standard C. I've sussed out desktop accessories (I hope!!) but I don't even know where to start with TSR's.
Say I wanted a process to sleep until I pressed a certain hot-key, or some other such event like a timeout, and then wake up and do something. What do I have to do to set this up?
If you can help I'd appreciate it, and a simple TSR source (e.g. a screen saver) would be ideal.

Answers on the back of a postcard to:

jas@uk.ac.warwick.cs

Thanks,
Jason Morris.

1431. MIDI - A continuing discussion

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-19 17:33:30 UTC
From: miskinis@aisg.enet.dec.com
Message-ID: <4009@ryn.mro4.dec.com>
Source record: 49120

Hi,

In regard to the KBVBASE pointers:

Early in my efforts, I replaced the MIDISYS vector, with
my handler. I still lost bytes when the mouse was moved (when MIDI
input was coming in *FAST*).

I (just last night) attempted to jump to the standard keyboard
handler, after checking for MIDI data. I was unsuccessful...

I now have a routine that I install as the level 6 interrupt
vector. I check for MIDI first, then keyboard/mouse. I get no overruns
or ANY errors, but the keyboard and mouse are unusable until I exit
my program, at which time I deposit the address of the original level
6 interrupt handler back into the table.

I will be disassembling and analyzing the default behavior
for mouse and keyboard, and hopefullt producing a routine that will
handle everything witout any data loss.

ANY and ALL support is geatly appreciated!

John (almost better from the flu)

1432. Re: Can my program find its name?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-19 19:43:00 UTC
From: apratt@atari.UUCP
Message-ID: <2843@atari.UUCP>
Source record: 49128

7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>nut@nuthaus.UUCP (Adam G. Tilghman) writes:
>> I am writing a program which needs to find out its own name -
>> I know this is possible, but how is it done? The only way that
>> I can think of is back-tracing into the parent program to find the
>> Pexec() parameters, but this doesn't ring very kosher to me :-)
>> Is there a better way?

>Indeed, this is a very bad thing to do -- certainly it will fail big time
>under MiNT, and probably under RTX and other systems (including, perhaps,
>future versions of TOS).

>There is an AES call [shel_read] ... If you were started from a shell that
>supports the mwc/Atari extended argument passing conventions [...]

I can't tell you how gratifying it was to see this question, and then no
fewer than THREE ANSWERS (A) telling legal ways to do it and (B) discouraging
use of any other ways. I'm speechless! Thank you!

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1433. Executables

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-19 19:48:58 UTC
From: rjwalsh@unix2.tcd.ie
Message-ID: <rjwalsh.666992938@unix2.tcd.ie>
Source record: 49131
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have noticed at the beginning of an executable program file that there is a branch into the main program, followed by a
few numbers, followed by the main object file. What are these numbers? I have used the compiler supplied with STOS to write some
small routines for use in STOS; I would also like to use these outside it. These do not have the header that executable files have.
What info should I put before them to make them executable?
Also: could somebody give me a list of commands for directly turning on the Disk Drive, moving the head to a sector, reading
and writing a block to a sector, formatting a sector etc. I know the addresses $FF86xx are involved in this, but I'm not sure how.

Any info on both of the above would be appreciated.

1434. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-19 20:15:13 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <4352@eastapps.East.Sun.COM>
Source record: 49119

On yet another environment front, is there something that will "modify" GEM or otherwise provide a default font other than the standard? I'd like Emacs 3.10, GEM text windows (read Gulam), etc to have a nice, readable, eye saving font. The editor for Turbo-C (and in general) has many font's that it uses and while not perfect on a color monitor - they are quite pleasing.

The only things I can think of is perhaps G*Dos (but I'm a new guy and wouldn't know about this yet).

Having written my first TOS/MIDI program, I got burned in a big way (okay, it was only 2/3 of an hour) by trying to find out why fopen(..., "r") wouldn't read my data files (unsigned ascii). Seems that fopen(..., "rb") is the answer (for TC). Live and learn (it ain't unix). :-).

Joe
-=-

1435. Re: Can my program find its name?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-20 00:55:57 UTC
From: Bobster@cup.portal.com
Message-ID: <39432@cup.portal.com>
Source record: 49130

Just a thought, but you might be interested in my train of thought.

A file is executed by the following:

```
pea env Enviroment
pea com Comand Line Address
pea fil file name address (What you want)
move.w #0,-(sp) Load and Start (Execute the file)
move.w #$4b,-(sp) Function number
trap #1 (Call gemdos)
add.l #16,sp correct the stack
With this in mind, all you should have to do is the followin
```

```
sub #4,sp (Subtract 4 from the stack pointer and you should be pointing
at the address of the file name. (This could be -8 instead of 4))
movea (sp)+,a0 (Move the file name address into a0)
Now all you need to do is start reading at that address until you hit a
0 (End of file name marker) and you will have the file name the original
program used. (I think this will work in all situations. Be sure to not
mess with the stack before you do this though. It will probably need to be
the first thing you do. Oh and dont forget to correct the stack when you
done.)
```

```
I am not 100% I have this correct, but I am sure someone will tell me if I am
at error... ;^)
```

I hope this helps a little.

1436. communications software with VT100 emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-20 04:32:18 UTC
From: hrm500e2@beach.csulb.edu
Message-ID: <HRM500E2.91Feb19223218@beach.csulb.edu>
Source record: 49129

for Atari 520ST
Distribution: world
Lines: 5

I am enrolled in a course utilizing distributed conferencing and
am looking for a software package that has VT100 emulation so
that I can log on to the University mainframe. Does anyone know of such
a program? Any help would be appreciated.

1437. Re: STE - medium rez booting

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-20 05:32:36 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb20.053236.23370@ecst.csuchico.edu>
Source record: 49124

jharres@sleepy.bmd.trw.com writes:

- I just got my STE and per the suggestions on here I opened the
- DESKTOP.INF to change the 12 to a 13 on the 5th line. However, there
- wasn't a 12 on the line. It had a 2 as it's 3rd character. So I
- changed it to a 3. Now when I boot I get MED rez as the original fix
- was to do. Why the difference (between 12 and 2)? TOS vers 1.6

Okay, here's the beginning of my DESKTOP.INF file.

```
#Z 01 C:\AUTO\NEODESK3\NEOLOAD.PRG@
#a060000
#b000000
#c???000?000<000?00;;400;0;;;4440??0;;?0?;0;;;0??03111103
#d
#E 90 13
#W 00 0D 02 01 1E 15 00 @
#W 00 00 00 0C 15 09 00 @
[stuff deleted]
```

Minus the first line, which tells TOS to boot NeoDesk, the fifth line down reads #E 90 13 and before I changed it, it read #E 90 12. Actually, the 1 has to do with something else, but I thought mentioning 12 was a better idea than just 2 since some of the other values could also have been 2. To tell you the truth, I have no idea why yours was just 2 as the third character. I'd just say, as long as it works, don't worry about it. ;^)

--
Ed Krimen .....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1438. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-20 05:38:24 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb20.053824.23455@ecst.csuchico.edu>
Source record: 49122

gaudreau@juggler.East.Sun.COM (Joe Gaudreau - Sun BOS Software) writes:

```
- On yet another environment front, is there something that will "modify"
- GEM or otherwise provide a default font other than the standard? I'd
- like Emacs 3.10, GEM text windows (read Gulam), etc to have a nice, read-
- able, eye saving font. The editor for Turbo-C (and in general) has many
- font's that it uses and while not perfect on a color monitor - they are
- quite pleasing.
```

There is a program called FONTRIX, I think, from Charles F. Johnson which will do this. I don't know if it's PD, Shareware, or if it comes on the Codehead Utilities Disk. A program called FONTLOAD came with NeoDesk 3 which lets you change the font. I can't remember the name of the font I have loaded, but I like it better than the default font.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1439. Re: Will Mac simms work on an STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-20 08:34:40 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Feb20.083440.24331@ecst.csuchico.edu>
Source record: 49126

dicks@syma.sussex.ac.uk (Richard J Stevenson) writes:

- I've been offered two 256K simms (spec to follow) from a Mac Plus.
- What I want to know is whether I can fit them to my 520Ste (it does
- have simm sockets) and whether they will work or not. The specs for
- the Mac simms are as follows..... 25{ K * 8 (256K * 8), 150ns.

Assuming you have 512K (with 2 256K SIMMs) in your 520STe, the 256K
SIMMs should work fine and give you a total of one meg of RAM. If
they don't, I'd sure like to know.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1440. Wanted: ST monitor extension cable

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-20 15:59:26 UTC
From: cwilliam@mimsy.umd.edu
Message-ID: <CWILLIAM.91Feb20105926@mimsy.umd.edu>
Source record: 49127
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,misc.wanted

My brother is looking for an extension cable for his monitor. A
monitor master will give him an extra foot or two, but he would rather
find just a cable that might be cheaper. Anyone have any leads?

Chris
/\/\/\

1441. Re: communications software with VT100 emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-20 16:40:26 UTC
From: bdm@sirius.rice.edu
Message-ID: <1991Feb20.164026.13002@rice.edu>
Source record: 49132

In article <HRM500E2.91Feb19223218@beach.csulb.edu>, hrm500e2@beach.csulb.edu (Bart Mooney) writes:
|> for Atari 520ST
|> Distribution: world
|> Lines: 5
|>
|>
|> I am enrolled in a course utilizing distributed conferencing and
|> am looking for a software package that has VT100 emulation so
|> that I can log on to the University mainframe. Does anyone know of such
|> a program? Any help would be appreciated.

From what I know, there are several packages out there. FLASH has a VT100 emulator, but I don't use it (I think it is incomplete); I do, however, use the VT52 (default), and I can vi on it (I don't know if this is a VT52 function, since the ATARI VT52 application does not allow me to do so.) HABACOM also has an (incomplete) VT100 emulator; I have not tried it yet, so I cannot say if it's buggy or not (although I soon will, so if need be I'll follow up). I don't think INTERLINK has a VT100. ATARI itself sells a VT100 emulator (20 or 30 bucks) -- you can even get it at your local FEDERATED! :-) I cannot vouch for K.I.S.S.
That's all I know, except I've had no problems with FLASH or INTERLINK set on VT52 for basic terminal functions. Good luck...

Brian D. Moore | Homebrewing -- the only sport exclusively for
Space Physics and Astronomy | anal-retentive alcoholics.
Rice University, Houston TX | Relax -- have a home brew.

1442. SH204 Hard Drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-20 18:12:42 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <3528@gmuvax2.gmu.edu>
Source record: 49121
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently acquired a used Atari, SH204 hard drive, which I'm having problems with. I was wondering if anyone has had similar problems, or perhaps if anyone knows right off what may be causing the problem.

Occasionally, uppon boot-up, my SH205 will not recognize the 204 (the SH205 is physical unit 0, the SH204 unit 1). I normally give unit 0 a good head start on power-up (until the busy light flashes), and wait a good amount of time (10-15 seconds) for the 204 to get up to speed. Still, sometimes the 204 isn't recognized.

Next, (again, occasionally) the SH204 will spontaniously fail. It will just all-of-a-sudden, out of the blue, stop working. TOS can't access it (and yes, it IS still on...sheesh! :)

Any help will be greatly appreciated. Specs below:

Atari 1040STF
1 megabyte of memory (standard)
TOS version 1.0
Atari SH205 hard drive (unit 0)
Atari SH204 hard drive (unit 1)
AHDI 3.01

Steve "Stevers!" Coile
{scoile|acs075}@gmuvax[{.BITNET|[2].gmu.edu}]|2211c1@gmuvax2.gmu.edu
"Maturity is knowing when and where to act immature"

1443. Re: communications software with VT100 emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-20 19:06:47 UTC
From: REEVES@SLACVM.SLAC.STANFORD.EDU
Message-ID: <91051.110648REEVES@SLACVM.SLAC.STANFORD.EDU>
Source record: 49135

If you want to do DEC terminal emulation, run, don't walk, and grab a copy of Uniterm. The latest version that I have is V20.e 011. It emulates all DEC terminals from the VT52 through a VT200. It includes TEK4010 graphics and the file transfer protocols XMODEM and KERMIT. I have used various versions of Uniterm for 4 years now, and I have had nothing but good experiences with it. The only things that I have noticed that it doesn't handle are the save and restore cursor functions. And to top it all off, you get this very professional package as freeware. You should be able to get a copy by anonymous ftp from "atari.archive.umich.edu".

Terry Reeves

Disclaimer: The above are my opinions. They are not related to the policies of SLAC, Stanford University, or the DOE.

1444. Midi overruns

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-20 19:53:50 UTC
From: sstreep@next.com
Message-ID: <305@rosie.NeXT.COM>
Source record: 49136

I just sent source and executables of a couple of programs that I used to test midi overruns at high data rates. The arced file is about 10K - I can mail it to anyone else that wants it, or I'll post it if there's a lot of demand.

-sam
(sam_s@NeXT.com)

by the way, I'd never tried it before, but I just found out that my NeXTstation reads Atari disks fine if they are formatted with DC formatter.

1445. Sleepy processes under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-20 21:47:55 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Feb20.214755.27385@doe.utoronto.ca>
Source record: 48991

How can I have a process go to sleep under MiNT for a fixed amount of time? I would have harrassed Eric directly, but 1) this is of general interest; and 2) I already harrass him enough.

David

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1446. Re: communications software with VT100 emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-21 01:24:56 UTC
From: drp9500@isc.rit.edu
Message-ID: <1991Feb21.012456.22969@isc.rit.edu>
Source record: 49003

```
>follow up). I don't think INTERLINK has a VT100. ATARI itself sells a VT100
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

It sure does!!!!!!!!!

It's about 95% there...but Uniterm is the best one I've seen.

--
| "Trust, faith, understanding, reasonableness,& respect have been more|
| effective in tearing down a concrete wall than the barbed wire, |
| machine gun nest, bureaucracy, and mines were at keeping it up." |
| Just imagine what it could do to this bathroom. |
```

1447. MMU numbers ....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-21 01:33:52 UTC
From: baffoni@aludra.usc.edu
Message-ID: <15099@chaph.usc.edu>
Source record: 48992

It was mentioned in passing a few months ago that certain old 520STs has a limit as to the amount of memory that they could access (that is less than the normal 4meg limit) and that these MMUs could be identified by their chip numbers. Does anyone out there know which chips had this problem? Can anyone at Atari (Alan Pratt?) comment on this? I just want to make sure that when I go to put together a home-brew simm-upgrade for my 520ST, it will actually have a chance of working...:)

-Mike

1448. Re: Sleepy processes under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-21 02:12:06 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Feb20.211206.8646@uwovax.uwo.ca>
Source record: 48993

```
>
> How can I have a process go to sleep under MiNT for a fixed amount of
> time? I would have harrassed Eric directly, but 1) this is of general
> interest; and 2) I already harrass him enough.
>
There are at least three ways. In increasing order of complexity (and
desireability):
(1) sit in a for(;;) loop, checking the time and Syield()'ing until
the time is up. The Syield's improve the performance, but you
still end up hogging a far amount of time
(2) use Fselect(x, 0L, 0L, 0L) (I think that's right -- I don't have
the docs here). That sleeps for "x" milliseconds, x <= 32768;
for longer waits, repeat as necessary. This is how the sleep()
function is implemented in mntlib.
(3) use Psignal() to set up a handler for SIGALRM, then use Talarm() to
set an alarm for "n" seconds away, then Pause() to wait for the alarm
signal to wake you up. This is the way it's usually done under Unix,
and is definitely the best way to do it (I didn't in mntlib because
I'm lazy -- doing it "right" requires checking to see how much time
you actually slept, because you might have been woken up by a different
signal; also, you have to watch out if there are other calls to Talarm()).

PS: Don't worry about harassing me; we hosers have to stick together :-).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet
```

1449. Re: communications software with VT100 emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-21 02:57:29 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb21.025729.2727@jato.jpl.nasa.gov>
Source record: 49139

Uniterm has a vt-100 emulator in it. Get it from atari.archive.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1450. Where is Kuma?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-21 08:19:28 UTC
From: pbh@pandora.cs.wayne.edu
Message-ID: <1991Feb21.081928.15470@cs.wayne.edu>
Source record: 49138
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is Kuma still around? Do they have an internet address? Anyone have
their surface mail address? Do they still make those transputer
carts for the ST?
.

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

1451. Re: communications software with VT100 emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-21 09:13:26 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb21.091326.313@abode.wciu.edu>
Source record: 49137

Hi Bart and Brian,
I personally would recommend the VT100 emulator that comes with
Interlink. I have used many other VT100 emulations on the ST, but none of them
come close to the VT100/ANSI emulation that Interlink provides. It handles
color ANSI flawlessly, of course only in four colors because of the ST's
medium resolution. Interlink should be available at your local Atari dealer.
Bye.............

Luis

--
"""

Luis Mark Outumuro III | "Well... you're damned if you do,
Computer Office Products 818/813-1051 | and you're damned if you don't!"
Infoline 818/813-1053 | - Bart Simpson, 1990...

1452. How do I upload formatted txt

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-21 12:41:57 UTC
From: pdel@ADS.COM
Message-ID: <Z&`&1}=@ads.com>
Source record: 49133

Hello, I've run into a problem trying to upload a 1st Word document
to my Unix machine at work.

It doesn't look like you can transfer something like this which has
formatting characters in it.

This particular doc looks like this:

Hi^^Mom^^how^^are^^you^^hope^^everything's^^going^^okay^^sure^^am^^having^^fun

I assume all the ^^ chars are messing up the transfer.
I think I have all the port settings right because I tried transferring
some other text docs with no problem.

I tried doing this under gulam, as well as some other terminal prgs,
but no luck.

Any ideas/help is much appreciated.

Thanks, Peter D.

1453. TSR programs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-21 15:02:28 UTC
From: csual@warwick.ac.uk
Message-ID: <N+`&HH-@warwick.ac.uk>
Source record: 48994

This is a second posting as I got no replies last time : Surely SOMEONE out there can help me. Pretty Please... 8-).

I recently started playing around with the Atari-specific libraries of Lattice C V.5, rather than just plain old bog-standard C. I've sussed out desktop accessories (I hope!!) but I don't even know where to start with TSR's.
Say I wanted a process to sleep until I pressed a certain hot-key, or some other such event like a timeout, and then wake up and do something. What do I have to do to set this up?
If you can help I'd appreciate it, and a simple TSR source (e.g. a screen saver) would be ideal.

Answers on the back of a postcard to:

jas@uk.ac.warwick.cs

Thanks,
Jason Morris.

1454. Re: Can my program find its name?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-21 15:19:19 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb21.151919.23876@informatik.uni-erlangen.de>
Source record: 49134

apratt@atari.UUCP (Allan Pratt) writes:

>I can't tell you how gratifying it was to see this question, and then no
>fewer than THREE ANSWERS (A) telling legal ways to do it and (B) discouraging
>use of any other ways. I'm speechless! Thank you!

So what's the moral of it: Don't underestimate your users 8-)!
BTW, the missing argv[0] in TOS programs really hurts sometimes.
Sure, it's a design failure you are not responsible for, but it
might be worth it thinking about solutions.

>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

----
Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1455. RE: STE - medium rez booting

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-21 17:22:39 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <1202.27c39f6f@sleepy.bmd.trw.com>
Source record: 49140

>I just got my STE and per the suggestions on here I opened the DESKTOP.INF
>to change the 12 to a 13 on the 5th line. However, there wasn't a 12 on the
>line. It had a 2 as it's 3rd character. So I changed it to a 3. Now when
>I boot I get MED rez as the original fix was to do. Why the difference (
>between 12 and 2)? TOS vers 1.6

Well, I found out the cause of the difference mentioned above but not the
reason. I was changing the DESKTOP.INF file from my 1040 ST (with TOS 1.0)

ST line 5 => #E 9B 02
STE line 5 => #E 99 12

Anyone know what the changes to the STE DESKTOP.INF line 5 are for?

jharres@doc.bmd.trw.com

1456. Re: g++ Part comment, part question.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-21 18:13:31 UTC
From: jimh@ultra.com
Message-ID: <1991Feb21.181331.784@ultra.com>
Source record: 48995

In <1991Feb17.234055.25173@NCoast.ORG> bjsjr@NCoast.ORG (Bill Shroka) writes:

>In article <GJH.91Feb11103129@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>>
>>GCC versions have reached 1.39 on terminator,but only 1.37.1 appears in binary
>>form (1.38 and 1.39 are in "diff" form).
>>
>>What I'm concerned about is that the GCC-using ST community is dependent on
>>*someone else* doing the cross-compilation to get these diffs into binary
>>format. (Or are they --- has anyone got a GCC v1.39 executable by compiling it
>>up on an ST?)

>I've compiled GCC 1.39 on my ST. I used the GULMAKE package that was created
>by Jim Hurley. It's a series of Gulam scripts that automates the make process.
>It takes about 2 or 3 hours to completely compile GCC and I experienced
>relatively few problems, though it's something I'd rather not do very often :-)

>--
>---
>Bill Shroka
>bjsjr@NCoast.ORG
>ncoast!bjsjr@usenet.INS.CWRU.Edu

As Bill says, this is a tedious process on the ST, but it is doable.
The only problems I have ever encountered were occasional 'make'
errors, or maybe gulam-make interaction errors. However, re-executing the
'make' picked up right where it left off.

So far, I haven't had any problems compiling or porting the GNU software,
(with the exception of 'less'), but you will probably need 4Mbytes and
a 32Meg HD partition (to store all the source in one directory). Thanks
to J. Bammi, et al, and their excellent gnulibs.

Another error comes to mind now - the version 1.37 'ar' aborts when it
tries to rename the final library archive, but it was built OK and you
can manually rename it. This was fixed in a later release of the package.

In the 'gulmake' package I listed the complete directory structure I used,
to make things as fool-proof as possible. Don't forget to start with the
'zoo' from Bammi's package first! Otherwise you need to be careful to
replace filename '_' with '-' unpacked from older 'zoo' programs.

A question comes to mind - the GNU 'tar' program seems to have extremely
small block sizes built into it, at least this is how I explain the
chain-saw-like buzzing off my hard disk while unpacking files. I've
never heard that sort of seek noise from any other program. Does

anyone know what's happening here? I haven't looked at the source.

--
Jim Hurley --> jimh@ultra.com ...!ames!ultra!jimh (408) 922-0100
Ultra Network Technologies / 101 Daggett Drive / San Jose CA 95134

1457. Re: Defragger

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-21 19:19:27 UTC
From: pegram@kira.UUCP
Message-ID: <1991Feb21.191927.6628@uvm.edu>
Source record: 48997

From article <1991Feb15.231336.4325@mentorg.com>, by
dclemans@mentorg.com (Dave Clemans @ APD x1292):

> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
>> > I (and several others who have e-mailed me) am in need of a hard disk
>> > defragmentation utility. I have an ICD host adapter, TOS 1.4, and am
>>
>> i seem to remember trying one from atari called chkdsk or something
>> like that. it was slower than molasses, and the user interface really
>> sucked. i would stay away from that one. i wish the author of tuneup
>> would fix his util for large partitions. sans that problem, i have
>> used it for many years with great success.
>>
>> i think beckmeyer had something along the same lines too.
>
> I'm the author of Tuneup, such as it is. (Though not of its documentation.)

The worst part 8-).

> A version does exist that should handle "big" partitions, though it's never
> gotten any testing (that I know of) beyond local people. It was sent many
> months ago to Michtron for more general testing & release, but I've haven't
> heard anything since then.

> I also have no idea as to what its current status is since the
> sale of Michtron to that New Jersey firm. As I said above, I haven't
> heard anything from Michtron/etc. in many months. I don't even know
> how to contact the New Jersey company that supposedly bought Michtron.

Sorry to hear about that.

> If it was definitely clear that I legally could do so, I would be
> willing to give "special" updates (with the understanding that this
> version has not been as extensively tested as previous versions.)
> However I will not spend any money to get such a legal clarification.

> dgc

If you can give patches or end up having somebody selling (and
upgrading old versions, I hope 8-) please fix two more things.

1. Write the fats and directories asap (as you move the files) instead
of at the end of everything - PC defraggers do that and can be stopped
in the middle of things and lose nothing, or have a blackout and only
lose 1 file - which a utility can sometimes recover. The time saved
in doing it the old way (1st move all files, then write fats and then
directories) is not worth the agony IMHO (and is not so slow on the PCs

either, in my experience 8-).

2. Run a spell checker on the strings in your code 8-). I'm tired of reading that such and such a file is now "contigous" ("contiguous" is the correct spelling 8-).

Good luck, (for all of us, if you can swing distributing the fixes 8-).

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1458. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-21 19:33:36 UTC
From: pegram@kira.UUCP
Message-ID: <1991Feb21.193336.6754@uvm.edu>
Source record: 48996

From article <4352@eastapps.East.Sun.COM>, by gaudreau@juggler.East.Sun.COM (Joe Gaudreau - Sun BOS Software):
> On yet another environment front, is there something that will "modify"
> GEM or otherwise provide a default font other than the standard? I'd
> like Emacs 3.10, GEM text windows (read Gulam), etc to have a nice, read-
> able, eye saving font. The editor for Turbo-C (and in general) has many
> font's that it uses and while not perfect on a color monitor - they are
> quite pleasing.
>
> The only things I can think of is perhaps G*Dos (but I'm a new guy and
> wouldn't know about this yet).
>
> Having written my first TOS/MIDI program, I got burned in a big way (okay,
> it was only 2/3 of an hour) by trying to find out why fopen(..., "r") wouldn't
> read my data files (unsigned ascii). Seems that fopen(..., "rb") is the
> answer (for TC). Live and learn (it ain't unix). :-).
>
> Joe
> -=-

Two answers:

Cheap:

There's a free or shareware mono font substituter - I have it but have forgotten the name. It had only 1 (pleasing) font to load in place of the standard one. It uses fonts with the .fed extension. Somebody update this info please.

Expensive:

Get the do it all desk accessory Harlekin (2 versions, one for med rez and one for high rez - get what you need). One of it's functions is to replace the regular fonts with other monospaced fonts. NeoDesk 3.0 also supplies a program to substitute monospaced fonts - but it has been critisized as slow in this forum.

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1459. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-21 21:29:31 UTC
From: andyc@hplsla.HP.COM
Message-ID: <13510009@hplsla.HP.COM>
Source record: 48998

```
|
| There is a program called FONTRIX, I think, from Charles F. Johnson
| which will do this. I don't know if it's PD, Shareware, or if it
| comes on the Codehead Utilities Disk. A program called FONTLOAD came
| with NeoDesk 3 which lets you change the font. I can't remember the
| name of the font I have loaded, but I like it better than the default
| font.
|
| Ed Krimen ..........................................
```

FONTRIX is part of CodeHead Utilities and is not PD/Shareware. It is, however, buggier than a rainforest in monsoon season (IMHO). I've had very good results with NeoDesk 3's FONTLOADer, though.

%%%

1460. RL/RL HD help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-22 00:37:07 UTC
From: arpajian@rodan.acs.syr.edu
Message-ID: <1991Feb22.003707.24205@rodan.acs.syr.edu>
Source record: 48999
Cross-posted to: comp.sys.dec,comp.sys.mac.hardware,comp.sys.atari.st.tech,comp.sys.pc.hardware,comp.sys.amiga.tech

I have recently been given a RL/RL drive and would like
to attempt to hook it up as a SCSI HD. The drive was manufactured by
Integrated Solutions; the actual drive mechanisms inside the enclosure
are IMI5012H (?). I also have the IS RL101 Winchester Disk Controller...
(for all the good that does me... I really DON'T want to hack an
LSI-11 to SCSI adapter cludge, and I think using a 11/73 as a
BIG microcontroller is a serious waste...) So here are my questions & pleas:

1: Are there any SCSI<->IMI5012H controllers available?

2: Can anyone tell me the pinouts for the above mentioned drives?
(A desciption of the handshaking & general protocol would be nice
also...)

3: Would I be stupid (and insane) to try and cludge a SCSI replacement for
the RL101 ?

4: Does anyone know the phone# and/or anddress of Integrated Solutions, INC.?

Well thanx for your time.... please email me (i'm posting this to a few
groups that I don't normally read)....

arpajian@rodan.syr.edu

p.s. -> yes I do realize that this is a hell of alot of work to go thru for
a 10M drive...

--
Dean Arpajian (aka---> arpajian@rodan.syr.edu)

std. disclaimer: if I expressed an opinion, remember this:
it's simply my opinion. period.

1461. Re: RL/RL HD help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-22 00:55:42 UTC
From: arpajian@rodan.acs.syr.edu
Message-ID: <1991Feb22.005542.25524@rodan.acs.syr.edu>
Source record: 49000
Cross-posted to: comp.sys.dec,comp.sys.mac.hardware,comp.sys.atari.st.tech,comp.sys.pc.hardware,comp.sys.amiga.tech

Please note: I made a mistake in my address...

my correct address is: arpajian@rodan.acs.syr.edu

thanx.

--
Dean Arpajian (aka---> arpajian@rodan.acs.syr.edu)

std. disclaimer: if I expressed an opinion, remember this:
it's simply my opinion. period.

1462. Atari CAD 3D object file format

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-22 04:44:17 UTC
From: slim@ee.ualberta.ca
Message-ID: <1991Feb22.044417.20332@ee.ualberta.ca>
Source record: 49002
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello everyone,

I recently came across a few 3d objects file for Atari CAD 3D
program while ftping. I search thru all archives of comp.graphics and found
a few articles in around '87 '88 that were discussing this file format. From
the articles, I was told that the numbers are stored in Motorola Fast Floating
Point Library format (LIBS). However, these articles didn't give enough
information to allow me to extract data from the data files. The data files
I have are in binary and there are the old CAD 3D format. Not the newer 3d2
format.
Can anyone please tell me how can extract data out, or how can I get
documentation on this format? ALso can anyone tell me what is the Motorola Fast
Floating Point Library Format? I have also search thru Compuserve's Atari
forum and still couldn't find any information.
I greatly appretiate any help. Thank you very much.

slim....

Sau-Tsien, LIM (HP 9000/835 HP-UX 7.0)
(Department of Electrical Engineering)
(University Of Alberta, Edmonton, Alberta, Canada)
(uucp: ...!alberta!edson!bode!slim)
(internet: slim@bode.ee.ualberta.ca 129.128.16.96)
(Addr: BOX 60257 UofA Postal Outlet)
(Edmonton, Alberta)
(Canada T6G 2S5)
(Tel.: (403) 439-9770)

1463. Re: How do I upload formatted txt

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-22 07:46:02 UTC
From: steve@thelake.mn.org
Message-ID: <A230757974@thelake.mn.org>
Source record: 49004

[pdel@ADS.COM writes ...]

> Hello, I've run into a problem trying to upload a 1st Word document
> to my Unix machine at work.
>
> It doesn't look like you can transfer something like this which has
> formatting characters in it.
>
> This particular doc looks like this:
>
> Hi^^Mom^^how^^are^^you^^hope^^everything's^^going^^okay^^sure^^am^^having^^fu
> n
>
> I assume all the ^^ chars are messing up the transfer.
>
> I think I have all the port settings right because I tried transferring
> some other text docs with no problem.

Here's the catch: You're *not* transferring text. You're transferring a formatted file that should be regarded as binary.

If you really want to transfer it, use a communications protocol such as Xmodem or Zmodem. But I suspect that's not really what you want to do. Of what use would a First Word-formatted file be on a Unix system?

You probably really want editable plain text. There are a couple of ways to get it. One is to load First Word, deselect WP mode (in one of the drop-down menus) and save the file as plain ASCII text. Another is to use a stand-alone conversion filter program; I've seen several over the years, but I don't know if any are currently in the archive.

This is a common problem, by the way. The general solution is to look for a way to ``print to disk,'' i.e., create a disk file that is plain text. Many word processors have such an option. In such cases you may have to tweak the formatting a bit. For example, ST-Writer can save ASCII by printing with 0 left margin, 0 top and bottom margins, and no page numbering.

Not long ago I helped a friend extract his brother's detective novel from Wang word processor format. Now, that was a chore! A fellow in Australia (praise the network) sent me a conversion program that rescued us. Without that program I suspect I'd still be wrestling with it.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA

INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve

1464. Re: g++ Part comment, part question.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-22 12:26:41 UTC
From: erlingh@idt.unit.no
Message-ID: <1991Feb22.122641.10169@ugle.unit.no>
Source record: 49005

OK, so it's possible to compile GCC/G++ on the ST if you have the time (:-)
But is it also possible to compile EMACS ?
And/Or has anyone made an attempt to get emacs running under mint, taking
advantage of this new environment ? If not, and if it is possible to compile it on my ST,
I'll have to do it myself I guess... I really hate that I can't press CTRL-G in emacs
(under MGR), and I also hate the cursor blinking on the desktop under MGR/emacs.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Atari Lives !

1465. Re: Programming environments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-22 12:38:40 UTC
From: P.A.Wilson@newcastle.ac.uk
Message-ID: <1991Feb22.123840.28812@newcastle.ac.uk>
Source record: 49019

I will soon need to upgrade my old TOS 1.0 520STM to possibly 2.5Mb, it has already been upgraded to 1Mb using piggy-back chips by its previous owner. This is fine, but when I asked some companies if they would do the bigger upgrade they threw their hands up in horror and said that due to the piggy back mod., they could not possibly consider even taking the top off the machine !.

I would therefore like very much to know if anyone has discovered a company who WILL do the work, preferrably within the UK, or someone who can supply a good kit that I could fit myself.

Pete.

Janet : P.A.Wilson@uk.ac.newcastle ARPA : P.A.Wilson@newcastle.ac.uk
UUCP : ...ukc!newcastle!P.A.Wilson
)___ Peter A. Wilson
/ \ ) Janet : P.A.Wilson@uk.ac.newcastle
/ / _/__ ARPA : P.A.Wilson@newcastle.ac.uk
/___ /_ / _)___ UUCP : ...ukc!newcastle!P.A.Wilson

1466. mouse button problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-22 12:56:40 UTC
From: lloyd@prlhp1.prl.philips.co.uk
Message-ID: <1257@prlhp1.prl.philips.co.uk>
Source record: 49020
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm sure this is not a new problem, but it's new to me and perhaps someone can help.

The mouse supplied with my Atari ST has started to play up. The problem's with the left-hand button, which more often than not doesn't respond. Pushing harder can make it work, but double clicking is just about impossible.

The microswitch itself works fine, as the mouse can be operated without its cover, and no problems occur. Also, the button mechanics in the top of the mouse look OK as far as I can tell.

This leads me to believe some misalignment has developed between the plastic bit you press, and the switch itself.

Does anyone have any experience of such a problem, and (I hope) know of a solution?

Email responses would be fine.

Thanks

Phil Lloyd
lloyd@prl.philips.co.uk

1467. Re: TSR programs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-22 12:57:19 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb22.125719.12890@informatik.uni-erlangen.de>
Source record: 49001

csual@warwick.ac.uk (Jason Morris) writes:

> I recently started playing around with the Atari-specific libraries of
>Lattice C V.5, rather than just plain old bog-standard C. I've sussed out
>desktop accessories (I hope!!) but I don't even know where to start with
>TSR's.
> Say I wanted a process to sleep until I pressed a certain hot-key, or
>some other such event like a timeout, and then wake up and do something. What
>do I have to do to set this up?
> If you can help I'd appreciate it, and a simple TSR source (e.g. a screen
>saver) would be ideal.

First, read the doc on Ptermres(). It tells you how to terminate a program
of yours aqnd stay resident. If you want something like a hot-key, you will
have to link your program into one or the other vector; in a screen saver,
for instance, you might intercept the mouse movement vector so that
a routine in your programs is being called whenever you move the mouse.
These are the basics how it works - details depend on the kind of TSR
you want to write.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1468. Re: Relocating

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-22 13:14:27 UTC
From: tmp@doc.ic.ac.uk
Message-ID: <2937@gould.doc.ic.ac.uk>
Source record: 49018

In article <1991Feb12.082344.25041@math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>This note is only moderately relevant to these newsgroups so I'll make it brief.
>
>I've accepted a job in Pasadena, California, and will be leaving the University
>of Michigan after February 28th. While I will still be on the network somewhere,
>I will probably not be very active maintaining files on the atari.archive site
>any more. With any luck my STs will survive the move, however, and I'll still
>be working on ST stuff in my new location. (And bigger and better things too,
>of course!) Have fun...
>--
> -- Howard Chu @ University of Michigan
>
>Flame all you want - we'll take more.

I hope we still hear from you. I'm sure that more than a few of us out here
would like to know if you got any further with the ST fractint...
(the TT version, of course :^)

Cheers, Trev..

Trevor Peacock, Comms Officer, Dept of Computing, Imperial College,| Affix
180 Queen's Gate, London SW7 2BZ. Telephone: 071-589-5111 ext 5052.| stamp
JANET:tmp@uk.ac.ic.doc UUCP:tmp@icdoc.UUCP or ..!ukc!icdoc!tmp | here
DARPA:tmp@doc.ic.ac.uk or tmp%uk.ac.ic.doc@nsfnet-relay.ac.uk |

1469. Monitor change

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-22 13:36:18 UTC
From: dodgson@sol.cs.wmich.edu
Message-ID: <1991Feb22.133618.14039@sol.cs.wmich.edu>
Source record: 49006

I have seen this subject appear here before, but I have seen programs
that change from monochrome to color totally and with no problems and I would
like to know how they do it. I have a STacy and when I run the Defender II
demo (which I just uploaded to atari.archive), it turns off the backlighting
and starts running as if I had a color monitor plugged in. When I plug in
the monitor, there it is running properly. The older games I have, just
either complain that I need a color monitor or reboot the machine with extreme
prejudice. I would like to get the code that does the switching and run it
before I run these games or incorporate it into my own programs when I need
to be in color mode.
Also of note is the way that the people who made 'Brataccus' coded
their routines such that you can plug in and unplug the monitors at any
time and it will display correctly on the current one. Too bad the controls
don't work with the STacy. I just run until I hit a wall when I try to play
it.
I also uploaded ST writer Elite ver 3.8 this morning. I got these
off from the FEB 1991 Atari ST USER magazine disk. Of curious note is that
the disk also contains ver 1.5 (!!!!) of QuickST with all the old docs
including old address and phone for Branch Always Software. Who says that
the European market gets all the good stuff first? :-) :-)

--
Harry Dodgson Jr. | Internet dodgson@sol.cs.wmich.edu -(35.132.4.2)-
Western Michigan University | UUCP ...uunet!sharkey!wmichgw!wmu-cs!dodgson
Computer Science Department | Voice (616) 387-5803
Kalamazoo, MI 49008 | Office 4420 Dunbar Hall

1470. Turbo Assembler

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-22 15:02:58 UTC
From: ersys!ggranger@nro.cs.athabascau.ca
Message-ID: <NNZRX1w163w@ersys.uucp>
Source record: 49007
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I don't have access to FTP from my node, but I was wondering if somebody could E-mail me a copy of the PD assembler called "Turbo Assembler"? It would be greatly appreciated.

Greg Granger


```
=========================================================
= INet: ersys!ggranger@nro.athabascau.ca =
= Fnet: Greg Granger (Node 532) Dark Knight (Node 595)=
= Post: 5906-188 Street Edmonton, AB Canada T6M-2A9 =
= Tele: +1 403 481-0803 OR +1 403 481-5110 =
=========================================================
```

1471. Re: Can my program find its name?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-22 15:48:20 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Feb22104820@acae127.cadence.com>
Source record: 49008

In article <1991Feb21.151919.23876@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

> BTW, the missing argv[0] in TOS programs really hurts sometimes.
> Sure, it's a design failure you are not responsible for, but it
> might be worth it thinking about solutions.

huh, there is already a solution. if your compiler/shell does'nt
support the atari or mwc extended command line conventions, complain
bitterly to the author. as for the desktop/neo and other such junk,
you get what you get... (as you can tell, i really dislike brainless,
half baked, clickity clack interfaces like gem).
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1472. Re: How do I upload formatted txt

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-22 16:02:23 UTC
From: pdel@ADS.COM
Message-ID: <NY`&60%@ads.com>
Source record: 49009

In article <A230757974@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[pdel@ADS.COM writes ...]
>
>> Hello, I've run into a problem trying to upload a 1st Word document
>> to my Unix machine at work.
>
>You probably really want editable plain text. There are a couple of
>ways to get it. One is to load First Word, deselect WP mode (in one of
>the drop-down menus) and save the file as plain ASCII text.

That's the ticket, thanks. Two other people gave me the info also,
and I thank you all.

I think I agree with someone who previously said that this net is
worth a million bucks! You people are really great!

I also would like to mention that I appreciate when I get multiple responses.
It really helps to solve the problem in case you don't understand what
to do even after getting the first reply. I'm going to remember this
in case I know an answer to a question and think 'someone else' will
get back to the person.

Peter D.

1473. Re: g++ Part comment, part question.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-22 16:19:41 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Feb22111941@acae127.cadence.com>
Source record: 49010

In article <1991Feb21.181331.784@ultra.com> jimh@ultra.com (Jim Hurley) writes:

> A question comes to mind - the GNU 'tar' program seems to have extremely
> small block sizes built into it, at least this is how I explain the
> chain-saw-like buzzing off my hard disk while unpacking files. I've

i guess others will be interested too, so i am posting instead of
mailing. the makefile defines DEFBLOCKING == 2, so things are done with
blocksize = 2 * 512. you can change this by using the 'b' (set
blocking factor) command line option, or by recompiling with a large
DEFBLOCKING.
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1474. Re: Defragger

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-22 21:58:23 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb22.215823.29422@jato.jpl.nasa.gov>
Source record: 49011

In article <1991Feb21.191927.6628@uvm.edu> pegram@kira.UUCP (Robert B. Pegram) writes:
>From article <1991Feb15.231336.4325@mentorg.com>, by
>dclemans@mentorg.com (Dave Clemans @ APD x1292):
>1. Write the fats and directories asap (as you move the files) instead
>of at the end of everything - PC defraggers do that and can be stopped
>in the middle of things and lose nothing...

I suggested to Norton that they modify SD to write files temporarily into the HIGHEST numbered free cluster instead of the LOWEST numbered free cluster. The effect of stashing a file in the LOWEST numbered free cluster is that it gets moved over and over and over and over and over ... again. Stashing it in the HIGHEST numbered free cluster increases head motion, but reduces the probability it'll have to be moved again before being moved to its final resting place. Overall, it should make the de-fragger substantially faster.

I hope to see a de-fragger of the kind desired by Pegram, with the above modification to the algorithm.

Van.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1475. Re: Can my program find its name?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-22 22:20:34 UTC
From: apratt@atari.UUCP
Message-ID: <2845@atari.UUCP>
Source record: 49012

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>BTW, the missing argv[0] in TOS programs really hurts sometimes.
>Sure, it's a design failure you are not responsible for, but it
>might be worth it thinking about solutions.

We *have* thought about solutions. That's what the extended argument passing spec is for. It's pretty widely accepted, I think. It's the same as the MWC method, using ARGV= in the environment, except (A) there is no information about file handles (you can find out other ways), and (B) there is a special value in the "length" byte of the command line to tell you the environment's ARGV= is valid.

I will try to find the extended argument spec document and post it again.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1476. Standard SCSI id-s?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-22 22:38:03 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Feb22.223803.15036@chinet.chi.il.us>
Source record: 49013

I'd be interested to see a listing of the default SCSI id-s of various common Atari ST items. How does the beginning go, hard disks are generally 0 and 1, a laser printer is generally 4....that sort of thing. Mostly so that those of us who occasionally do ignorant things to our setups for amusement will know a bit more about what we're getting into. What's a common id for tape drives? Network adaptors that use DMA? Whatever else?
Steve saj@chinet.chi.il.us

1477. Putting TOS 1.0 on disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-23 06:37:26 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <3943.27c5c756@miavx1.acs.muohio.edu>
Source record: 49015

Ok, this might have come up before, but I thought I would ask.

Since I upgraded to TOS 1.4, is it possible to put 1.0 on a disk, and make it so I can boot up with 1.0 if I need to? (I own both, so there wouldn't be anything illegal, would there?)

There are a few games that I would like to play, that I can't now that I've upgraded.

Thanks.......

Ryan 'Gozar' Collins Question for IBM Users: rlcollins@miavx1.BITNET
|||| Power Without How DO you move/copy a rc1dsanu@miamiu.BITNET
/ || \ The Price!! Subdirectory? R.COLLINS1 on GEnie

1478. ATARI SM124 Monitor Problem: Please Help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-23 15:10:19 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Feb23.151019.12729@ncsu.edu>
Source record: 49014

I suddenly started getting problems with my well kept monochrome monitor...for some reason the monitor just turned off by itself...since the symptoms were very indicative of a blown fuse (that is absolutely no power anywhere) I opened up the case and replace the fuse... and then I turned it on...it work fine for about five minutes then the fuse blew again...I again opened up the case and replace the fuse (with the same voltage and amperage that the original one was) and then even sooner than the first one (about 2 minutes it was on) the fuse blew again. Does anyone know what is going on here?

Thanks
Saurabh

1479. SM124 Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-23 20:32:49 UTC
From: PMR2@psuvm.psu.edu
Message-ID: <91054.153249PMR2@psuvm.psu.edu>
Source record: 49017

For a couple of months now my monochrome monitor has been behaving strangely: when I turn it on, there's an all-white background (larger than the regular ST screen) which doesn't hold still. This is with the computer OFF, ie. when the screen should be blank. When I turn on the computer, the screen appears "behind" this pattern, as though one were looking at it through a film, so that what should appear black (like letters) is very indistinct. Strangest of all, though, is the fact that the computer's display is shifted to the right, and the right half of the display is not clipped but rather wraps around and stretches back over the other half.

If I simply let the system sit for a while (^ 90 min.) the background pattern eventually goes away, but the screen wrapping persists. If I smack the thing a few times (sometimes more than a few), the wrapping goes away and I can _finally_ use my system. Because of this, I've gotten into the habit of leaving the monitor on or turning the contrast down when I'm not using the computer. However, occasionally even then the pattern and wrapping reappear.

Now: this is getting tiresome, and I'm not so sure smacking my monitor is very good for it. I'm also not sure that leaving it on all the time is good for it. What might be responsible for the problem, and what type of solution (eg. repair/replace) might I employ? My system is a little over 4 years old (bought Nov 1986). In the past I have sometimes had a problem with the background pattern in the wintertime (only then for some reason), but it always immediately yielded to smacking the monitor once or twice, and the wrapping problem never occurred. Now it seems this is more than just an idiosyncrasy.

From some of the other postings here (and from the warnings on the back of the monitor), I gather that opening one of these things up can be very dangerous, so please tell me whether there's anything I can do that does not involve this (and if there isn't, what I might tell the person I take it to for repair). Also, there seem to have been a number of complaints about SM124s recently. If replacement is the only option, a) where do I find a new SM124 (& for how much $) and b) are there other alternatives besides getting a new SM124? (I am a poor college student etc etc)

Any suggestions, please email to PMR2@PSUVM.PSU.EDU or post if you think they'll be useful to others. Thanks.

Paul Ricker (PMR2@PSUVM.PSU.EDU)

1480. gcc 1.39

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-24 05:55:40 UTC
From: cliff@jarthur.Claremont.EDU
Message-ID: <10949@jarthur.Claremont.EDU>
Source record: 49016
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just posted the binaries gcc-1.39 to terminator. I put both:

gcc139.lzh
gulmake.zoo

in the new directory. I have not had a chance to try them out on my machine, nor am I responsible for them. I received them from a nice soul and was asked to put them on terminator for him. Unfortunately, I nuke his mail message and can't find the one I saved, but I'd still like to thank him. (You know who you are) :-(

--Cliff
cliff@jarthur.claremont.edu

1481. How do I export symbols in AssemPro?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-24 08:32:42 UTC
From: nut@nuthaus.UUCP
Message-ID: <1508400@nuthaus.UUCP>
Source record: 49027

(This is posted for someone without net.access - I am sane and
use HiSoft's DevPac! :-) :-)

How does one export/import symbols in ABACUS' AssemPro assembler?
I believe that he is attempting to export a DRI-format symbol table
to either Personal Pascal (Pascal Plus) or HiSoft Pascal.

-- Adam

--
= Adam G. Tilghman - SysOp/WizOp/Janitor of Eleusesthai BBS =
= USnail: 116 Escanyo Dr., So. San Francisco, CA, 94080-4134 USA =
= Voice Phone: +1 415 873 3091 / BBS Phone: +1 415 871 9451 =
= nut@nuthaus.UUCP {hoptoad,well}!wet!nuthaus!nut nut@wet.UUCP =

1482. Re: communications software with VT100 emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-24 11:49:09 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <91055.134909GERLOFF@DB0TUI11.BITNET>
Source record: 49034

In article <HRM500E2.91Feb19223218@beach.csulb.edu>, hrm500e2@beach.csulb.edu (Bart Mooney) says:
>
>for Atari 520ST
>Distribution: world
>Lines: 5
>
>
>I am enrolled in a course utilizing distributed conferencing and
>am looking for a software package that has VT100 emulation so
>that I can log on to the University mainframe. Does anyone know of such
>a program? Any help would be appreciated.

Hello Bart!

I prefered UNITERM it's a VT100 and VT200 emulator. Also you can use it a graphics-terminal (I think it emulates a Tektronics one). It has all well known file transfer protocols execpt z-modem. It is very stable (i had never a crash or a real bug in the one and a half years i use it) and it is public domain. You can get it via anonymous ftp from atari.archive.umich.edu.

Greetings, Olaf
----

* Olaf Gerloff * Internet: GERLOFF@tubvm.cs.tu-berlin.de *
* Technical University Berlin (FRG) * BITNET : GERLOFF@DB0TUI11 *

* Impossible things will be executed immediately, *
* miracles take a little longer! *

1483. Many Player Games

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-24 15:48:51 UTC
From: aikc@castle.ed.ac.uk
Message-ID: <8682@castle.ed.ac.uk>
Source record: 49021

I have received a number of request about Cantrip, about what it is, and where it can be got. Rather than answer them all individually, I'll post a short description here, and hope to post a copy to st.binaries within a few days. (Those that hate adventure games better hit the 'n' key now).

Cantrip is a multi-user adventure game. It is written in C and there are versions to run on various multi-user machines. It is a text based adventure system. Players can interact with their surrounding and other players. There are some monsters (NPCs) but they are pretty dumb at the moment. I ported the game to the ST, using the Midi ports to build a simple network. Eventually the whole thing will be put in the public domain, but not until its finished. Meantime an almost finished set of binaries will be released. As far as possible I've kept the software apart from the scenario, so that people can create there own new world without having to learn C. Cantrip has a simple command language which can be included in any text, such as room descriptions. The inital adventure is not very large but shows how the commands can be used to build up various puzzles and effects.
I'll post it as soon as I can.

--
,Kenneth.
K.Cameron@uk.ac.edinburgh kenneth@uk.ac.ed.cs.tardis

1484. Re: Can my program find its name?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-24 23:27:22 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb24.232722.26936@informatik.uni-erlangen.de>
Source record: 49022

apratt@atari.UUCP (Allan Pratt) writes:

>We *have* thought about solutions. That's what the extended argument
>passing spec is for. It's pretty widely accepted, I think. It's the same
>as the MWC method, using ARGV= in the environment, except (A) there is no
>information about file handles (you can find out other ways), and (B) there
>is a special value in the "length" byte of the command line to tell you the
>environment's ARGV= is valid.

>I will try to find the extended argument spec document and post it again.

>==
Fine! Now, if the Desktop would use this XARG method... as far as I know,
it does not in TOS 1.0 - 1.6. Any changes in TOS 2.05? If you could
post those specs again, I'd be very thankful!

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1485. Re: g++ Part comment, part question.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-25 01:43:54 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Feb24.204354.8674@uwovax.uwo.ca>
Source record: 49024

> OK, so it's possible to compile GCC/G++ on the ST if you have the time (:-)
> But is it also possible to compile EMACS ?

Yes.

> And/Or has anyone made an attempt to get emacs running under mint, taking
> advantage of this new environment ?

Someone wrote to me a while back and said he had done this -- he also said
it was very easy to do with the MiNT library (although he didn't define
"very easy" :-). I forget his name, though -- if you see this message and
you have a version of emacs that works under MiNT, please send it to
atari.archive!
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

1486. Re: Putting TOS 1.0 on disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-25 01:51:15 UTC
From: baffoni@aludra.usc.edu
Message-ID: <15233@chaph.usc.edu>
Source record: 49023

In article <3943.27c5c756@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>Ok, this might have come up before, but I thought I would ask.
>
>Since I upgraded to TOS 1.4, is it possible to put 1.0 on a disk, and make
>it so I can boot up with 1.0 if I need to? (I own both, so there wouldn't
>be anything illegal, would there?)

>There are a few games that I would like to play, that I can't now that I've
>upgraded.

One solution that I've seen is one that Steve La did - he took a
2-chip TOS1.4 and put that into his 6-ROM machine. Then with a clip here,
a switch there and trace there he put a 2-chip TOS1.2 (or was it 1.0?) in
and viola - a switchable 1.0 to 1.4 machine. However, he told me he would
post the docs on how to do this, but I haven't seen them anywhere. Steve,
if you are still reading the net, have you found the docs? If so, can you post
them, or if you did, where'd ya put them?

>
>Thanks.......
>
>---
>Ryan 'Gozar' Collins Question for IBM Users: rlcollins@miavx1.BITNET
> |||| Power Without How DO you move/copy a rc1dsanu@miamiu.BITNET
> / || \ The Price!! Subdirectory? R.COLLINS1 on GEnie
>---
^^^^^^^^^^^^^^^
The only way _I_ know of is to use Xcopy....

-Mike

1487. Re: Putting TOS 1.0 on disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-25 03:55:51 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <4478@eastapps.East.Sun.COM>
Source record: 49025

```
(Juxtaposer) writes:
=(Ryan 'Gozar' Collins) writes:
==Ok, this might have come up before, but I thought I would ask.
==
==Since I upgraded to TOS 1.4, is it possible to put 1.0 on a disk, and make
==it so I can boot up with 1.0 if I need to? (I own both, so there wouldn't
==be anything illegal, would there?)
==There are a few games that I would like to play, that I can't now that I've
==upgraded.

Disk loadable versions of tos < (1.4,1.6,etc) would be nice. I'd like
to play StarRaiders on my Mega/Ste... :-(

Joe
-=-
```

1488. Adjusting the SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-25 04:53:33 UTC
From: ehood@paris.ics.uci.edu
Message-ID: <27C8984D.9979@ics.uci.edu>
Source record: 49026

Is there anyway to adjust the vertical height on a SM124? The monitor has
no visible buttons on the outside to make the adjustments.

I would like to know if it could be done, because images look slightly
scrunched on the screen.

Earl
reply to ehood@paris.ics.uci.edu
--
Earl Hood (UC Irvine) ------------------------------> ehood@paris.ics.uci.edu

1489. Re: Putting TOS 1.0 on disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-25 08:47:53 UTC
From: hb9zz@bernina.ethz.ch
Message-ID: <1991Feb25.084753.23619@bernina.ethz.ch>
Source record: 49028

If you have an harddisk you can use the Quick TOS prg. It is a utility which boots the TOS.IMG file from your HD. Very fast. You need also the orig. TOS 1.0 disk version. It is probably available at your nearest atari dealer.
Quick TOS is in the atari/utilities dir. in the terminator ftp server.

BTW does somebody have a TOS relocation routine? I'm actualy working on some modif. on the TOS 1.6 and I've enougth of burning EPROMs all the time...

Ciao everybody --- Rick

1490. Re: Adjusting the SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-25 13:00:01 UTC
From: chuck@mrcnext.uiuc.edu
Message-ID: <chuck.667486801@mrcnext>
Source record: 49029

ehood@paris.ics.uci.edu (Earl Hood) writes:

>Is there anyway to adjust the vertical height on a SM124? The monitor has
>no visible buttons on the outside to make the adjustments.

>I would like to know if it could be done, because images look slightly
>scrunched on the screen.

>Earl
>reply to ehood@paris.ics.uci.edu
>--
>Earl Hood (UC Irvine) ------------------------------> ehood@paris.ics.uci.edu
---
hoho, you're in for some fun
you hve to do that on the inside. get some plastic tv adjustment
tools fromradio shark or someplace. open the monitor case and look down
onto the main board. they're all labeled pretty clearly (bunch of
little white potentiometers, and one adj. inductor, for which you will
need a plastic hex head tool).
--
---
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

1491. Re: mouse button problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-25 17:29:02 UTC
From: eudyeudy@bluemoon.uucp
Message-ID: <4eqXX2w163w@bluemoon.uucp>
Source record: 49030
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

lloyd@prlhp1.prl.philips.co.uk (Phil Lloyd) writes:

>
>
> I'm sure this is not a new problem, but it's new to me and perhaps someone ca
> help.
>
> The mouse supplied with my Atari ST has started to play up. The problem's wi
> the left-hand button, which more often than not doesn't respond. Pushing
> harder can make it work, but double clicking is just about impossible.
>
> The microswitch itself works fine, as the mouse can be operated without its
> cover, and no problems occur. Also, the button mechanics in the top of the
> mouse look OK as far as I can tell.
>
> This leads me to believe some misalignment has developed between the plastic
> bit you press, and the switch itself.
>
> Does anyone have any experience of such a problem, and (I hope) know of a
> solution?
>
> Email responses would be fine.
>
> Thanks
>
> Phil Lloyd

I have also had this problem with my ST mouse....one way I fixed it ws to
take it apart a
and where the micro switch is glue a small piece of plastic from a model
on the switch or the rod coming out of the left mouse side. There might
also be a problem that the case isn't down tight enough on the mouse so
tighten up the screws first and see if it is snapped down before you glue
anything on to it..

Hope this helps

Scott D. Eudy
Vice President Explorer Post 891
eudyeudy@bluemoon.uucp

All opinions are mine, not yours!

1492. Re: Questions about Xformer, by D. Mihocka

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-26 00:05:21 UTC
From: darekm@microsoft.UUCP
Message-ID: <70885@microsoft.UUCP>
Source record: 49032
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.st.tech

In article <1991Feb18.231801.12060@rodan.acs.syr.edu> jfbruno@rodan.acs.syr.edu (John Bruno) writes:
>Perhaps someone can answer these questions about Darek Mihocka's (Hope I got
>the spelling right...) 8-bit emulator Xformer?

John, I posted a long message to this topic a few weeks ago that will answer any other questions you may have about Xformer. Sorry I don't have a copy of it around, so if anyone has a copy, please forward it to John.
There are 3 versions of Xformer available: ST Xformer (for the ST and STE), TT Xformer (for the TT) and PC Xformer (for MS-DOS). The TT Xformer and PC Xformer have not been released yet. TT Xformer runs too slow for my liking, and PC Xformer is waiting for approval from Atari Corp since the original agreement was only valid for use on the ST.

> 1) What are the pinouts for the Xformer cable (to hook up the 8-bit's drive)?

The pinout and instructions are included in the Xformer manual. You can get a copy from me or from BRE software in California. (They have ads in magazines). Only supported in the ST version.

> 2) How does Xformer handle input from the joysticks? Are all 4 of the 8 bit's
> joysticks supported? Are only two? Do they plug into the ST's Mouse and
> joystick port? How about the "Paddles"?

2 joysticks, exactly like the 130XE and 800XL. No paddles. Not supported in the PC version.

> 3) How well does it do with disk based copy protected games? Does the
> "virtual floppy support" (files on hard disk) support disk based copy
> protection?

THe Xformer Cable will handle some, but not all, copy protected disks. Virtual floppy disks do not support copy protection unless you know of some way to transfer a copy protected disk over to the ST.

> 4) How fast is it compared to a normal 8-bit?

ST version: 40%-50% normal speed. TT version: 80%-90% normal speed.
PC version: 20%-500% (depending on the processor: 8088, 8086, 286, 386, 486).

> 5) Could someone post the source code for Xformer 2.55 to terminator (Darek
> said it's now PD and is on Genie, but I don't have an account there. Has
> it made it to Compu$erve, or anywhere else I can get it?

That source code is now old due to version 2.6. What do you really intend to do with it? I'm still waiting to hear back from the guy in Toronto who is porting it over to GFA Basic.

> 6) Has anyone tried M.U.L.E. or Seven Cities of Gold on it yet? If so, how
> did they work?

The copy protected versions do not work.

- Darek

1493. need more help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-26 06:58:56 UTC
From: rodent@netcom.COM
Message-ID: <25859@netcom.COM>
Source record: 49031

Pardon me, I'm the fellow with a TT and little Atari experience.

1) I'm still looking for a ramdisk that works on the TT. Atari sent me
one without instructions, "external 2" gives me two bombs.
No ftp access. Does anyone KNOW a TT-compatible one?

2) I need to switch from using the CON:sole text output to using the
VDI routines. How can I set the "background" color of the text (using
v_gtext to write text)? What VDI command(s) will replace the scrolling
action of the console? I couldn't find any "ScrollRaster" function.
And: how do I set the color of the screen that appears at the bottom when
you scroll up? It always wants to be black (0).

3) Are there any big problems in moving from MWC to Lattice (in case
anyone has done this already)?

Thanks, dear folks.

Ben@VersaSoft, makers of dBMan.

1494. PLCC Sockel

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-26 07:56:49 UTC
From: hades@uni-paderborn.de
Message-ID: <1991Feb26.075649.24770@uni-paderborn.de>
Source record: 49033
Cross-posted to: dnet.atari,comp.sys.atari.st.tech

Ich habe seit einiger Zeit immer wieder Probleme damit, dass mein 1040
aus heiterem Himmel abstuerzt. Angefangen hat die Geschichte wohl damit,
dass ich ihn auf 2.5 MB aufruesten liess -- ein Bekannter loetete
modifizierte Sockel auf die zweite RAM-Bank, die seither 16 Siemens
RAM-Bausteine mit 70ns Zugriffszeit enthaelt. Ein paar Monate spaeter
baute mir ein anderer Bekannter (ich selbst bin *kein* Hardware-Bastler)
Eproms ein, damit ich zwischen meiner alten Betriebssystemversion und
KAOS-TOS umschalten kann.

Nach dem letzten Umbau fing mein Rechner an, immer haeufiger auszufallen,
was schliesslich damit endete, dass er ueberhaupt nicht mehr lief. Auf
dem Transport nach dem Einbau der Eproms musste sich wohl Feuchtigkeit
in den Rechner geschlichen und dort ein paar Kontakte oxidiert haben.
Nach Reinigung der #%$@ PLCC-Sockel und der Bausteine darin -- ich
glaube, das sind MMU und GLUE -- bequemte sich der Rechner dazu, erneut
seine Arbeit zu verrichten. Die Freude waehrte jedoch nur kurz, und die
Frequenz der Reinigungsprozeduren stieg dramatisch an.

Als es soweit kam, dass der Rechner nur noch stundenweise durchhielt,
entschloss ich mich, noch ein paar Maerker fuer neue PLCC-Sockel zu
investieren. Nach einigem Warten besorgte mir der erste Bekannte zwei
Sockel, deren Beinchen dann erst noch in muehseliger Handarbeit auf das
Raster des Atari zurechtgebogen werden mussten.

Um zum Ende zu kommen: Seit drei Wochen habe ich die neuen PLCC-Sockel
jetzt drin. Der Rechner laeuft auch, stuerzt jedoch sporadisch -- mit
null bis n+1 Bomben -- ab. Die Ursache muss noch irgendwo in der Hardware
sitzen, da es voellig egal ist, welche Programme ich laufen lasse -- mit
einer Ausnahme: ein RAM-Testprogramm kann ich waehrend der Nacht laufen
lassen, ohne dass irgendein Fehler auftritt. Wenn ich aber meinen
bevorzugten TEMPUS-Editor starte oder auch nur mit FCOPY eine Diskette
formatiere, dann muss ich jederzeit mit einem Absturz rechnen.
Es ist dabei einerlei, was fuer Accessories oder residente Programme ich
lade oder auf welche TOS-Version ich umgeschaltet habe.

Nun ein paar Fragen:
- Hat jemand schon einmal etwas Aehnliches erlebt?
Falls ja, hat er das Problem zuverlaessig beheben koennen?
- Koennten diese Abstuerze evtl. durch anderweitige Bausteine meines
Rechners verursacht werden?
- Koennte es ein Waermeproblem sein? (Es ist allerdings egal, wie
lange der Rechner lief, er kann jederzeit abstuerzen.)
- Wuerden Klammern auf den Sockeln helfen?
Falls ja, kennt jemand eine gute Quelle fuer solche Klammern?

Jedweder Ratschlag ist willkommen. Ich moechte aber nicht die GLUE oder MMU nochmal aus den neuen Sockeln holen, wenn ich nicht sicher sein kann, dass das Problem dadurch wirklich behoben wird! Ausserdem moechte ich nicht mehr allzuviel Geld in diesen Rechner investieren. Eine neuer GLUE oder eine neue MMU kaemen also nicht mehr in Frage.

Freundliche Gruesse,
Hans-Detlef Siewert

--
/**\ Hans-Detlef Siewert, CS student at UGHS Paderborn
* * hades@uni-paderborn.de
* * ...!uunet!unido!pbinfo!hades
**/ (old: hades@pbinfo.uucp)

1495. Re: Re: g++ Part comment, part question.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-26 10:29:18 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Feb26102918@ghiggins.hpl.hp.com>
Source record: 49036

++ I really hate that I can't press CTRL-G in emacs (under MGR),

This bit me for a while until I tracked it down --- it is a "feature" of 'vt52.prg'. ^G is defined as an abort character, which causes it to drop out the whole caboodle. Try recompiling vt52.c in your mgr sources, assigning a different character to the abort. I am successfully using 'me.tos' inside an mgr window with something like the following (ksh) function ...

```
function ved()
{
vt52 me.tos ${1}
echo '\014'
}
```

Question --- has anyone succeeded in getting mgr to recognise any of the ST cursor keys, or the HELP/UNDO keys?

I have another question. With a machete, I rejigged 'zmdm' to run under mgr (removing the screen memory calls and anything else I thought might interfere with mgr), and it works, but whilst it is connected to the RS232 port, mgr/mint/kshv4 (something, somewhere in that trio) prevents me both from opening other windows (can't get a pty) and from doing anything in another already-existing window (cannot fork, try later). Could anyone hazard a guess as to whether it's something I did to the zmdm code, or whether there's something else that's biting me.

I redid the whole thing as an mgr application, using mgr library calls, but I suspect that m_setup() remaps the ports 'cos I can't get any characters out of the rs232 port, I wonder if Bconstat(rs232) is actually checking the rs232 port? Bconstat(console) seems to work OK.

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gjh%ghiggins@hpl.hp.co.uk
Bristol | gjh%ghiggins@hplb.hpl.hp.com
U.K. |

Disclaimer: My opinions above are exactly that, mine and opinions.

1496. Re: PLCC Sockel

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-26 13:29:15 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb26.132915.18360@informatik.uni-erlangen.de>
Source record: 49035
Cross-posted to: dnet.atari,comp.sys.atari.st.tech

hades@uni-paderborn.de (Hans-Detlef Siewert) writes:

[German description of problems after memory expansion]

First of all, this is an English-speaking community. Please don't post
German articles in c.s.a.s.tech - most people won't understand you.

Referring to your problem, read the letters to the editor section
in the March 'ST-Computer'. It tells you something about weak
bus drivers that sometimes have to be replaced when expanding
memory. Maybe this helps.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1497. Re: MMU numbers ....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-26 14:08:40 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.91Feb26140840@zappa.FtCollins.NCR.com>
Source record: 48925

RE: Which MMU's can go to 4 megs.

From the ZRAM upgrade docs:
If your machine's MMU has a part number of: CO25912-38 it WILL handle
a memory upgrade. I don't remember the number of the bad MMU.

If you need a new one both B&C Computervisions and Best Electronics
(Both located in CA, I believe) have them in the $25-$35 range.
I bought one from B&C and it works.
--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * (303) 223-5100 X-319 */
/***/
Fortune:
Q: Why did the tachyon cross the road?
A: Because it was on the other side.

1498. Re: Can my program find its name?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-26 14:17:38 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.91Feb26141738@zappa.FtCollins.NCR.com>
Source record: 48932

>huh, there is already a solution. if your compiler/shell does'nt
>support the atari or mwc extended command line conventions, complain

Where is this documented?

I don't use mwc and I'm not an official Atari developer, but I do have
a substantial amount of technical docs on the ST from third party
sources and this topic isn't covered.

Does this mean I'm not allowed to program my ST anymore? :^) :^)

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * (303) 223-5100 X-319 */
/***/
Fortune:
Q: Why did the tachyon cross the road?
A: Because it was on the other side.

1499. Wanted: vortex HDplus harddisk driver

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-26 15:14:31 UTC
From: qiu@inf.ethz.ch
Message-ID: <26287@neptune.inf.ethz.ch>
Source record: 48921
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.st

I bought vortex HDplus for my Atari ST4 before. I have some programs
for this kind of hard disk, but, I don't have vortext hard disk driver
programs (for example, VHDPLUS.PRG and HDPLUS.OVR). If anyone knows
where I can get it, please let me know. I would be very grateful.

Thanks in advance!

---- Yonggang
~~~~~~
Yonggang Qiu
Institute for Information-system | e-mail: qiu@inf.ethz.ch
ETH-Zentrum | phone: (41-1) 254 7223
CH-8092 Zurich,Switzerland | fax: (41-1) 262 3973
~~~~~~

1500. Re: PLCC Sockel

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-26 17:43:26 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <1991Feb26.124342.3386@news.cs.indiana.edu>
Source record: 49037

I don't think that people should be discouraaged from posting in German or other languages. None-the-less, many more people will understand messages in English.

1501. Re: Can my program find its name?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-26 20:26:05 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb26.202605.13316@jato.jpl.nasa.gov>
Source record: 49038

In article <2845@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>>BTW, the missing argv[0] in TOS programs really hurts sometimes.
>>Sure, it's a design failure you are not responsible for, but it
>>might be worth it thinking about solutions.
>
>We *have* thought about solutions. That's what the extended argument
>passing spec is for. It's pretty widely accepted, I think. It's the same
>as the MWC method, using ARGV= in the environment, except (A) there is no
>information about file handles (you can find out other ways), and (B) there
>is a special value in the "length" byte of the command line to tell you the
>environment's ARGV= is valid.
>
>I will try to find the extended argument spec document and post it again.

Have you considered the MS-DOS method: The ENV string block ends with 2 nulls,
after which is the program name and another null?

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1502. Re: Ram expansion for 520STM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-26 20:30:20 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb26.203020.13466@jato.jpl.nasa.gov>
Source record: 49039

In article <1991Feb22.123840.28812@newcastle.ac.uk> P.A.Wilson@newcastle.ac.uk (P.A.Wilson) writes:
>
> I will soon need to upgrade my old TOS 1.0 520STM to possibly 2.5Mb, it
>has already been upgraded to 1Mb using piggy-back chips by its previous
>owner. This is fine, but when I asked some companies if they would do
>the bigger upgrade they threw their hands up in horror and said that due
>to the piggy back mod., they could not possibly consider even taking the
>top off the machine !.
>
> I would therefore like very much to know if anyone has discovered a
>company who WILL do the work, preferrably within the UK, or someone who
>can supply a good kit that I could fit myself.
>
I installed the Zubair Z-ram in my machine, and it works fine, even though I've also got a 1/2 meg piccyback upgrade, now disabled. But the Zubair MMU adapter overlaps the 68000 a little bit, so installing something like PC-SPEED or AT/SACK is impossible. I understand there's another upgrade, similar to Zubair's that doesn't suffer from the too-big-adapter-board disease.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1503. Re: g++ Part comment, part question.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-26 21:45:39 UTC
From: entropy@ai.mit.edu
Message-ID: <ENTROPY.91Feb26154539@wookumz.ai.mit.edu>
Source record: 49040

In article <GJH.91Feb26102918@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
I have another question. With a machete, I rejigged 'zmdm' to run under mgr (removing the screen memory calls and anything else I thought might interfere with mgr), and it works, but whilst it is connected to the RS232 port, mgr/mint/kshv4 (something, somewhere in that trio) prevents me both from opening other windows (can't get a pty) and from doing anything in another already-existing window (cannot fork, try later). Could anyone hazard a guess as to whether it's something I did to the zmdm code, or whether there's something else that's biting me.

The problem is zmdm is taking up all of memory. Use the 'limit' program distributed with MiNT and it should work OK. For example:

```
limit -m 512k zmdm.ttp
```

By the way, has anyone noticed that certain programs (such as the CPM emulator) completely ignore 'limit' and snarf all of memory anyway?

entropy

1504. MGR questions (was Re: g++ Part comment, part question.)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-27 01:30:39 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Feb26.203039.8692@uwovax.uwo.ca>
Source record: 48891

In article <GJH.91Feb26102918@ghiggins.hpl.hp.com>, gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>
> ++ I really hate that I can't press CTRL-G in emacs (under MGR),
>
>
> This bit me for a while until I tracked it down --- it is a "feature" of
> 'vt52.prg'.

It's a bug. Mea culpa. Your solution (recompiling vt52.c) should work admirably.

> Question --- has anyone succeeded in getting mgr to recognise any of the ST
> cursor keys, or the HELP/UNDO keys?
>

Nope. The best you could do is write a program that uses Keytbl() to remap those keys to something else before running mgr. The reason is that mgr only passes the lower 8 bits of characters to applications, so HELP etc. all get mapped to ^@.

> I have another question. With a machete, I rejigged 'zmdm' to run under mgr
> (removing the screen memory calls and anything else I thought might interfere
> with mgr), and it works, but whilst it is connected to the RS232 port,
> mgr/mint/kshv4 (something, somewhere in that trio) prevents me both from
> opening other windows (can't get a pty) and from doing anything in another
> already-existing window (cannot fork, try later). Could anyone hazard a guess
> as to whether it's something I did to the zmdm code, or whether there's
> something else that's biting me.

Sounds like something is grabbing all of memory. Does zmdm use Malloc(-1L) to allocate a buffer, by any chance? You could try using "limit" to restrict the amount of memory it will steal.

> I redid the whole thing as an mgr application, using mgr library calls, but I
> suspect that m_setup() remaps the ports 'cos I can't get any characters out of
> the rs232 port, I wonder if Bconstat(rs232) is actually checking the rs232
> port? Bconstat(console) seems to work OK.
>

No, Bconstat(rs232) should always talk to the rs232 port under MiNT. The console (BIOS device 2) is the only one that is ever re-mapped. It is true that m_setup() does a _binmode(1) call, so all stdio stuff is in binary mode. However, I can't zmdm using the stdio package for I/O! The only other thing I can think of is that zmdm might be getting some sort of job control signals from the terminal; if you want to be sure, you might

try opening "AUX:" and then using ioctl() to set the process group of
the rs232 port to the process group of zmdm.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

1505. Re: communications software with VT100 emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-27 12:24:19 UTC
From: remy@gem.stack.urc.tue.nl
Message-ID: <156@gem.stack.urc.tue.nl>
Source record: 48894

Hi, besides Uniterm there's another vt-100 emulator which is very good.
It's only vt-100 but it has all, I mean ALL! the features of vt-100.
It's called PC-Intercom, I think I got version 3.03 (very old). If You want
I can E-mail it to you.

Bye,
|-----------------------|
Remy Wetzels | Alias Remy Mindcrime |
| Alias ls -b Order Beer|
"The Criminal Mind found at the Scene of the Crime"| Alias rm -b Drink Beer|
" Handcuffed and Blind, I didn't do it... "| Alias ftp b Buy Beer |
| Alias Beer Brand Beer|
"I don't believe in Love"-Queensryche |-----------------------|

==========
Email: Internet: remy@gem.stack.urc.tue.nl Bitnet: rcstack1@heitue5
remy@amice1.stack.urc.tue.nl rcstack2@heitue5
remy@amice2.stack.urc.tue.nl
rcstack@urc.tue.nl (If not reachable from the above)
Computer Association STACK, Computing Centre RC 1.58,
Eindhoven University of Technology, POBox 513, 5600 MB Eindhoven, Holland.

1506. TT Memory upgrade, cache and graphic board

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-27 12:38:21 UTC
From: rdjeline@faui09.informatik.uni-erlangen.de
Message-ID: <rdjeline.667658301@faui09>
Source record: 48892

Hello !!

It is a long time ago, since i tried to get some information
from ATARI Corp. and other companies about memory upgrade, cache
(MAXON promised one) and graphic expansion (ATARI talks about one)
Nothing happened then. So my question is: What about you ??
Do you know sources where I can get this Hardware from ??
I WANT 26MB INTERNAL RAM !! I WANT MY 16 OR 32KB CACHE !!!
I WANT BETTER GRAPHICS !! I WANT I WANT ... AND I WANT IT ON MY TT !!
Ok I know ther are UNIX - machines at the same cost (I have the TT
because of UNIX) but I`m an ATARI-fool so never mind !
Thanks for information .

FAX: 49 911 794788

1507. MSDOS & SUNSparc1

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-27 13:29:04 UTC
From: brad@bcars241.bnr.ca
Message-ID: <1991Feb27.132904.748@bigsur.uucp>
Source record: 48893

Possibly someone out there has experience coaxing Atari ST compatible diskettes out of a SUNSparc station 1. I've installed MTOOLS, which supposedly does MSDOS compatible diskettes. I was under the impression that this format was very close to Atari`s. But beyond being able to read the directory and the first few bytes of any file, there doesn't seem to be much I can do with a disk made this way. I tried formatting on both the SUN and the Atari, and the disks work fine on the SUN. Same problem as above though when I put the disk into the ST.

Now, I had to reconfigure the kernel on my machine, hunt down manual entries galore and try every sneaky way to get the disks to work. Right now the only other step I can see is to either change the source to MTOOLS for full Atari compatibility, or to write a driver for the Atari that reads MSDOS and writes Atari. Any better ideas? Anybody know of tools like this that already exist?

brad@bnr

1508. Re: Adjusting the SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-27 15:58:38 UTC
From: schultzd@papa.egr.msu.edu
Message-ID: <1991Feb27.155838.8211@msuinfo.cl.msu.edu>
Source record: 48895

In article <27C8984D.9979@ics.uci.edu>, ehood@paris.ics.uci.edu (Earl Hood) writes:
|>
|> Is there anyway to adjust the vertical height on a SM124? The monitor has
|> no visible buttons on the outside to make the adjustments.
|>
|> I would like to know if it could be done, because images look slightly
|> scrunched on the screen.
|>
|> Earl
|> reply to ehood@paris.ics.uci.edu
|> --
|> Earl Hood (UC Irvine) ------------------------------> ehood@paris.ics.uci.edu

To do this mod, you have to take the casing off the monitor. There are screwdriver adjustable
pots inside that are, for the most part labeled. You'd probably want a plastic-handled, well-insulated screwdriver for this (JUST IN CASE YOU LAY THE DAMN THING AGAINST SOMETHING NASTY!!!!!)

--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ "Just gimme a STacy laptop!" / | \

1509. Mouse problems in a deskacc

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-27 16:39:45 UTC
From: waal@cwi.nl
Message-ID: <3044@charon.cwi.nl>
Source record: 48896

Hi,

I have a problem with a deskacc that I have written, and I can't find any clue on what I am doing wrong here. I would appreciate any feedback on this.

The source of the main program loop is included at the end of this message.

The main part of the program is a dialog that is handled in the function do_main_dialog. It draws a dialog box on the screen and waits until a button is pressed. We need to consider only two buttons that can be selected: PLAY1 and INFO.

If PLAY1 is selected, the mouse is changed to the BusyBee (or Hourglass) form, switched on, and after some time (and some actions on the MIDI port) switched off again. Then the PLAY1 button is deselected and the main dialog starts all over again.

If INFO is selected, a new dialog box is drawn over a part of the main dialog box. Clicking the OK button in this info dialog (see the function do_info_dialog), deselects the OK button, removes the info dialog from the screen and returns to the main dialog.

The problem is: As long as I do not use the INFO dialog in the deskacc version everything works correctly. If I select the INFO button once, however, then the arrow does not change anymore into a BusyBee when selecting PLAY1. Instead the arrow disappears, and returns as an arrow after the MIDI actions are finished. In the Desktop PRG version, this problem does not occur.

I am using GCC 1.37 for compiling, but I do not expect that this is a compiler problem (since the PRG version works flawlessly). I also do not think that the problem is in redrawing the main dialog after an info dialog. If I force the main dialog not to redraw after an info dialog (changing the code in place "ref1" to redraw_needed=0), gives a lot a trash on the screen, but still the same disappearance of the mouse as in the original version.

==
Peter de Waal, CWI, P.O. Box 4079, 1009 AB Amsterdam, The Netherlands
Tel: +31 - 20 592 4167. Electronic Mail: waal@cwi.nl
==

====START OF SOURCE====

```
void
do_info_dialog()
```

```
{
/* compute the dimensions of the dialog box, etc. */
objc_draw(infotree, 0, MAX_DEPTH, ixstart, iystart, iwidth, iheight);
graf_mouse(ARROW, 0x0L);
graf_mouse(M_ON, 0x0L);
form_do(infotree, 0);
graf_mouse(M_OFF, 0x0L);
desel_info_obj(OKINFO);
/* deselects the OK button in the info dialog */
}

void
do_main_dialog()
{
int exitcode, exit, redraw_needed;

exit = 0;
redraw_needed = 1;

graf_mouse(M_OFF, 0x0L);

while ( ! exit ){

graf_mouse(ARROW, 0x0L);
if ( redraw_needed ){
objc_draw(reverbtree, REVERB, MAX_DEPTH, xstart, ystart, width, height);
}
graf_mouse(M_ON, 0x0L);
exitcode = form_do(reverbtree, 0) & 0x7fff;
graf_mouse(M_OFF, 0x0L);

switch(exitcode){
case PLAY1: graf_mouse(HOURGLASS, 0x0L);
graf_mouse(M_ON, 0x0L);
play1(); /* some MIDI stuff */
graf_mouse(M_OFF, 0x0L);
desel_reverb_obj(PLAY1);
/* deselects play button */
exit = 0;
redraw_needed = 0;
break;
case INFOBUT: do_info_dialog();
desel_reverb_obj(INFOBUT);
/* deselects info button */
exit = 0;
redraw_needed = 1; /* ref1 */
break;
default: exit = 1;
}

}
}
```

1510. Re: Questions about Xformer, by D. Mihocka

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-27 19:17:48 UTC
From: pegram@kira.UUCP
Message-ID: <1991Feb27.191748.19452@uvm.edu>
Source record: 48904
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.st.tech

From article <70885@microsoft.UUCP>, by darekm@microsoft.UUCP (Darek MIHOCKA>

> ST version: 40%-50% normal speed. TT version: 80%-90% normal speed.

Rather interesting comparison - so 486s eat 030s. Too bad about the
640K though 8-). I run up against it far too often at work, TGFU (thank
god for Un*x). Even my 2.5 Meg ST does better, w/o expensive third
party memory allocation libraries 8-). Now if only TOS and DOS could
get away from 8.3 file names.

> PC version: 20%-500% (depending on the processor: 8088, 8086, 286, 386, 486).
>
>> 5) Could someone post the source code for Xformer 2.55 to terminator (Darek
>> said it's now PD and is on Genie, but I don't have an account there. Has
>> it made it to Compu$erve, or anywhere else I can get it?
>
> That source code is now old due to version 2.6. What do you really intend to
> do with it? I'm still waiting to hear back from the guy in Toronto who is
> porting it over to GFA Basic.

HA,HA,HO,HO..... and he wanted to speed it up 8-) 8-).
The original is in assembler and C - right Darek??
GFA Basic *was* a lifesaver for me, but..... this?!

> - Darek

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1511. The format of Mac disks and Spectre disks

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-27 19:17:51 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <4014.27cbbf8f@miavx1.acs.muohio.edu>
Source record: 48898

Does anyone know where to find out the format for Spectre disks? And also the format of a real Mac disk? I've ask in comp.sys.mac.programmer for the specifications of a Mac disk, but have received not a single rpely or followup to my original post. I've checked the library at school and couldn't find anything either.

I downloaded the file specstuf.lzh from atari.archive. It has a program that can format a 720k MFM Mac disk on the Atari that you just stick into a Mac with a HDFD and it reads it no problem. (This is without any extra software one the Mac end.)

I would really like to figure out the different formats, so maybe I could write some sort of conversion prg that would convert from mac<->spectre<->ST.

Any help would be appreciated.

Ryan 'Gozar' Collins Question for IBM Users: rlcollins@miavx1.BITNET
|||| Power Without How DO you move/copy a rc1dsanu@miamiu.BITNET
/ || \ The Price!! Subdirectory? R.COLLINS1 on GEnie

1512. Re: MSDOS & SUNSparc1

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-27 20:44:54 UTC
From: andy@jarthur.Claremont.EDU
Message-ID: <10997@jarthur.Claremont.EDU>
Source record: 48897

In article <1991Feb27.132904.748@bigsur.uucp> brad@bcars362.UUCP (Brad Shapcott) writes:

>Possibly someone out there has experience coaxing Atari ST compatible
>diskettes out of a SUNSparc station 1. I've installed MTOOLS, which
>supposedly does MSDOS compatible diskettes. I was under the impression that
>this format was very close to Atari`s...

[misc deleted...]

> Right now the only
>other step I can see is to either change the source to MTOOLS for full Atari
>compatibility, or to write a driver for the Atari that reads MSDOS and writes
>Atari. Any better ideas? Anybody know of tools like this that already exist?

Actually, it's quite easy. As you said, the MS-DOS and Atari disk formats
are very close; all that differs, in fact, is the boot sector. All you have
to do is write an MS-DOS boot sector onto a standard ST disk (I use DC
Formatter 3.0 for this), and your disk should read and write okay on an
MS-DOS machine. Once you've done this, MTOOLS should be perfectly happy
with the disk. I've successfully transferred files between my ST and a Sparc
station like this several times.

Note, however, that disk must be formatted in standard format - 80 tracks, 9
sectors/track, and non-skewed (non-twisted).

-- Andy

Andy Gray andy@jarthur.claremont.edu
Platt Campus Center andy@jarthur.UUCP
Harvey Mudd College ...uunet!jarthur!andy
Claremont, CA 91711 agray@HMCVAX.BITNET

1513. Re: MSDOS & SUNSparc1

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-27 21:45:59 UTC
From: cliff@jarthur.Claremont.EDU
Message-ID: <11000@jarthur.Claremont.EDU>
Source record: 48899

In article <1991Feb27.132904.748@bigsur.uucp> brad@bcars362.UUCP (Brad Shapcott) writes:
>
>very close to Atari`s. But beyond being able to read the directory and the
>first few bytes of any file, there doesn't seem to be much I can do with a disk
>made this way. I tried formatting on both the SUN and the Atari, and the disks
>work fine on the SUN. Same problem as above though when I put the disk into
>the ST.
>
>brad@bnr

I think I know what your problem is. Mtools works fine going from ST -> SUN
but I had problems going from SUN->ST. The directories were intact, and so
was the first sector or so of info for each file but that was all. I think
that the problem is that one of the flags needs to be set when you compile
Mtools for use withthe ST.

Try compiling the init.c code with the DUP_FLAG set; it has something to do
with rewriting FAT tables. I haven't had a chance to give it a shot, so
I don't know if it works for sure. (There was some discussion about this
a few months ago, I beleive. Apparently this doesn't bother PC's.)

--Cliff
----
cliff@jarthur.claremont.edu | "Ted Striker? Never heard of him. Wait!
cliff@jarthur.uucp | That's not exactly true. We were like
...uunet!jarthur!cliff | brothers."
cstein@hmcvax.bitnet | --Buck Murdoch

1514. Need a little more info on Stacy Laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-27 21:57:24 UTC
From: schultzd@india.egr.msu.edu
Message-ID: <1991Feb27.215724.21969@msuinfo.cl.msu.edu>
Source record: 48901

OK, now that I have financial info on STacey, I need some technical info...

1.) Will the screen do all resolutions (if not, which ones)?
2.) Can the STacey be equipped with an internal modem (esp 2400bps) (VERY IMPORTANT!)
3.) Does the machine have any standard ports (printer, external disk, monitors, etc)
4.) In addition to the battery power supply, can it be plugged into a standard outlet?

5.) ANY THING ELSE????

--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ "Just gimme a STacy laptop!" / | \

1515. sickly 1040st nneds help!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-27 22:11:13 UTC
From: drp9500@isc.rit.edu
Message-ID: <1991Feb27.221113.3677@isc.rit.edu>
Source record: 48908
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have an Atari 1040st with a problem....

It seems that the damn thing wont boot ANYTHING from the floppy drive. The drive checks out fine (tried it on another machine), the controller chip is fine (replaced it). I just checked the power supply to see if THAT was the culprit, nope. Checked the power line into the drive just in case, hmmmmm I got 13 volts going to the drive instead of 12......I wonder....The drive is a Chinon model F-354 EAT (that's DSDD to the rest of us).

ROM chips (TOS 1.0) are fine. Boots off a hard drive just dandy.

If I try to boot from a floppy I get a low res screen, and then I open drive A and get 0 bytes in 0 sectors EVERY TIME!!! I get this even if there IS stuff on the disk. Autoboot disks, nope. Non-GEM disks, nope. If I do a show info...lock up.

HELP ME PLEASE.......I want my baby back

--
| "Trust, faith, understanding, reasonableness,& respect have been more|
| effective in tearing down a concrete wall than the barbed wire, |
| machine gun nest, bureaucracy, and mines were at keeping it up." |
| Just imagine what it could do to this bathroom. |

1516. Re: MSDOS & SUNSparc1

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-27 22:29:51 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Feb27.170257.13642@mailer.cc.fsu.edu>
Source record: 48900

In article <1991Feb27.132904.748@bigsur.uucp>, brad@bcars362.UUCP (Brad Shapcott) writes:
>
>Possibly someone out there has experience coaxing Atari ST compatible diskettes
>out of a SUNSparc station 1. I've installed MTOOLS, which supposedly does

I asked this question some time ago, here is the response I got:

In article <1991Jan24.222529.28498@mailer.cc.fsu.edu>,
boyd@mailer.cc.fsu.edu (Mickey Boyd) writes:
|> Could you please email/post which version of MTOOLS you are using, and
|> any
|> ifdefs you had to change to make it work (if any). Thanks!

I am using Mtools 2.0.3. No #ifdefs have to be changed. The current version
of Mtools and all the patches are available via anonymous ftp from
cerl.cecer.army.mil (129.229.1.101).

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

Hope this helps.
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein
---------------------------------+-------------------------------------

1517. Re: Adjusting the SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-27 23:05:25 UTC
From: chuck@mrcnext.uiuc.edu
Message-ID: <chuck.667695925@mrcnext>
Source record: 48902

>To do this mod, you have to take the casing off the monitor. There are screwdriver adjustable
>pots inside that are, for the most part labeled. You'd probably want a plastic-handled,
>well-insulated screwdriver for this (JUST IN CASE YOU LAY THE DAMN THING AGAINST SOMETHING
>NASTY!!!!!)

>--
> ||| David W. Schultz |||
> ||| uunet[!rutgers!mailrus]!frith!schultzd |||
---
also to note that one of the adjustments is an inductor----you will _need_ a plastic tool, or you will never get it right. putting a metal tool in there would make it an iron core inductor for the duration of the attempted adjustment
--
---
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

1518. Re: ST Roms

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-27 23:43:25 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Feb27.234325.3936@jato.jpl.nasa.gov>
Source record: 48903
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been poking around in the ROM with a disassembler, and have noticed some things that lots of other folks have probably also noticed. But attention could only improve them.

1. It's obvious that part of it was written in C and part in assembler. The parts that were written in C would be greatly improved simply by compiling them with a compiler having a decent optimizer. I don't know what quality optimizers are in existing ST compilers. But MetaWare has High C and Professional Pascal on 680x0 platforms -- it shouldn't be too great a trick to transport them to the ST. Probably the only way this will happen, though, is if Atari approaches MetaWare (408/429-META). The things one finds especially unpleasant about the present rom code are the complete lack of global common sub-expression elimination, especially array element references, and other just plain silly things that are almost completely local, such as "LINK 0" instructions.

2. The parts that were written in assembler would also benefit from being assembled with a better assembler. For example, the AssemPro assembler can be told to put references into PC relative addressing mode. There're lots of places where instructions have 32 bit addresses, but PC relative would work equally well.

3. Some of the stuff in assembler would benefit from simple things that a human must nonetheless do: all I/O addresses above $ffff8000 can be absolute short, because the hardware sign extends, that is, $ffff8800 can be coded $8800. Lots of little subprograms start "MOVE SR,-(SP)" and end "MOVE (SP)+,SR; RTS". They could instead end "RTE" or "RTR". There are a few places where one finds "MOVE.W #0,-(SP); MOVE.W #$xxx,-(SP)". These could be replaced by "MOVE.L #$xxx0000,-(SP)".

4. This isn't on precisely the same subject, but it wouldn't hurt to vector more of the intra-BIOS and intra-XBIOS calls. For example, I'd like to hook to a task scheduler at the point where FLOPRD goes into it's wait loop (What good is a DMA if the first thing you do after starting it is ask "hey, are you done? hey, are you done? hey, are you done? hey, are you done? hey, are you done? hey, are you done? hey, are you done? ... up to $60000 times)? If the intra-BIOS calls and GEMDOS-BIOS calls were vectored, one could replace FLOPRD, and not need to replace RWABS as well. Also, patches would be easier, when the inevitable bugs are found.

Is it reasonable at least to hope that the next ROM will be compiled with better tools, even if none of the expensive human-engineering intensive things are done?

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1519. Problem Monitor SM 124

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-28 03:30:34 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991Feb28.033034.9498@ncsu.edu>
Source record: 48905

I had recently posted a message about a problem
with a SM124 that kept blowing the fuses.
I got different opinions, but pretty obviously
they all pointed to the power supply

Some said it was one of the diodes on the vertical board
Question: What does the vertical board look like? and aprox
where is its location inside the case

Some said it was was a blown rectifier...either a diode or a
big capacitor open...
Question: Where are these parts located?

Also does anyone know of a supplier for parts for the SM124
It was manufactured by Goldstar in June 1985. As you can already
tell, I am trying to save on repair costs on a 6 year old monitor.

Thanks again,
Saurabh

1520. STe memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-28 07:37:12 UTC
From: pdel@ADS.COM
Message-ID: <{#?&1L*@ads.com>
Source record: 48906

I just picked up an STe and popped off the cover (voiding my warranty)
to check out whether I can upgrade to 4 meg like the dealer said without
any adapter.
The simms in there now look kinda funny, but that's only because I've
only seen Mac simms, I guess.
Can I just pop in some standard 1 meg simms like you can get from
Mac mail order places? I heard something about 120ns or better, is
that right?

Thanks for any help.

Peter D.

1521. Re: Need a little more info on Stacy Laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-28 09:04:08 UTC
From: sanchez@irisa.fr
Message-ID: <1991Feb28.090408.3242@irisa.fr>
Source record: 48907

In article <1991Feb27.215724.21969@msuinfo.cl.msu.edu>, schultzd@india.egr.msu.edu (David Schultz) writes:
|> OK, now that I have financial info on STacey, I need some technical info...

My brother bought one one month ago, so I was able to try it
|>
|> 1.) Will the screen do all resolutions (if not, which ones)?
No, only le monochrome one (HIRES 640x400)
But you cant use an external monitor to get the usual colour ones !

|> 2.) Can the STacey be equipped with an internal modem (esp 2400bps) (VERY IMPORTANT!)
I don't known, but as it equipped like the ST, it must be possible

|> 3.) Does the machine have any standard ports (printer, external disk, monitors, etc)
Just like the standard ST have

|> 4.) In addition to the battery power supply, can it be plugged into a standard outlet?
Actually, I would say, you must use an external power supply.

|>
|> 5.) ANY THING ELSE????
The LCD screen is very pleasant. (Bravo !)

hope it helps

--
Patrick SANCHEZ
INRIA-IRISA (Rennes) Campus de Beaulieu F-35042 Rennes Cedex FRANCE
PHONE : +33 99 36 20 00 ext 498 EMAIL : sanchez@irisa.fr

1522. Re: Mouse problems in a deskacc

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-28 16:29:59 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Feb28.162959.19598@informatik.uni-erlangen.de>
Source record: 48909

Simply delete all lines where you switch the mouse on and off via
graf_mouse; they are not necessary and, IMHO, cause the problems
you've described.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1523. clo

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-28 16:38:51 UTC
From: st113@jetson.uh.edu
Message-ID: <8669.27ccddbc@jetson.uh.edu>
Source record: 48910

Does anyone know David Small's E-mail address? If so please E-mail
it to me. Thanks in advance.

-Dennis

1524. Re: g++ Part comment, part question.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-28 18:32:52 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Feb28.133252.8714@uwovax.uwo.ca>
Source record: 48914

In article <ENTROPY.91Feb26154539@wookumz.ai.mit.edu>, entropy@ai.mit.edu (entropy) writes:
>
> By the way, has anyone noticed that certain programs (such as the CPM
> emulator) completely ignore 'limit' and snarf all of memory anyway?
>
There are two different flags for limiting memory: -M and -m. One of
them (I forget which) limits the amount of memory the process can Malloc;
the other limits the total amount of memory the process can have.
Some programs never use Malloc or Mshrink; they just keep all the memory
they're given on startup -- for them, you have to use the latter flag.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

1525. help with memory problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-28 18:38:42 UTC
From: dth@cs.brown.edu
Message-ID: <66678@brunix.UUCP>
Source record: 48912

I added 512K to my 520ST using the "piggyback" method. This worked
for a while until I notice problems with the added memory. It seems that one
of the memory chips likes to flip bits. I suspect that it is a refresh/
access speed problem. I am thinking of removing and replacing the problem
chip, but I have no idea how to identify it. The errors always occur at
a particular bit--I think it's bit 4 in a 16-bit word. Can someone post
a list of "what chip number goes with what bit"?

In the meantime, how do I disable the added memory from
software? I remember comming across a program that configures the ST
to use only the first 512K of RAM at bootup. Can someone point me to
a source, preferrably anonymous ftp?

I have some hints about adding memory using the piggyback
method. I had lots of problem getting the computer to boot from the
floppy disk until I added some buffers to the address and CAS/RAS lines.
Basically, I removed the resistors that are connected in series between
the address lines and the RAM chips and connected TTL buffers in between.
That fixed the boot problem, but I still have the "refresh" problem.

Dzung T. Hoang
dth@cs.brown.edu

1526. Re: Adjusting the SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-28 18:48:08 UTC
From: bergmann@az35.informatik.uni-stuttgart.de
Message-ID: <8751@ifi.informatik.uni-stuttgart.de>
Source record: 48913

To adjust the screen size of the SM124 you have to open the monitor (Note: The wire of the built-in loud-speaker is connected to the platine with a small socket which you've got to pull off to get the casing open).

Then you have to look for the points on the main board that are marked with "VSize" and "HSize" (Vertikal/Horizontal size). By using a (plastic) screwdriver, it is possible to readjust the screen size in both directions. This way I have enlarged the size of my monitor screen to a good extent. Finally you should adjust the focus (can't remember the name for it on the platine now, though) to get the picture sharp (this is always a compromise - either the edges are clear or the center) and eventually you should center the screen with HCenter (I think...).

It is all not that difficult, only you MUST BE *VERY* CAREFUL not to get a severe electric shock and end up as a little heap of ash on the carpet!!! There is high voltage in some places inside the boxing, and the fact that you have to switch the monitor on to adjust it doesn't make it easier!

The best way to do it is:
1. Switch it off and leave it for at least 30 minutes like this; also, pull off all wires;
2. Open the boxing and then connect it to the computer, THEN to the mains again;
3. Run something like a test screen with a rectangular pattern or a square that you can check the proportions;
4. Make your adjustments, then disconnect everything and WAIT for another 30 min. (the monitor contains conductors that keep a high voltage for a good while), then reassemble the whole lot again...

Good luck!!! (...and don't electrocute yourselves!!!)

Martin Bergmann / bergmann@ipvr.informatik.uni-stuttgart.dbp.de

1527. Re: STe memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1991-02-28 19:26:11 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Feb28.192611.873@abode.wciu.edu>
Source record: 48911

In article <{#?&1L*@ads.com> pdel@ADS.COM (Peter Delevoryas) writes:
>I just picked up an STe and popped off the cover (voiding my warranty)
>to check out whether I can upgrade to 4 meg like the dealer said without
>any adapter.
>The simms in there now look kinda funny, but that's only because I've
>only seen Mac simms, I guess.
>Can I just pop in some standard 1 meg simms like you can get from
>Mac mail order places? I heard something about 120ns or better, is
>that right?
>
>Thanks for any help.
>
>Peter D.
>
> Hi Peter,
Yes, you can use standard SIMM's either 1mx8's or 1mx9's. You
can use SIMM's as fast as 70ns or as slow as 120ns; but 80ns and 100ns will be
the easiest to find, and the best priced.
Remember not to remove the entire RF shield from the motherboard, just
the small RF shield covering the memory (between the power supply and the flopp
drive). Bye.....

Luis

--
"""
Luis Mark Outumuro III | "Well... you're damned if you do,
Computer Office Products 818/813-1051 | and you're damned if you don't!"
Infoline 818/813-1053 | - Bart Simpson, 1990...

1528. Re: Adjusting the SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-01 02:06:30 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar1.020630.23013@jato.jpl.nasa.gov>
Source record: 48915

In article <8751@ifi.informatik.uni-stuttgart.de>
bergmann@az35.informatik.uni-stuttgart.de (Martin Bergmann) writes:
>To adjust the screen size of the SM124 you have to open the
>monitor...
I got a monitor with the image tilted. If you carefully loosen the screws
clamping the deflection yoke to the picture tube neck, and TWIST the yoke
(but kon't slide it along the neck), you can correct this problem too.

In any case, observe the kind of safety precautions Bergmann outlined.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1529. Re: Ram expansion for 520STM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-01 05:24:42 UTC
From: qralph@dna.lth.se
Message-ID: <1991Mar1.052442.6564@lth.se>
Source record: 48918

Hi -
I saw the note about upgrading a 520 to 2.5Mb when it already has an extra .5Mb added.
Well... I am a friend of the guy who has the Atari shop in town, and I do the tricky business there. I have spent a few hours on 3-4 machines of that kind, to manually solder in 2 1Mx8 SIMMs in 520s with junk on top of the old chips. Put the CAS of those pigs to +5V, and then testing. No customer has come back with complaints. Just glue the SIMMs with silicon glue somewhere in the box.
Ralph

1530. PC Keyboards on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-01 07:53:18 UTC
From: clive@aldetec.oz.au
Message-ID: <357@aldetec.oz.au>
Source record: 48917

I have seen a news snippet in the UK Atari ST user group magazine that speaks of TWO companies offering magic boxes that allow the plugging of PC keyboards into the ST

They are DIVERSE DATA PRODUCTS - Miami (305) 651 2393
and ZUBAIR INTERFACES LTD - Lakewood (213) 408 6715

These phone numbers may be of interest to anyone out there interested...

My Question is - Are either of these companies on INTERNET as i would like to find out such tacky details as how much <and> how much to send to Australia <and> do they take VISA or MASTERCARD.

Thanks for any pointers...
..Clive

_____. _--_|\ .______
Clive Salvidge | / \ | Internet : clive@aldetec.oz.au
Aldetec Pty Ltd | *-->_.--._/ | ACSnet : clive@aldetec.oz
Western Australia | v | Voice : +61-9-4451888

_____< Due to a lack of imagination, this space is blank ! >_____

1531. Re: g++ Part comment, part question.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-01 10:21:09 UTC
From: entropy@ai.mit.edu
Message-ID: <ENTROPY.91Mar1022109@wookumz.ai.mit.edu>
Source record: 48916

In article <1991Feb28.133252.8714@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
In article <ENTROPY.91Feb26154539@wookumz.ai.mit.edu>, entropy@ai.mit.edu (entropy) writes:
> By the way, has anyone noticed that certain programs (such as the CPM
> emulator) completely ignore 'limit' and snarf all of memory anyway?
There are two different flags for limiting memory: -M and -m. One of them (I forget which) limits the amount of memory the process can Malloc; the other limits the total amount of memory the process can have.
Some programs never use Malloc or Mshrink; they just keep all the memory they're given on startup -- for them, you have to use the latter flag.

Please, Eric, give me some credit (I do know how to RTFM if nothing else). I've tried both flags independently and in conjunction and neither has any effect on the CP/M emulator.

I could swear I noticed another program that acted similarly but I can't for the life of me think of what it was right now.

In any case, I seriously doubt this indicates a problem with limit. It's probably just that the emulator does something really stupid (and likely illegal) to allocate its memory.

If anyone's had any better luck getting the emulator to use less memory, please let me know.

entropy

1532. > Adjusting the SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-01 10:35:18 UTC
From: root@abulafi.UUCP
Message-ID: <136@abulafi.UUCP>
Source record: 48939

You have to open the monitor. I've found an article in an old STmag which discribes how to dow it: Get some plastic screwdrivers (metal would cause some induction). On the main board you'll find some potentiometers and one adjustable inductor (plastic drivers) . They have numbers on it, and i'll give you a short explanation:

VR 602 (V.Size) for the total height

L 702 (H.Size) for the total horizontal size

VR 603 (V.Line) for vertical picture distortion
(trigger only, when objects on the edge of the screen
(upper/lower edge) aren't ok, but in the middle)
L 703 (H.Line) for horizontal picture distortion

VR 601 (V.Hold) for a 'standing' picture
changing this poti will cause the picture to run from
upper to lower edge

VR 701 (H.Center) to center the picture horizontally on the screen

VR 703 (Focus) ATTENTION! High Voltage (600V) this is for the sharpness
of the picture

VR 702 (Sub Bright) this is the default value for the brightness, don't change
it.

Last some hints:
mark the initial value with a marker
notice every steps you're doing

Have fun!
Gregor

_ | root@abulafi.UUCP
/ / / | gregor@cip-s01.informatik.rwth-aachen.de
__ / / __ - , __ | gregor@tornado.north.de
(_/ /_) (_/ (_ (_/ / / (_/ |
/ |

'Abulafias Chochmath ha-Zeruf war gleichzeitig Wissenschaft von der Kombination der Lettern und Wissenschaft von der Herzensreinigung'. (Foucaultsches Pendel)

_ | root@abulafia.UUCP
/ / / | gregor@cip-s01.informatik.rwth-aachen.de
__ / / __ - , __ | gregor@tornado.north.de

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```

'Abulafias Chochmath ha-Zeruf war gleichzeitig Wissenschaft von der Kombination der Lettern und Wissenschaft von der Herzensreinigung'. (Foucaultsches Pendel)

1533. Re: PLCC Sockel

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-01 10:46:25 UTC
From: root@abulafi.UUCP
Message-ID: <137@abulafi.UUCP>
Source record: 48938
Cross-posted to: dnet.atari,comp.sys.atari.st.tech

Jo, ich hatte aehnliche Probleme nach dem aufruesten auf 2.5Megs, aber inzwischen ist alles wieder in Ordnung: bei mir hatte der Video-Shifter ne Macke und
ein neuer (ca 60-80DM gebraucht) hat das Problem schnell geloest
Leih Dir mal irgendwo einen aus und probiers!
Gregor

_ | root@abulafi.UUCP
/ / / | gregor@cip-s01.informatik.rwth-aachen.de
__ / / __ - , __ | gregor@tornado.north.de
(_/ /_) (_/ (_ (_/ / / (_/ |
/ |

'Abulafias Chochmath ha-Zeruf war gleichzeitig Wissenschaft von der Kombination der Lettern und Wissenschaft von der Herzensreinigung'. (Foucaultsches Pendel)

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'Abulafias Chochmath ha-Zeruf war gleichzeitig Wissenschaft von der Kombination der Lettern und Wissenschaft von der Herzensreinigung'. (Foucaultsches Pendel)

1534. Re: MGR questions (was Re: g++ Part comment, part question.)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-01 11:21:22 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Mar1112122@ghiggins.hpl.hp.com>
Source record: 48920

```
++ It's a bug. Mea culpa. Your solution (recompiling vt52.c) should work
++ admirably.

It does.

>> [HELP/UNDO seen by mgr?]

++ Nope. The best you could do is write a program that uses Keytbl() to remap
++ those keys to something else before running mgr. The reason is that mgr only
++ passes the lower 8 bits of characters to applications, so HELP etc. all get
++ mapped to ^@.

Ah, lux fiat. So, Keytbl() mapping of cursor keys to appropriate
control sequences would probably allow cursor key driving of me.tos
--- where's that compiler?

> [process problem with zmdm & rs232 port query]

++ Sounds like something is grabbing all of memory.

It was. Limit constrains zmdm to behave.

++ Bconstat(rs232) should always talk to the rs232 port under MiNT.

It does. Once I could actually get in to it, the core zmdm
read-rs232/console-echo loop seems to work OK.

*However* --- the poster who commented that the rz/sz code was "tight" was
quite correct, although I managed to hack zmdm around to work under mgr,
neither rz nor sz appear to work inside zmdm. C'est la vie.

Thanks for the info.

Graham
======

----------------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
----------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
----------------------------------------------------------------------
```

1535. New Sozobon (version 1.2)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-01 12:19:13 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <5287@vela.acs.oakland.edu>
Source record: 48919

Just finished downloading and setting up the new sozobon package found at terminator.cc.umich.edu and I can't seem to get it to work. I keep getting:

Undef _main in program.o

or something like that... Quite annoying actually. If anyone knows what I am doing wronge, or if it is just a bug, I would appreciate.

swood--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

1536. HP Deskjet

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-01 14:18:39 UTC
From: bhwhelan@unix1.tcd.ie
Message-ID: <bhwhelan.667837119@unix1.tcd.ie>
Source record: 48926

Does anyone own/know anything about the Hewlett Packard Deskjet
printer. I'm particularly interested in knowing how it performs
on an ST.
Are drivers easily available for it?
Is there a substitute driver that can be used from most packages with
it?
What is it's quality really like?
How expensive are the cartridges and - most importantly- how often do
they have to be replaced?

THanks in advance.

B.

1537. Re: g++ Part comment, part question.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-01 21:59:08 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Mar1.165908.8721@uwovax.uwo.ca>
Source record: 48923

In article <ENTROPY.91Mar1022109@wookumz.ai.mit.edu>, entropy@ai.mit.edu (entropy) writes:
> In article <1991Feb28.133252.8714@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
> There are two different flags for limiting memory: -M and -m. One of
> them (I forget which) limits the amount of memory the process can Malloc;
> the other limits the total amount of memory the process can have.
> Some programs never use Malloc or Mshrink; they just keep all the memory
> they're given on startup -- for them, you have to use the latter flag.
>
> Please, Eric, give me some credit (I do know how to RTFM if nothing
> else). I've tried both flags independently and in conjunction and
> neither has any effect on the CP/M emulator.

No offence intended -- lots of people (myself included) sometimes overlook things in the FM even when they read it. I'm puzzled that the CP/M emulator ignores limit; does it otherwise work OK under MiNT (i.e. can you run it in the background and not have it interfering with other programs)? It's quite possible that, as you suggest, it simply uses all of memory without going through the OS; but in that case it probably will trash any other programs running at the time. Alternatively, there very well could be a bug in MiNT. (heaven forbid :-).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

1538. Re: Ram expansion for 520STM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-01 22:29:31 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar1.222931.6571@jato.jpl.nasa.gov>
Source record: 48922

In article <1991Mar1.052442.6564@lth.se> qralph@dna.lth.se (Ralph Haglund) writes:
>Well... I am a friend of the guy who has the Atari shop in town, and I do
>the tricky business there. I have spent a few hours on 3-4 machines of that
>kind, to manually solder in 2 1Mx8 SIMMs in 520s with junk on top of the old
>chips. Put the CAS of those pigs to +5V, and then testing. No customer has
>come back with complaints. Just glue the SIMMs with silicon glue somewhere
>in the box.
>Ralph
Is it possible to post the flavor of SIMM you used, and it's pinout?

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1539. Re: Ram expansion for 520STM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-02 00:18:35 UTC
From: bertram@eastman.UUCP
Message-ID: <1754@eastman.UUCP>
Source record: 48937

In article <1991Mar1.052442.6564@lth.se> qralph@dna.lth.se (Ralph Haglund) writes:
>Hi -
>I saw the note about upgrading a 520 to 2.5Mb when it already has an extra
>.5Mb added.
>Well... I am a friend of the guy who has the Atari shop in town, and I do
>the tricky business there. I have spent a few hours on 3-4 machines of that
>kind, to manually solder in 2 1Mx8 SIMMs in 520s with junk on top of the old
>chips. Put the CAS of those pigs to +5V, and then testing. No customer has
>come back with complaints. Just glue the SIMMs with silicon glue somewhere
>in the box.
>Ralph

Could you post or mail me more information about how you did this. I have an ST that was upgraded by the piggy-back method and I would like to add more memory if that is possible. Please go to as much detail as you can because I am not a hardware oriented type of person. Thanks.

News fodder.....
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1540. My HD is slow to unpark. What to do?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-02 00:54:28 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <27CEF7C5.10738@maccs.dcss.mcmaster.ca>
Source record: 48927

I bought a used 65Meg Tulin HD. It's a great drive, and I like
it. Recently though, it's been giving me a bit of trouble.

It is self-parking, but when I power it up it doesn't seem to want
to unpark. I can hear it turn up to speed, then it just sits there.
Sometimes it will unpark and the computer will boot after 5, maybe 10
or even 30 minutes. Last night, it wouldn't come up, even after a few
hours, so I left it, and this morning it still hadn't unparked. Finally
at about noon I heard the happy sound of the head moving and the computer
finally booted. It seems that the delay is getting longer and longer.

Is there something I can do? Is it slowly deteriorating, and one
day it will just stop working altogether? What's going on?

I have a program called coldstrt.prg, a couple hundred bytes. I
put that in the auto folder on a disk in drive A, and then I just let it
sit there and try to boot. Except for wear on the disk, this shouldn't be
a problem, should it?

The Tulin is just a ICD host adapter and a Seagate mechanism. I
think the ICD software is version 3.01.

Thanks for any help.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

1541. Re: MSDOS & SUNSparc1

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-02 04:54:04 UTC
From: bro@eunomia.rice.edu
Message-ID: <1991Mar2.045404.2229@rice.edu>
Source record: 48924

In article <11000@jarthur.Claremont.EDU> cliff@jarthur.Claremont.EDU (Clifford Stein) writes:
>In article <1991Feb27.132904.748@bigsur.uucp> brad@bcars362.UUCP (Brad Shapcott) writes:
>>[...] But beyond being able to read the directory and the
>>first few bytes of any file, there doesn't seem to be much I can do with a
>>disk made this way. I tried formatting on both the SUN and the Atari, and
>>the disks work fine on the SUN. Same problem as above though when I put the
>>disk into the ST.

>[...] Mtools works fine going from ST -> SUN but I had problems going from
>SUN->ST.

SUN->PC will also work fine. The problem with the earlier versions of mtools was that by default, it only wrote one copy of the FAT, and Ataris depend on the second copy. IBMs work OK with only the one FAT for some reason.

>Try compiling the init.c code with the DUP_FLAG set; it has something to do
>with rewriting FAT tables. I haven't had a chance to give it a shot, so
>I don't know if it works for sure.

I had the problem, and this is indeed the fix, except the flag is DUP_FAT. As someone else pointed out, a later MTOOLS version fixed this problem, but I have had trouble with our site's installation of it, so I still use my own copy (which *I* support :-).

Caveats: like IBM formatted disks, there won't be a random serial number on the disk, so you need to exercise caution putting them in: either keep them write-protected in the Atari or swap another disk in and out between any two of them. Also remember that you can only use double-sided regular density (720K) floppy format), not single-sided (360K) nor high density (1.44M) formats.

Doug Monk (bro@rice.edu)

Disclaimer: These views are mine, not necessarily my organization's.

1542. Re: Adjusting the SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-02 21:30:39 UTC
From: schultzd@sierra.egr.msu.edu
Message-ID: <1991Mar2.213039.7416@msuinfo.cl.msu.edu>
Source record: 48930

```
|> also to note that one of the adjustments is an inductor----you will _need_ a plastic
|> tool, or you will never get it right. putting a metal tool in there would make it an
|> iron core inductor for the duration of the attempted adjustment
```

So, what happens if you don't play around with the inductor. Which, of course, I didn't do! Hope I'm trashing my friends monitor by not having done this!

```
--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ "Just gimme a STacy laptop!" / | \
```

1543. Re: HP Deskjet

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-02 22:39:58 UTC
From: andy@jarthur.Claremont.EDU
Message-ID: <11053@jarthur.Claremont.EDU>
Source record: 48929

In article <bhwhelan.667837119@unix1.tcd.ie> bhwhelan@unix1.tcd.ie (Brendan Whelan) writes:
>Does anyone own/know anything about the Hewlett Packard Deskjet
>printer. I'm particularly interested in knowing how it performs
>on an ST.
>Are drivers easily available for it?
>Is there a substitute driver that can be used from most packages with
>it?
>What is it's quality really like?
>How expensive are the cartridges and - most importantly- how often do
>they have to be replaced?

I posted a response to someone else's question about drivers for the HP Deskjet 500 a couple of days ago. You might look for that posting; if you can't find it, send me mail and I'll send it to you directly.

The quality is, in a word, excellent. A lot of the quality depends on the type of paper you use with it; if you use high-quality photocopy bond or a high-cotton bond, it looks really nice, almost like a laser.

The ink cartridges are $15 - $18 (U.S. dollars). I don't really know what their actual life is since I'm still on my first one. I imagine it'll print somewhere between 600 and 800 pages, but it really depends on how black the pages are that you print.

Feel free to send me mail directly if you have more questions.

-- Andy

P.S. I directed followups to comp.sys.atari.st, since that's really a more appropriate place for this kind of discussion.

Andy Gray andy@jarthur.claremont.edu
Platt Campus Center andy@jarthur.UUCP
Harvey Mudd College ...uunet!jarthur!andy
Claremont, CA 91711 agray@HMCVAX.BITNET

1544. Re: mouse button problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-02 23:32:38 UTC
From: 014102@sheoak.bcae.oz
Message-ID: <701@sheoak.bcae.oz>
Source record: 48931
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <4eqXX2w163w@bluemoon.uucp> lloyd@prlhp1.prl.philips.co.uk
(Phil Loyd) writes:

> I'm sure this is not a new problem, but it's new to me and perhaps someone ca
> help.
>
> The mouse supplied with my Atari ST has started to play up. The problem's wi
> the left-hand button, which more often than not doesn't respond. Pushing
> harder can make it work, but double clicking is just about impossible.
>
> The microswitch itself works fine, as the mouse can be operated without its
> cover, and no problems occur. Also, the button mechanics in the top of the
> mouse look OK as far as I can tell.

I had the same problem about two years ago (caused by too much Dungeon
Master play I think) but my mouse was revived and is working perfectly
to this day.

Simply spray a VERY small amount of WD-40 on the top of the offending
micro-switch. Problem solved! {I have done this twice (once on my mouse
and once on a friend's which had developed the same problem). WD-40 is
an Australian product, but if you can find some stuff with a long, thin
applicator tube and advertising to the effect of "Starts Wet Motors,
Loosens Rusted Parts, Lubricates - Protects, Stops Squeaks" that might
be the equivalent in your country.

Hope that helps.

(This is not an advertisement.)

1545. IMG Scan+HP DeskJet = Incompatibilities??

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-02 23:46:41 UTC
From: moses@hao.ucar.edu
Message-ID: <10448@ncar.ucar.edu>
Source record: 48928

Has anyone attempted to use the IMG Scanner with the HP DeskJet printer? I am considering buying a friends. He graduated to a hand scanner. Will I meet up with incompatibilities by merging the IMG Scan with this particular printer??

Julie Moses

1546. IBM MEESES...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-03 10:18:08 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7686@jhunix.HCF.JHU.EDU>
Source record: 48949
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know this has been put on the net before, but what kind of mouse can be connected to the ST? (Don't tell me ST mice!-) I have a friend with what I think is a bus mouse (it seems to have a roundish connector?). Do I want a serial or bus mouse? And where do I get the info to hook it up?

Thanks in advance,

Dom Alvear

P.S. E-mail preferred as this is an old subject.

1547. Using g++

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-03 14:57:01 UTC
From: rdf@pinet.aip.org
Message-ID: <1991Mar3.145701.16673@pinet.aip.org>
Source record: 48933

I'm trying to use g++. I downloaded the four g++.zoo files from terminator and put the files in the appropriate spots. I can't see any included documentation. When I say g++ file.cc everything seems to run by I get an out of virtual memory message after several minutes of computing. Where are the general or Atari specific docs on using this package. Do I need gcc or can I use my present compiler (Laser C) or does the g++ package make executables directly.

I am using a 1040st with 2.5megs and Gulam as the shell. Thanks...
--
Robert Feinman rdf@pinet.aip.org
American Institute of Physics rdf@aip.bitnet

1548. Repost: GEMDOS EXTENDED ARGUMENT (ARGV) SPECIFICATION

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-03 19:06:52 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <YboIZAq00WB603ZZ89@andrew.cmu.edu>
Source record: 48934

I found a copy lying around, and thought I'd save others from digging to find it. I don't have the original attributions anymore, but I think it'd be safe to assume that it's Copyright Atari Corp...

------------cut here--------------
GEMDOS EXTENDED ARGUMENT (ARGV) SPECIFICATION

Introduction

The Pexec() function of GEMDOS allows a program to pass to a child process a command line up to 125 characters long, with arguments separated by spaces. No provision is made in GEMDOS for the child to know its own name. This makes it difficult for C programs to correctly fill in argv[0], the standard place where a C program finds the command which invoked it. Because the command line arguments are separated by spaces, it is difficult to pass an argument with an embedded space. This document will specify a method of passing arguments which allows arbitrary argument length, embedded spaces, and support for argv[0].

Standard Argument Passing

The Pexec Cookbook specifies how to use Pexec() to launch a child process, passing a command tail (argument string) and an environment. Before getting into the extended argument scheme, let's review how arguments are normally passed to a child.

A parent process builds a command line into an argument string - a null terminated string whose first byte contains the length of the rest of the string - and its address is passed as one of the arguments to Pexec(). GEMDOS copies this argument string to the basepage which it creates for the child. Thus the parent is responsible for gathering all the child's arguments into one string. This is normally handled by a library exec() function. The child is responsible for parsing the string of space-separated arguments back into an array of strings. This parsing is normally handled by the child's startup code.

Evolution

Several methods of bypassing the limits imposed by Pexec() have been used by GEMDOS programs. Some allow a user to specify a file on the command line which contains the rest of the arguments. Others get a pointer to the arguments, or the arguments themselves, from the environment string. Most MS-DOS programs use a command file for the extra arguments. This can be inconvenient for a user, cluttering the file system with command files, and making the operation of batch files and makefiles more confusing.

Several "standards" have arisen on the ST which use the environment to pass arguments. While more convenient than command files, these standards have other problems. Some rely on sharing memory between parent and child processes. Some take advantage of undocumented features of the operating system to get argv[0]. Others give the child process no way to validate that the arguments it finds are intended for it.

Rationale

In order to pass more than the standard 125 characters worth of arguments to a child, or to let the child find its name, the parent must place the extra information in a place where the child can access it safely and legally. The most convenient place is in the child's environment string. An environment string is a series of null-terminated strings of the format "VARIABLE=value" (e.g. PATH=c:\bin,c:\etc, or ShellP=YES). The last null-terminated string in the environment is followed by a zero byte, thus two consecutive nulls indicates the end of the environment. The environment is allocated for the child by GEMDOS, it is owned by the child, and its contents can be specified by the parent.

The child must have some way of knowing that the arguments which it finds in its environment are intended for it. The child may have been invoked by a parent which does not conform to this specification. Such a parent would leave _its_ arguments in the environment, and could pass that environment on to the child. The child would mistakenly interpret its parent's arguments as its own.

Placing arguments in the environment passed to the child gets around all of the command line limits of the standard Pexec() command tail. Because there is no limit on the length of the environment, arbitrary length arguments are supported. Arguments placed in the environment are null terminated, so they may contain spaces. A parent can also place the name of the command with which it invokes the child in the child's environment, providing support for argv[0]. Validation of the extended arguments can be placed in the standard Pexec() command line, by assigning a special meaning to an invalid length byte.

The GEMDOS Extended Argument Specification

This specification uses the convention that the presence of an environment variable named ARGV (all upper case) indicates that extended arguments are being passed to the child in its environment. This means that ARGV is a "boolean" environment variable. For the purpose of this specification, its value is not significant, but its presence indicates that the strings following it are the arguments for the child. Implementations of this specification are free to give the ARGV environment variable any value. The ARGV environment variable must be the last one in the environment passed to the child, so that the child can truncate its environment at that point, and treat everything before the ARGV as environment, and everything after it as arguments.

The first argument to the child (argv[0]) is the first string in the environment after the ARGV variable. This argument is the "pathname" parameter passed by the parent to Pexec(). The remaining arguments are those that the child would normally find in the command tail in its basepage. Even if all of the arguments would normally fit in a child's command tail, the parent should set up the arguments in the environment to take advantage of the benefits of this extended argument scheme.

As many arguments as will fit in the command tail will be passed there as well as in the environment, to support non-conforming programs. As a flag that arguments are also in the environment, the length byte of the command tail will be 127 (hex 7f). Non-conforming programs should not have a problem with this length byte, because it is longer than the maximum 125 bytes allowed by Pexec().

As an aside, the Pexec Cookbook erroneously implies that a command line can be 126 or 127 characters long. In fact, GEMDOS only copies to the child's basepage up to 125 bytes, or until it encounters a null, from the argument string passed to Pexec(). It ignores the length byte, placing a null at the same place it found one or at the 126th byte if no null is found. This has several implications: the length byte is not validated by GEMDOS (necessitating validation in the child's startup code, but also making this extended argument spec possible), and the null terminator _can_ be located after the end of the real command tail (the Desktop places a CR character after the command tail and before the null). The ARGSTART.S startup code listing below demonstrates how to correctly validate and parse a GEMDOS command tail.

A child which finds an ARGV environment variable can use the command tail length byte value of 127 to validate that the arguments following the variable are valid, and not just left over from a non-conforming parent which left its own ARGV arguments in the environment.

Because the strings in the environment following an ARGV variable are not environment variables, a child should truncate its own environment at the ARGV variable by changing the 'A' to a null.

Implementation: Parental Responsibilities

To pass arguments in the environment, a parent must create an environment string for the child. This can be achieved by first allocating as much space as is used in the parent's own environment, plus enough room for the ARGV variable and the arguments to the child, and then copying the parent's environment to the newly allocated area. Next, the ARGV variable must be appended, since it must be the last variable in the child's environment string. Following the ARGV variable is the null-terminated pathname of the child as passed to Pexec(), then the null-terminated arguments to the child, followed by a final null byte indicating the end of the environment.

After setting up the arguments in the environment, the parent must place as many arguments as it can fit in the command tail it passes to Pexec(). This way, a child which does not conform to this

specification can still get arguments from the command tail in its basepage. When placing arguments in the environment, the parent must set the first (length) byte of the command tail to 127 (hex 7f), validating the arguments in the environment.

Here is an example execv() library routine in C. It uses three local utility routines, e_strlen(), e_strcpy(), and str0cpy() for getting environment size and copying strings into the environment created for the child.

```
/* EXECV.C - example execv() library routine
* ================================================================
* 890910 kbad
*/

long Malloc( long nbytes );
long Pexec( short mode, char *filename, char *tail, char *env );
long Mfree( void *address );

/* Return the total length of the characters and null terminators in
* an array of strings.
* `strings' is an array of pointers to strings, with a null pointer
* as the last element.
*/
static long
e_strlen( char *strings[] )
{
char *pstring;
long length = 0;

while( *strings != 0 ) { /* Until reaching null pointer, */
pstring = *strings++; /* get a string pointer, */
do { /* find the length of this string, */
++length; /* using do-while to count the */
} while( *pstring++ != 0 ); /* null terminator. */
}
return length; /* Return total length of all strings */
}

/* Copy a string, including the null terminator, and return a pointer
* to the end of the destination string.
*/
static char *
str0cpy( char *dest, char *source )
{
do { /* use do-while to include null terminator */
*dest++ = *source;
} while( *source++ != 0 );
return dest;
}
```

```
/* Copy an array of strings into an environment string, and return a pointer
* to the end of the environment string.
* `strings' is an array of pointers to strings with a null pointer
* as the last element.
* `envstring' points to the environment string.
*/
static char *
e_strcpy( char *envstring, char *strings[] )
{
while( *strings != 0 ) {
envstring = str0cpy( envstring, *strings );
++strings;
}
return envstring; /* Return end of environment string */
}

/* Run a program, passing it arguments according to the
* GEMDOS Extended Argument Spec.
*
* `childname' is the relative path\filename of the child to execute.
* `args' is an array of pointers to strings to be used as arguments
* to the child. The last array element must be a null pointer.
* `environ' is a global array of pointers to strings
* which make up the caller's environment.
*/
long
execv( char *childname, char *args[] )
{
long envsize, ret;
char *parg, *penvargs, *childenv, *pchildenv;
short lentail;
char argch, tail[128], *ptail;
static char argvar[] = "ARGV=";
extern char *environ[];

/*
* Find out how much memory we'll need for the child's environment
*/
envsize = e_strlen( environ ); /* length of environment */
envsize += e_strlen( args ); /* plus command tail args */
/* plus length of argv[0] */
parg = childname;
do { /* use do-while to include null terminator */
++envsize;
} while( *parg++ != 0 );
/* plus length of ARGV environment variable and final null */
envsize += 7;
envsize += envsize & 1; /* even # of bytes */
/*
* Allocate and fill in the child's environment
*/
ret = Malloc( envsize );
```

```
if( ret < 0 )
return ret; /* Malloc error */
childenv = (char *)ret;
pchildenv = e_strcpy( childenv, environ ); /* copy caller environment */
pchildenv = str0cpy( pchildenv, argvar ); /* append ARGV variable */
pchildenv = str0cpy( pchildenv, childname ); /* append argv[0] */
penvargs = pchildenv; /* save start of args */
pchildenv = e_strcpy( pchildenv, args ); /* append args */
*pchildenv = 0; /* terminate environment */
/* put as much in the command tail as will fit */
lentail = 0;
ptail = &tail[1];
while( (lentail < 126) && (penvargs < pchildenv) ) {
argch = *penvargs++;
if( argch == 0 ) {
*ptail++ = ' ';
} else {
*ptail++ = argch;
}
}
/* terminate command tail and validate ARGV */
*ptail = 0;
tail[0] = 127;
/*
* Execute child, returning the return code from Pexec()
*/
ret = Pexec( 0, childname, tail, childenv );
Mfree( childenv );
return ret;
}
/* End of execv() example code */
```

Implementation: Prenatal Responsibilities

A program's startup code must handle getting extended arguments out of the environment. The startup code should get the basepage pointer off the stack, then get the environment pointer from the basepage, and search the environment for "ARGV=". If "ARGV=" is found, the command line length byte in the basepage is checked. If the command line length byte is 127, then the arguments in the environment are valid. The first argument begins after the first null following the "ARGV=". It is important not to assume that the null follows immediately after the "ARGV=", because some implementations may assign a value to the ARGV environment variable. After setting up an array of pointers to the arguments, the startup code should set the 'A' of the "ARGV" variable to null, thus separating the environment from the argument strings (remember: a double null terminates the environment).

Here is some example C startup code which shows how a child could look for arguments in its environment:

```
* ARGSTART.S - example C startup code
* using GEMDOS Extended Argument Specification
* ================================================================
* 890910 kbad

.globl _main ; external, C entry point
.globl _argv0 ; external, name used for argv[0] if no ARGV
.globl _stksize ; external, size of application stack
.globl _basepage ; allocated here, -> program's basepage
.globl _environ ; allocated here, -> envp[]
.globl _argvecs ; allocated here, -> argv[]
.globl _stklimit ; allocated here, -> lower limit of stack
.BSS
_basepage: ds.l 1
_environ: ds.l 1
_argvecs: ds.l 1
_stklimit: ds.l 1
.TEXT
_start:
move.l 4(sp),a5 ; get basepage
move.l a5,_basepage ; save it
move.l 24(a5),a0 ; bss base
add.l 28(a5),a0 ; plus bss size = envp[] base
move.l a0,_environ ; save start of envp[]
move.l a0,a1 ; start of env/arg vectors
move.l 44(a5),a2 ; basepage environment pointer
tst.b (a2) ; empty environment?
beq.s nargv ; yes, no envp[]

lea.l (sp),a4 ; use dummy return pc on stack for ARGV test
* --- fill in the envp[] array
nxenv: move.l a2,(a1)+ ; envp[n]
move.l a2,a3
nxen1: tst.b (a2)+
bne.s nxen1 ; get the end of this variable
tst.b (a2) ; end of env?
beq.s xenv
* --- check for ARGV
move.b (a3)+,-(a4) ; get 1st 4 bytes of this var
move.b (a3)+,-(a4)
move.b (a3)+,-(a4)
move.b (a3)+,-(a4)
cmp.l #'VGRA',(a4)+ ; is it ARGV?
bne.s nxenv
cmp.b #'=',(a3) ; is it ARGV=?
bne.s nxenv
clr.b -4(a3) ; ARGV marks the end of our environment
cmp.b #127,$80(a5) ; command line validation?
bne.s nargv ; nope... and we're done with the env.
* --- got an ARGV=, create argv[] array
clr.l (a1)+ ; terminate envp[]
move.l a1,_argvecs ; save base of argv[]
```

```
nxarg: move.l a2,(a1)+ ; argv[n]
nxar1: tst.b (a2)+
bne.s nxar1
tst.b (a2)
bne.s nxarg
* --- end of environment
xenv: move.l _argvecs,d0 ; if we got an argv[]
bne.s argok ; don't parse command tail
* --- No ARGV, parse the command tail
* NOTE: This code parses the command tail IN PLACE. This can cause problems
* because the default DTA set up by GEMDOS for a program is located
* in the command tail part of the basepage. You should use Fsetdta()
* to set up your own DTA before performing any operations which could
* use the DTA if you want to preserve the arguments in the command tail.
nargv: clr.l (a1)+ ; terminate envp[]
move.l a1,_argvecs ; base of argv[]
move.l #_argv0,(a1)+ ; default name for argv[0]
lea 128(a5),a2 ; command tail
move.b (a2)+,d2 ; length byte
ext d2
moveq #125,d1 ; validate length
cmp d1,d2
bcs.s valen
move d1,d2 ; if invalid length, copy all of tail
valen: clr.b 0(a2,d2) ; null tail because desktop inserts <cr>
moveq #' ',d1 ; space terminator
get1: move.b (a2)+,d2 ; null byte?
beq.s argok ; if so, we're done
cmp.b d1,d2 ; strip leading spaces
beq.s get1
subq #1,a2 ; unstrip start char
move.l a2,(a1)+ ; and store that arg
get2: move.b (a2)+,d2 ; next char
beq.s argok ; if null, we're done
cmp.b d1,d2 ; if not space...
bne.s get2 ; keep looking
clr.b -1(a2) ; terminate argv[argc] in the command tail
bra.s get1 ; get next arg
argok: clr.l (a1)+ ; terminate argv[]
* --- allocate stack
move.l a1,_stklimit ; end of env/arg vectors is stack limit
add.l _stksize,a1 ; allocate _stksize bytes of stack
move.l a1,sp ; set initial stack pointer
* --- release unused memory
sub.l a5,a1 ; size to keep
move.l a1,-(sp)
move.l a5,-(sp) ; base of block to shrink
pea $4a0000 ; Mshrink fn code + junk word of 0
trap #1
lea 12(sp),sp ; pop args
```

```
*
* Everything beyond here depends on implementation.
* At this point, _environ points to envp[], _argvecs points to argv[],
* and _stklimit points to the end of the argv array. Thus argc can
* be calculated as ((_stklimit-_argvecs)/4)-1.
* _main could be invoked as follows:
*
move.l a5,-(sp) ; basepage
move.l _environ,-(sp) ; envp[]
move.l _argvecs,-(sp) ; argv[]
move.l _stklimit,d0 ; 4 bytes past end of argv[]
sub.l (sp),d0 ; (argc+1) * sizeof( char * )
asr.l #2,d0 ; argc+1
subq #1,d0 ; argc
move d0,-(sp)
jsr _main ; call mainline
lea 14(sp),sp ; pop args
```

A Final Note

This specification was formulated with careful deliberation, and with input from several companies and developers who have created development tools for GEMDOS. The Mark Williams extended argument passing scheme was the main influence for this specification, because it has been in use, and supported by Mark Williams and other companies for several years. This specification is very similar to the Mark Williams scheme, with the following important exceptions:

1) Under the specification, the arguments after the ARGV environment variable may be validated by checking the command tail length byte. The Mark Williams execve() library function uses the command tail length byte as a telltale, but it is not checked by the crts0 startup code. This validation is important for the reasons mentioned in the Rationale section above.

2) The specification allows the ARGV environment variable to take on any value. Mark Williams uses the value of ARGV as an iovector, which is described in the Mark Williams documentation. The iovector should no longer be needed, as its primary purpose was to simplify the MWC implementation of the C library function isatty().

3) Some versions of the MWC startup code do not require the ARGV= to have an `='. Because ARGV is an actual environment variable in the specification, the equals character is required.

```
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>
```

----------cut here----------

```
-Eric Stuyvesant
es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
```

Go MEMS!

1549. Can VDI draw on a virtual screen?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-03 23:37:57 UTC
From: micro@imada.dk
Message-ID: <1991Mar3.233757.10358@imada.dk>
Source record: 48935

Hi,

Is it possible to use VDI operations to draw on a virtual screen? Possibly
on a screen which is bigger than the real screen.

Now, I am drawing in a window, copying the inner to a buffer, and copying
it back into the window when I get a redraw, or determining which part
of the buffer is valid when I get a scroll or size, and then copy the
valid part into the window, drawing the other area(s), and then copying
the new contents to the buffer...
- It would be easier to draw in a big buffer, and only copy the portion
which is visible to the window.

I think that AIM is using a virtual buffer to it's images, but I guess
that it is using custom drawing functions...

-Klaus

1550. Re: MSDOS & SUNSparc1

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-04 14:37:41 UTC
From: brad@bcars241.bnr.ca
Message-ID: <1991Mar4.143741.9214@bigsur.uucp>
Source record: 48936

In article <1991Mar2.045404.2229@rice.edu> bro@eunomia.rice.edu (Douglas Monk) writes:
>
>SUN->PC will also work fine. The problem with the earlier versions of mtools
>was that by default, it only wrote one copy of the FAT, and Ataris depend on
>the second copy. IBMs work OK with only the one FAT for some reason.
>
>I had the problem, and this is indeed the fix, except the flag is DUP_FAT.
>As someone else pointed out, a later MTOOLS version fixed this problem,
>but I have had trouble with our site's installation of it, so I still use
>my own copy (which *I* support :-).

I ftp'ed MTOOLS 2.0.3 (originally trying 129.229.1.101, which gave me truncated files three times, so I think the files there are messed -- I eventually got them from 129.217.64.63 where they were in comp/msdos/mtools). The patches that were in the directory seem to be unecessary, as they are already applied to the sources there. Anyways, I think the only thing I did was add "#define SPARC 1" to devices.c (this would change if you were on a different machine) and compiled. The disks I used were Atari ST formatted with a MSDOS boot sector written over with DCFormat 3.0 (this program will also do an 2-9-80 normal (ie non-skewed) format on the disk before laying out the MSDOS boot block. Formatting from the SUN may be possible, but since this other format works, I haven't bothered.

>Caveats: like IBM formatted disks, there won't be a random serial number
>on the disk, so you need to exercise caution putting them in: either keep
>them write-protected in the Atari or swap another disk in and out between
>any two of them. Also remember that you can only use double-sided regular
>density (720K) floppy format), not single-sided (360K) nor high density
>(1.44M) formats.

The program 'uneekit.zoo' on atari.archive.umich.edu in /atari/diskutils/ is supposed to write a random serial on the disk. Haven't tried it yet, but now that I'm doing Atari<->SUN swaps I suppose I'll run it over some disks.

The only other SUN caveat I might add is that if you are not using the floppy presently you made need to fire up the 'fd' driver. I know I had to do that on this SUN I'm on, even though the floppy drive had been installed some months before I started using the machine (I guess everyone else thought it was a quaint aesthetic feature of a SUN Sparc, and not actually meant for use).

>Doug Monk (bro@rice.edu)
>
>Disclaimer: These views are mine, not necessarily my organization's.

Anyways, my thanks to those that helped me with this question. I brought home two disks with the Sozobon compiler and some utilities this weekend. Without

this I was faced with (ack, arrrrrgh) hours long kermit transfers from our local mainframe.

brad@bnr

1551. Re: 2.5MB memory upgrade for 520STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-04 17:00:39 UTC
From: elmar@lut.ac.uk
Message-ID: <1991Mar04.170039.11451@lut.ac.uk>
Source record: 48941

I also want to throw away the 512 KB memory in the 2nd bank of my 1040STFM and put in 2MB memory using 1M bit chips into it. Could someone please re-post or better e-mail me directly the detailed instructions to do the job?

I have a pretty old STFM (forgot the revision no.) with 1.0 TOS. The memory banks are under the keyboard and the CPU chip is near the diskdrive.

Rahin.

My e-mail address : From within UK : M.A.Rahin@uk.ac.lut
: From outside UK: M.A.Rahin@lut.ac.uk

1552. Re: Adjusting the SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-04 18:03:48 UTC
From: ehood@bonnie.ics.uci.edu
Message-ID: <27D28C03.16231@ics.uci.edu>
Source record: 48940

Thanks for the advise adjusting the monitor; I got to work.

I've noticed that one person has mentioned something about a inductor. When
I opened up the monitor, I only found the following adjustments:

V-line
V-Size
V-Hold
H-Cent
& one more having to do with the screen (I can't recall it right now)

I did not see the inductor adjustment. If it is supposed to exist, then
where is it? What happens if it isn't adjusted when one adjusts the screen
controls.
--
Earl Hood (UC Irvine) ------------------------------> ehood@paris.ics.uci.edu

1553. Re: > Adjusting the SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-04 19:05:02 UTC
From: davea@col.hp.com
Message-ID: <26560001@col.hp.com>
Source record: 48943

root@abulafi.UUCP (Gregor Bautz) / 3:35 am Mar 1, 1991 /
Offers a good explanation of the adjustments on the mono monitor, including:
> VR 701 (H.Center) to center the picture horizontally on the screen

Don't forget the mechanical centering rings on the yoke. They are metal rings with tabs on them. They should be adjusted for centering before the electrical adjustments are done. Remember the yoke has high voltage on it too (not thousands, but hundreds). These must be experimented with, since they don't simply adjust "up-down" or "left-right". They adjust "all-around", and must both be played with together to get the right effect.

dave allen, colorado springs

1554. Blitter direct?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-04 21:32:00 UTC
From: erik@mcrware.UUCP
Message-ID: <5187@mcrware.UUCP>
Source record: 48944

Can I access the blitter directly for moving video data quickly?

I am currently working on an animation viewer that does its work during the VBI. Right now copying an image to the screen using movem's takes approx 160,000 cycles or 1/50 sec (8Mhz), which is a little to much data to handle in under 1/60 of a second. I would like to make a version of my viewer blitter-ready (make use of it, if it exists).

Can I use the blitter directly to move the data in less time?

Is it safe to even use the blitter during a vbi?

Does the blitter access memory on video or cpu access times (that is, can both the blitter and cpu write to memory at 8 Mhz each (interleaved)?

And lastly, how do I detect the presence of the blitter?

If you could help me with any/all of my questions, it would be greatly appreciated.

Erik R Johnson

1555. *.ICN format of RCS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-05 00:43:14 UTC
From: mts10271@uxa.cso.uiuc.edu
Message-ID: <1991Mar5.004314.22107@ux1.cso.uiuc.edu>
Source record: 48945

Does anybody out there know what the format is for the *.ICN files that the Resource Construction Sets use? I am trying to write a little editor to be able to make my own icons, but can't seem to find any information on this. I do know the format of the iconblk, but this isn't what the RCS is looking for. Hmmmm.

Thanks,
Michael Stepniczka
mts10271@uxa.cso.uiuc.edu

1556. Porting GNU fileutils to MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-05 07:12:11 UTC
From: entropy@ai.mit.edu
Message-ID: <ENTROPY.91Mar4231211@wookumz.ai.mit.edu>
Source record: 48946

I've put a few hours work into porting some of the GNU fileutils to MiNT. So far I've got a (more-or-less) working cat, chmod, cp, cut, dir, du, head, ls, mkdir, mv, rm, rmdir, tail, and vdir. I've also got compiled cmp, dd, ginstall, and paste but I haven't tried them yet (I don't even know what they're for...)

Compiling them was easy except GCC kept crashing (Bus error or illegal instruction, both GCC 1.37 and 1.39) and there seems to be a typo in <types.h> (in struct utimbuf, axtime instead of actime, but I'm not sure if that was on purpose or what since I don't know what's supposed to be there...anyone know?) The rest of the utilities will require more work to port than I have time for right now. If anyone wants to pick this up from here I'll send you what I've got so far. I'll probably post them when I've cleaned them up a bit but if anyone wants them now to work on them, just let me know...

Eric and Jwahar, thanks for all your effort which made this sort of thing possible (are you guys getting sick of me thanking you yet?)

entropy

1557. Problems with Spectre GCR 3.0 reading floppy disks.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-05 07:29:56 UTC
From: kron@netcom.COM
Message-ID: <26915@netcom.COM>
Source record: 48948

I am having trouble accessing store bought disks, disks created by other macs and even disks formatted by GCR. I just get disk errors when I try to copy stuff or sometimes the disk isn't even recognized as a MAC disk. These same disks are subsequently readable by other machines (real MAC's) and copies of the disks sometimes turn out more readable than the originals. This makes me suspect alignment problems but they don't show up in atari mode. Also I sometimes get errors when I format a disk in MAC mode and subsequently try to use it but when I run GCR test on these disks everything passes.

I've tried running the GCR test several times and it passes using the disks that I previously had errors on.
Anyone else have a simular problem?

BTW- I have no problems accessing files in ATARI mode.

kk
--
Kenneth Kron kron@netcom.COM

1558. Re: > Adjusting the SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-05 12:25:23 UTC
From: chuck@mrcnext.uiuc.edu
Message-ID: <chuck.668175923@mrcnext>
Source record: 48947

while we're on the subject. . .
since I've increased the size ofmy sm124's screen, the picture is
a little unstable laterally. it varies from dead on center to right up against
the left side of the crt. anything that can be done about that?

--
---
chuck bridgeland---anarchoRepublican
--don't forget, we surround _them_, not the other way around"
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

1559. Re: The format of Mac disks and Spectre disks

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-05 13:32:48 UTC
From: hm292hu@unidui.uni-duisburg.de
Message-ID: <1991Mar05.133248.26059@unidui.uni-duisburg.de>
Source record: 48942

In <4014.27cbbf8f@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

>Does anyone know where to find out the format for Spectre disks? And also
>the format of a real Mac disk? I've ask in comp.sys.mac.programmer for the
>specifications of a Mac disk, but have received not a single rpely or
>followup to my original post. I've checked the library at school and
>couldn't find anything either.

>I downloaded the file specstuf.lzh from atari.archive. It has a program
>that can format a 720k MFM Mac disk on the Atari that you just stick into a
>Mac with a HDFD and it reads it no problem. (This is without any extra
>software one the Mac end.)

>I would really like to figure out the different formats, so maybe I could
>write some sort of conversion prg that would convert from
>mac<->spectre<->ST.

>Any help would be appreciated.

>--
>Ryan 'Gozar' Collins Question for IBM Users: rlcollins@miavx1.BITNET
> |||| Power Without How DO you move/copy a rc1dsanu@miamiu.BITNET
> / || \ The Price!! Subdirectory? R.COLLINS1 on GEnie
>--

I have written a little program to convert MAC 720k <-> Spectre 800k disks. The program can also format and initialize both formats (initialize is much quicker because you only need to write the first few sectors on an already formatted disk). But I would wait or use Spectre 3.0 with Danya's DOS Mounter to transfer data or programs from/to MAC/Spectre. the problem is that the MAC cannot read 800kB MFM-disks. i can upload the program if you like.

The main difference between MAC 720kB and Spectre 800kB is that Spectre first writes Side 1, then Side 2 while MAC writes every sector on both sides, eg.:

Spectre:

```
0| 1| 2| 3| 4| 5| 6|...| 79
80|81|82|83|84|85|86|...|159
```

MAC:

```
0| 2| 4| 6| 8|...|71
1| 3| 5| 7| 9|...|143
```

note the sifferent size (Spectre: 512 Byte * 160, MAC: 512 Byte * 144).

Fred Hucht
Uni - GH - Duisburg
Germany
Internet: fred@hal9000.uni-duisburg.de

1560. Re: Problems with Spectre GCR 3.0 reading floppy disks.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-05 15:58:57 UTC
From: cummins@unx2.ucc.okstate.edu
Message-ID: <1991Mar5.155857.4372@unx2.ucc.okstate.edu>
Source record: 48956

I remember a problem with Spectre GCR needing well shielded drives and drive cables. Particularly in the MEGA and 1040 models (those with internal drives...

Anyone have any details fr the fellow who is having trouble reading mac disks w his GCR?

john cummins

1561. Re: Can VDI draw on a virtual screen?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-05 16:28:41 UTC
From: micro@imada.dk
Message-ID: <1991Mar5.162841.20657@imada.dk>
Source record: 48952

micro@imada.dk (Klaus Pedersen) writes:

>Is it possible to use VDI operations to draw on a virtual screen? Possibly
>on a screen which is bigger than the real screen.

Yes, writing on a virtual screen is easy (by setting the logical screen to
your buffer - with 'Setscreen').
But is it possible to change the size of the logical screen?
- Is it possible to tell the VDI about a new size (x,y,planes) ?

I have a nightmare about a user with a video controller with true color at
1024x1024 (thats 3 Mbytes)!!! You need to allocate all 3 Mb before
setting the logical screen!! - can this be true??

-Klaus

1562. Re: form_do() Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-05 17:10:51 UTC
From: minidis@urz.unibas.ch
Message-ID: <1991Mar5.181051.1416@urz.unibas.ch>
Source record: 48955

In article <17750006@hpgnd.grenoble.hp.com>, alex@hpgnd.grenoble.hp.com (Alexis MERMET

> 1)
>
> Does anybody know of sources of form_do() available somewhere ?
> Or sources of an alternative form_do() ?
>

Here is another solution to your problem:

In the german magazin "ST-COMPUTER" Nr.11/89 is an article about a completly
new form_do(). With this you can are able to program key selections
(e.g. press O for OK, E for EXIT, etc), corrects several small errors, etc.
Only Problem is, it is written in GFA-BASIC.

Alexander Minidis

1563. Debug ACC

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-05 18:05:38 UTC
From: barry@speaker.metaphor.com
Message-ID: <523@cronos.metaphor.com>
Source record: 48954

When I use the Laser C environment for development, one of the things I've noticed is that programs that run fine under the Laser C shell bomb when I run them from the desktop. My guess is that the Laser shell is catching some traps and handling them internally without letting me know about them.

Anyway, I'm looking for something that gives more useful information than a couple of bombs on the screen. Maybe an ACC that will catch traps and print a stack trace and allow me to dump memory and otherwise poke around a bit so I can figure out what happened.

If this doesn't exist then I could probably write one if I knew how to locate the symbol table and if I knew its format. If anyone has this can they send it to me?

This would help me along greatly while I save up for LaserDB.

Thanks for your help.
--

```
+=========================================================================+
| Barry_Friedman(); /* "Why stop now, just when I'm hating it?" |
| - Marvin the Paranoid Android */ |
+-----------------------------+-------------------------------------------+
| Barry Friedman | friedman@m4.metaphor.com |
| Software Engineer | barry@speaker.metaphor.com |
| Metaphor Computer Systems | ...!{decwrl|apple}!metaphor!speaker!barry|
| Mountain View, CA | ...!{decwrl|apple}!metaphor!friedman |
```

1564. GCR + NEC help!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-05 19:09:33 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <1991Mar5.190933.2276@agate.berkeley.edu>
Source record: 48951

I need help getting the mod for the NEC 1037A and 1036 drives to get them to read/write Spectre GCR disks. So far, writes past track $40 (64) or thereabouts are pretty good (only a few problems) on disks formatted on the drive. On disks formatted on a Mac however, reads consistently fail. Same goes for the other direction: Spectre GCR disks are partly unreadable on a real Mac.

I understand there is a fix, and I have not been able to get GBS "live" over the phone, so I'm using the net now.

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami
Amateur crank! My Atari Macks!

1565. mknod()

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-05 19:40:09 UTC
From: entropy@ai.mit.edu
Message-ID: <ENTROPY.91Mar5114009@wookumz.ai.mit.edu>
Source record: 48950

```
Anyone know of a reasonable way to emulate the mknod() UNIX system
call under MiNT?

entropy
```

1566. Re: Blitter direct?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-05 19:51:54 UTC
From: darekm@microsoft.UUCP
Message-ID: <71068@microsoft.UUCP>
Source record: 48957

In article <5187@mcrware.UUCP> erik@mcrware.UUCP (Erik Johnson) writes:
>I am currently working on an animation viewer that does its work during the
>VBI. Right now copying an image to the screen using movem's takes
>approx 160,000 cycles or 1/50 sec (8Mhz), which is a little to much data to
>handle in under 1/60 of a second. I would like to make a version of my
>viewer blitter-ready (make use of it, if it exists).
>
>Can I use the blitter directly to move the data in less time?
>
>Is it safe to even use the blitter during a vbi?

No. Unless you take precautions to make sure that the blitter chip is not
currently in use, you could be interrupting some other blitter operation.

>Does the blitter access memory on video or cpu access times (that is, can
>both the blitter and cpu write to memory at 8 Mhz each (interleaved)?

I don't know that. But don't expect a large speed boost. For straight
memory moves with no shifting or masking operations, the blitter is
almost the same speed as your MOVEM code. I have tried to get it to
go into hog mode, but that seems to interfere with interrupts (such as
mouse interrupts which you don't want to mask) so I can't say how much
faster it is possible to get it to run. Ideally, it takes 128000 clock
cycles to blit 32K of screen RAM, which is only about 20% faster than
what you're getting now.

>And lastly, how do I detect the presence of the blitter?

Xbios function 64 with a parameter of -1. Something like...

```
move.w #$ffff,-(sp)
move.w #$40,-(sp)
trap #14
addq.l #4,sp
```

The return value in D0 tells you. Bits 0 and 1 will tell you whether
the blitter is present and if so, whether it is enabled or not. I don't
remember offhand which bit is which. It's documented in the COMPUTE
and ABACUS books.

- Darek

--
Darek Mihocka, author of Quick ST 3.0. All views expressed are my own.
Branch Always Software, 14150 NE 20th St. Suite 302, Bellevue, WA 98007

1567. MFM hard drive help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-05 20:05:29 UTC
From: stu892103@gcc.uucp
Message-ID: <523@gcc.uucp>
Source record: 48953

Fellow Atarians, I have a hard drive question. I know that it is possible to use SCSI and RLL drives on the atari with the proper controller/adapter, but I would like to know if it is possible to use MFM drives. I don't know much about hard drives at all. I haven't seen any postings about this, so I don't care if replies are mailed to me or posted. If I get any mail response, I'll post a summary. Thanks to any who reply.

Steve Greer

Steven J. Greer | UUCP: ...!pitt!edinboro!gcc!stu892103
School:Box 2444 | INTERNET: stu892103%gcc@edinboro.edu
Grove City College |==========
Grove City, PA 16127 |A proud member of NEOSTAG, North Eastern Ohio
.....|ST Atari Group. Home of The Cryptic Wizard
Home:--Box 25, Main St. |(Chet Walters) and Dr. Bob (W. David Parks),
Volant, PA 16156-0025 |creators of MugShot, IMG Cat, & MVG.

1568. XBRA

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-06 12:47:32 UTC
From: entropy@ai.mit.edu
Message-ID: <ENTROPY.91Mar6044732@wookumz.ai.mit.edu>
Source record: 48958

Can someone point me to an archive site with the XBRA spec? I can't seem to find it on terminator.

If it's not in any archives, can someone mail it to me?

Thanks,
entropy

1569. Diamond Back II Distribution Change - Public Announcement

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-06 16:16:35 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <7419@tekgen.BV.TEK.COM>
Source record: 48960
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For undisclosed reasons, I have canceled Data Innovations license
to distribute Diamond Back II. The following is the text of a public
announcement released to the press concerning the change.

****

Oregon Research Associates is pleased to announce that it will assume
the distribution and support of Diamond Back II effective immediately. The
change in distribution reflects our continuing commitment to the Atari ST
and Diamond Back II owners. "By having direct control over the marketing,
distribution, and support functions I can personally guarantee the
continuation of the high level of product support that Diamond Back II owners
deserve", says Bob Luneski, the President of Oregon Research Associates
and Author of Diamond Back II.

To celebrate this occasion, Oregon Research Associates will release a
major new version of Diamond Back II. The new version includes significant
speed optimization, many new backup and restore options, and an expansion of
the Spectre backup/restore functions. Oregon Research also plans the release
of a comprehensive hard disk optimization and repair program in the second
quarter of 1991.

Current owners of Diamond Back II may obtain the upgrade to V2.20,
which includes a completely rewritten manual, by sending their original
disk and $7.50 to:

Oregon Research Associates
16200 S.W. Pacific Hwy., Suite 162
Tigard, OR 97224

Phone :(503) 620-4919
FAX: (503) 639-6182

---- ----
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

1570. Hard Disk Sector 0 Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-06 16:40:09 UTC
From: ric@mcrware.UUCP
Message-ID: <5208@mcrware.UUCP>
Source record: 48961

Netlanders:

I need to write some software to add partitions to the partition table stored on sector 0 of a hard disk. I will be adding partitions for the areas that are not yet used on the disk. For instance, Joe User has a 80Meg drive and sets up two 30Meg partitions with HDX.PRG. My program wants to then go in there (at the request of the user) and add a partition or two in the unused 20Meg of space. These are not to be GEM partitions, but they should conform as far as the partition table information is concerned.

What I've been able to figure out so far is:

* the partition table starts at 0x1c7
* the table entries are in the following form:

```
struct part_entry {
char name[3];
long start; /* 32-bit sector number */
long length; /* 32-bit length in sectors */
char flag; /* 1 byte flag where 0x01 means bootable */
};
```

* offset 0x1c2 is the start of a 32-bit value for the total number of sectors on the device

My questions are:

1. Is any of the above information inaccurate? Incomplete?

2. What is the significance of the byte at 0x1c6 (sandwiched between the total sectors and the partition table)? On my drive it has the value 0x81 (%10000001).

3. Is there other information in this sector that I will need to write a partitioner?

4. Is there a checksum/parity value kept for sector 0? How does HDX3.01 know it was used to format the hard disk?

5. How might an application read sector 0? All the GEMDOS calls I found dealt with files only, not the whole device.

6. Are there any decent/recent books on this sort of thing?

I suppose that's enough for now.

Thanks in advance for any help that you may be able to provide.

Ric Yeates

-=-=-=

1571. Re: HP Deskjet

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-06 18:20:31 UTC
From: dgb@unislc.uucp
Message-ID: <1991Mar6.182031.11905@unislc.uucp>
Source record: 48959

From article <bhwhelan.667837119@unix1.tcd.ie>, by bhwhelan@unix1.tcd.ie (Brendan Whelan):
> Does anyone own/know anything about the Hewlett Packard Deskjet
> printer. I'm particularly interested in knowing how it performs
> on an ST.
> Are drivers easily available for it?
> Is there a substitute driver that can be used from most packages with
> it?
> What is it's quality really like?
> How expensive are the cartridges and - most importantly- how often do
> they have to be replaced?
>
> THanks in advance.
>
> B.

I have about 18 mounts on a Deskjet II now. I would not buy it again if
I had it to do over again.

The thing performs as you would expect HP equipmnet to. Well. The
cartridges are about $50 and I have bought 1 new one. Many people heat
a paper clip and burn a couple of small holes in the things and refill
them for the cost of ink. When the printing holes become clogged a new
cartridges is purchased. The Deskjet emulates a couple of other printers,
(I bought an Epson emulation cartridge) and I use the laser jet option
on software that has it. So interfacing it has been no problem.

The thing is SLOW in graphics mode. I mean about 20 minutes/page to print
stuff from Page Stream (a product I think anyone should be wary of). And
this for 300^2 resolution. I must contrast this with an Epson comp 9 pin
printer which I can drive to ~270X240 resolution and dump Page Stream at
about 5 minutes/page. Granted the dot matrix goes thru a lot of ribbons
(which i re-ink), but usually I just can't wait two days for a document to
print out.

In an effort to reduce the print time, I have installed two memory extension
cartridges. There is a noticable improvement in character mode, and no
noticable improvement in graphics mode.

But if;
you primarally want to use the thing in character mode
you place a high value on noise abatement
you can live with a slow printer (with quality at many
laser printer's level)
your pocket book feels the price delta between this
product and a laser printer
this is a good choice

However;
if you will ever want to dump code for review you will
probably want a dot matrix anyway, and a 24 pin Epson
compatible can be driven past 300^2, is cheaper and is
cheaper per copy.

if you need to print a large volume of data in graphics
mode (desk top publishing) stay away from this printer.
You will grow old waiting for page 50.

My opinions are mine, but can be rented for a modest cost. Users
assume all liability.

dgb

1572. Re: GCR + NEC help!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-06 22:05:50 UTC
From: mjv@brownvm.brown.edu
Message-ID: <67523@brunix.UUCP>
Source record: 48962

In article <1991Mar5.190933.2276@agate.berkeley.edu>
kawakami@ocf.berkeley.edu (John Kawakami) writes:
> I understand there is a fix, and I have not been able to get GBS "live"
over
> the phone, so I'm using the net now.

Try writing to GBS and include a SASE. This is a much better way of
getting in touch with the Small gang.

Marshall

****
-> Internet: mjv@brownvm.brown.edu
"He had found the perfect TV mix, on Marvin's Hour of Power.
(The show that put the FUN back into fundamentalist)."
-- Neil Gaiman; Good Omens: The Nice and Accurate Prophecies of
Agnes Nutter, Witch

1573. st-writer output of european char set

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-06 23:18:10 UTC
From: clr@dgp.toronto.edu
Message-ID: <1991Mar6.181809.27094@jarvis.csri.toronto.edu>
Source record: 48963

I'm wondering if anyone knows how to get foreign characters to
print out with St-Writer 3.0. At the moment, I'm using a Mega 2
hooked up to a Star NB-24-10 printer (an Epson LQ 24pin clone).
There is the XXYZZ.TXT (or something like this) file and CONFIG.TOS
file sitting around in the St-writer folder (the first is a printer
driver, the other I'm not sure about). Is there any way to
configure ST-writer to properly print foreign characters, or is
the a dip switch or two I have to flip? I've been trying to print
Hungarian characters for months now (including a' e' i' o' u'
o" u"), but I've only been getting funny characters or nothing.

Please contact me email if you run across this problem. Thanks!

- Stephen Bohus
--
Stephen Bohus - (416) 978-7197 Centre for Landscape Research
Internet: clr@dgp.toronto.edu
UUCP: ..!uunet!dgp.toronto.edu!clr University of Toronto
Bitnet: clr@dgp.utoronto Toronto, Ontario, CANADA
~~~~~~
~~~~~~

1574. 520stfm upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-07 05:10:42 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Mar7.051042.6372@nmt.edu>
Source record: 48980

I'm really sick of only having 512K and since buying a new computer
is out of the question, I would like to upgrade.

My question is:
OK, I have a Rev. C 520stfm motherboard. In the place where the RAM
chips are, there are a series of empty holes where, I assume, the extra
.5 meg in a 1040 goes. In order to upgrade, could I just simply
solder in the 8(?) memory chips with no other mods, or is there some
trick to it?

Since this thread has probably been beat to death already, and because
our newsfeed has been on the fritz lately, I would appreciate responses
by e-mail.

Thanx.

Eric A. HOBBS!
eahsnsr@JUPITER.nmt.edu

1575. WANTED ------- mtools ---------

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-07 10:21:04 UTC
From: qiu@inf.ethz.ch
Message-ID: <26858@neptune.inf.ethz.ch>
Source record: 48964
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

There is a package called 'mtools' which works for Suns and Ataris.
If anyone knows where I can get it, please let me know. I would be
very grateful.

Thanks in advance!

---- Yonggang
~~~~~~

Yonggang Qiu
Institute for Information-system | e-mail: qiu@inf.ethz.ch
ETH-Zentrum | phone: (41-1) 254 7223
CH-8092 Zurich,Switzerland | fax: (41-1) 262 3973
~~~~~~

1576. G++

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-07 12:14:59 UTC
From: csuab@warwick.ac.uk
Message-ID: <F+D&VM*@warwick.ac.uk>
Source record: 48967

Hi there,

I'd like to here from someone who has got G++ running on there machines. I've had a look at the files on terminator and there appears to be a total lack of README files. I assume that one of the TTP files takes a C++ progam as input and outputs a C program. What I'd like to have running is the gnu C++ translator and Lattice C to do the compilation. Has anyone got a setup like this? What libraries/header files are required? Is it possible?! Most grateful for any help you could give me (I've just been set an assignment in C++, and it would be real useful to have it at home!)

Thanks

Steve

1577. Re: WANTED ------- mtools ---------

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-07 13:12:58 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3084@laura.UUCP>
Source record: 48965
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <26858@neptune.inf.ethz.ch>, qiu@inf.ethz.ch (Yonggang Qiu) writes:
|> There is a package called 'mtools' which works for Suns and Ataris.
|> If anyone knows where I can get it, please let me know. I would be
|> very grateful.

The current version of Mtools and all the patches are available via anonymous
ftp from cerl.cecer.army.mil (129.229.1.101).

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1578. Question on Memory/Graphic for 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-07 14:11:47 UTC
From: bagdy@dweezl.enet.dec.com
Message-ID: <20852@shlump.nac.dec.com>
Source record: 48966

Question for all those that have had an ATARI-ST for a while.

I just purchased a 520ST with the standard 512K memory and
CGA graphics. I was curious if there were/are any
modifications to upgrade the video/graphics and what the
easiest way to upgrade the memory would be. I'd like to load
this thing with as much memory as physically possible, but
I'm not sure what the limit is for it either.

Any/all help would be greatly appreciated.

Matt Bagdy
South Burlington, VT

1579. Bad.sector.list on HD-s?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-07 14:34:25 UTC
From: pa@hexagon.se
Message-ID: <2899@hexagon.se>
Source record: 48971

Hello there!

I've just gotten hold of a 30 M hard disk and now here is the
trouble. (The type or whatsoever is irrelevant.)

Background: After formatting, the fysical bad sector marking begins
but the program can't find any bad one's even though there
are some fabricial faults on it.

Q: How do I mark them, or more specificaly,
how is the list of bad sectors built. I know where
to find it but not how to use/modify it.

Please email (or why not post?)
any replies to: pa@hexagon.se

AdvTHANKSance!

1580. Re: HP Deskjet

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-07 15:44:49 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <7056@vice.ICO.TEK.COM>
Source record: 48981

In article <1991Mar6.182031.11905@unislc.uucp> dgb@unislc.uucp (Douglas Barrett) writes:
>From article <bhwhelan.667837119@unix1.tcd.ie>, by bhwhelan@unix1.tcd.ie (Brendan Whelan):
>> Does anyone own/know anything about the Hewlett Packard Deskjet
>> printer. I'm particularly interested in knowing how it performs
>> on an ST.

{stuff deleted}

>> How expensive are the cartridges and - most importantly- how often do
>> they have to be replaced?
>>
>> THanks in advance.
>>
>> B.
>
>I have about 18 mounts on a Deskjet II now. I would not buy it again if
>I had it to do over again.

{stuff deleted}

>The thing performs as you would expect HP equipmnet to. Well. The
>cartridges are about $50 and I have bought 1 new one. Many people heat

Whoa!!! $50!?!?!?!?!? Where are you buying your cartridges? I can buy them at Sears Computer Centers for $19.00 and at other local shops for less then that. BTW, HP has come up with a non-water soluble ink so thew printouts don't run it they get wet.

{stuff deleted}

My experience with the Deskjet has been a happy one. I rented Pagestream once to see if it was worth it and had the same speed problem as above. I now stick to GDOS applications and use Migraphs printer driver with OSpooler and the speed is OK. The Deskjet Plus is about five times faster. My church has the Plus and it performs flawlessly.

If I had to do it again I would definitely get a Deskjet Plus.

>---
>My opinions are mine, but can be rented for a modest cost. Users
>assume all liability.
>
>dgb

Ditto.

Keith Rast
keithr@icogem3.ICO.TEK.COM

1581. SIMMS, Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-07 15:51:53 UTC
From: csuab@warwick.ac.uk
Message-ID: <Z~D&N1|@warwick.ac.uk>
Source record: 48969

Hi,

Just a quick question - do Mega STe's take SIMMS? If so, what speed do they have to be (Is 80ns fast enough?).

Thanks

Steve - csuab@uk.ac.warwick.cu

1582. Re: MFM hard drive help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-07 16:21:35 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <12052@hydra.Helsinki.FI>
Source record: 48970

By the way...

Does anybody know what kind of a drive they're using in SUPRA DRIVES
I got one (bought 1988) with 30 megabytes formatted or so...
Think it wascalled supradrive 30 ...

I opened it once and the drive was a seagate... but how can you tell wether
it's a mfm or something else ???

>>
>>>>>> " I'm completely operational & all my cicuits are functioning <<<<<<
>>>>>> correctly...correc...corr...co...-! " : HAl9000 <<<<<<
>>

1583. Re: WANTED ------- mtools ---------

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-07 16:45:22 UTC
From: cliff@jarthur.Claremont.EDU
Message-ID: <11105@jarthur.Claremont.EDU>
Source record: 48968
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <26858@neptune.inf.ethz.ch> qiu@inf.ethz.ch (Yonggang Qiu) writes:
>
>There is a package called 'mtools' which works for Suns and Ataris.
>If anyone knows where I can get it, please let me know. I would be
>very grateful.
>
>Thanks in advance!
>
>---- Yonggang
k

You can get MTools at: titan.rice.edu via anonymous FTP.

--Cliff

Hi Andy!

--
cliff@jarthur.claremont.edu | "Ted Striker? Never heard of him. Wait!
cliff@jarthur.uucp | That's not exactly true. We were like
...uunet!jarthur!cliff | brothers."
cstein@hmcvax.bitnet | --Buck Murdoch

1584. 1040 STF SIMM Upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-07 23:07:19 UTC
From: tony@tacky.cs.olemiss.edu
Message-ID: <1991Mar7.230719.4639@cs.olemiss.edu>
Source record: 48972

About a week ago at least two different people claimed to have a
way of using SIMMs to upgrade an ST directly. Either I missed the
post, or they haven't been posted, or they've been e-mailed. I would
like to see these articles, so if they haven't been posted, POST them,
and if they have been posted, e-mail 'em to me. My tired ST needs
a memory-lift.

Thanks a (4) million-
Tony
!!!

1585. Re: Bad.sector.list on HD-s?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-08 00:36:18 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar8.003618.25646@jato.jpl.nasa.gov>
Source record: 48973

In article <2899@hexagon.se> pa@hexagon.se (Peter Andersson) writes:
>...I've just gotten hold of a 30 M hard disk and now here is the
>trouble. (The type or whatsoever is irrelevant.)
>
>Background: After formatting, the fysical bad sector marking begins
>but the program can't find any bad one's even though there
>are some fabricial faults on it.
>
>Q: How do I mark them, or more specificaly,
>how is the list of bad sectors built. I know where
>to find it but not how to use/modify it.

The SCSI protocol allows one to send a defect list with the Format
command. But I don't know any low-level HD formatting programs for the ST
that allow you to specify the defects, so the program can put them in the SCSI
Format command. Anybody out there know of such a formatting program?
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1586. Sozobon C users ... read this

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-08 14:07:08 UTC
From: L.B.Brown@newcastle.ac.uk
Message-ID: <1991Mar8.140708.27023@newcastle.ac.uk>
Source record: 48978
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just uploaded two files to atari.archive:

newsozo1.zoo,newdlibs.arc

newsozo1.zoo contains the same files as sozobon.zoo (in the languages
directory) but the binaries have been recompiled using a fixed dlibs.a
which, with the source of the fixed .o files, is contained in newdlibs.arc.
(You only need that if you want a complete source for dlibs).

You'll want to know the improvements I suppose:

o All programs compiled under and including the compiler do not crash
when spawned from gemini/mupfel or monitors such as monst.

o The optimizer has been fixed (again!). This time every bit of C source
I have compiles with the -O option, including microemacs 3.10.

o All published mods to dlibs.a have been performed.

More detailed information on the changes can be found in the readme files
in the respective files.

It really is worth uploading this if you use sozobon.

Leigh Brown.

Leigh Brown. UK : L.B.Brown@uk.ac.newcastle
World: L.B.Brown@newcastle.ac.uk

1587. Re: Bad.sector.list on HD-s?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-08 15:47:09 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1991Mar8.154709.24534@cbfsb.att.com>
Source record: 48982

In article <2899@hexagon.se>, pa@hexagon.se (Peter Andersson) writes:
>
> Hello there!
>
> I've just gotten hold of a 30 M hard disk and now here is the
> trouble. (The type or whatsoever is irrelevant.)
>
> Background: After formatting, the fysical bad sector marking begins
> but the program can't find any bad one's even though there
> are some fabricial faults on it.
>
>
Most of the HD interfaces use the Adaptec Controllers.
4000A for MFM, 4070 for RLL. A 30 meg drive is surely Rll.

The Adaptecs allow a list of bad sectors to be passed to them at format
time. This is the only way to live with spectre and Minix partition.
Tos tries to get by, by "testing" for bad sectors, and mapping them out.
As you see its a poor scheme, at best.

All my drives come with Bad sector lists, and I wrote my own formatter
to utilize this information and format the drive. It has worked well.

The formatter, and associated partitioner is available by EMAIL.

Howard Johnson
ATT BELL LABS
att!lzsc!hcj
hcj@lzsc.att.com

1588. Re: G++

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-08 19:05:48 UTC
From: rcb@netcom.COM
Message-ID: <27430@netcom.COM>
Source record: 48977

In article <F+D&VM*@warwick.ac.uk> csuab@warwick.ac.uk (Steve Strong) writes:
>Hi there,
>
>I'd like to here from someone who has got G++ running on there machines.

I haven't tried it yet on my STe yet, but I have gotten it up and
running on a Sun.

>I've had a look at the files on terminator and there appears to be a total
>lack of README files. I assume that one of the TTP files takes a C++ progam
>as input and outputs a C program. What I'd like to have running is the gnu
>C++ translator and Lattice C to do the compilation. Has anyone got a setup
>like this? What libraries/header files are required? Is it possible?!

I believe that G++ translates C++ directly to object/assembly code.
You wouldn't need Lattice C then. Also, the header file and libraries
you need are a separate package (forgot the name, but it is explicitly
a GNU C++ library).

>Most grateful for any help you could give me (I've just been set an
>assignment in C++, and it would be real useful to have it at home!)
>
>Thanks
>
>Steve

For such meager help, any time!

Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb

1589. Re: GCR problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-08 19:39:00 UTC
From: pegram@kira.UUCP
Message-ID: <1991Mar8.193900.3518@uvm.edu>
Source record: 48974
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From article <17776@milton.u.washington.edu>, by iho@cac.washington.edu (Il Oh):
> Has anybody been able to get Spectre 3.0 to store the control
> panel settings? The manual seems to imply that this should happen
> automatically if you reformat your HD under 3.0, but my mouse speed
> setting keeps going back to the brain-damaged ultra-slow setting
> every time I turn it on.
>
> il

It has to be an "oop" partition not the old "ack" one (bill the cat
lives on at gadgets 8-).

I also have problem, and haven't been able to raise gadgets (via the
compuserve gateway). I figure these are trying times for D. Small and
Co., so I'll ask it here. My ancient 520 has a mouse and keyboard
problem under Spectre - the machine just loses the mouse unpredicably
(no response on the screen) after a while, and of course, the keyboard
is dead too. I have the GCR box and 2 more Megs of memory plugged in,
so I figure the voltage to the keyboard could be low (haven't checked
yet) or I could have a flakey IKBD processor. Anybody have any other
guesses, possible fixes and/or experiences to relate? I don't want to
buy a new keyboard processor only to find that my problem is elsewhere.

If I have to replace my dinky external power supply (PS or PSU for the
abbreviation inclined 8-), what's best? I have just gotten a new
shoebox w/power for the disk drive, so don't suggest a PC case 8-).
On the other hand, info on U.S. legal and well designed replacement
cases (available in the U.S.A.) would be interesting. Remember, I *do
not have an STFM* the power supply is external.

thanks,
Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1590. Re: Bad.sector.list on HD-s?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-08 20:10:23 UTC
From: cae@sdfvm1.vnet.ibm.com
Message-ID: <9103080835.AA07030@grape.ecs.clarkson.edu>
Source record: 48975

In article <1991Mar8.003618.25646@jato.jpl.nasa.gov>
vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:
>The SCSI protocol allows one to send a defect list with the Format
>command. But I don't know any low-level HD formatting programs for the ST
>that allow you to specify the defects, so the program can put them in the SCSI
>Format command. Anybody out there know of such a formatting program?

The easiest way to use a partially bad HD is to just mark the bad sectors
in the FAT as used (FFF7 or something) so they will never be allocated
again. Of course an optimizer might find them as lost clusters again...

Cornelius cae@sdfvm1.vnet.ibm.com

1591. Re: st-writer output of european char set

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-08 20:26:34 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991Mar8.202634.20505@cs.ucla.edu>
Source record: 48976

In article <1991Mar6.181809.27094@jarvis.csri.toronto.edu> clr@dgp.toronto.edu (Centre for Landscape Research) writes:
>
> I'm wondering if anyone knows how to get foreign characters to
>print out with St-Writer 3.0. At the moment, I'm using a Mega 2
>hooked up to a Star NB-24-10 printer (an Epson LQ 24pin clone).
...
> I've been trying to print
>Hungarian characters for months now (including a' e' i' o' u'
>o" u"), but I've only been getting funny characters or nothing.

Well, I don't know how to do this using your printer's character set, but I have a product (shameless plug warning) called G-Print which prints out ST Writer files (as well as 1st Word Plus and Word Writer) files using GDOS fonts which makes the whole character set accessible. It has a number of other features (including multiple fonts) upon which I will gladly elaborate if asked. For more information, send me mail. It sells for US$25.

--Steve

> - Stephen Bohus
>--
>Stephen Bohus - (416) 978-7197 Centre for Landscape Research
>Internet: clr@dgp.toronto.edu
>UUCP: ..!uunet!dgp.toronto.edu!clr University of Toronto
>Bitnet: clr@dgp.utoronto Toronto, Ontario, CANADA
>~~~~~~

--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

1592. Re: Bad.sector.list on HD-s?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-08 21:42:55 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar8.214255.11914@jato.jpl.nasa.gov>
Source record: 48979

In article <9103080835.AA07030@grape.ecs.clarkson.edu> cae@sdfvm1.vnet.ibm.com (Cornelius Caesar) writes:
>In article <1991Mar8.003618.25646@jato.jpl.nasa.gov>
> vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:
>>The SCSI protocol allows one to send a defect list with the Format
>>command. But I don't know any low-level HD formatting programs for the ST
>>that allow you to specify the defects, so the program can put them in the SCSI
>>Format command. Anybody out there know of such a formatting program?
>
>The easiest way to use a partially bad HD is to just mark the bad sectors
>in the FAT as used (FFF7 or something) so they will never be allocated
>again. Of course an optimizer might find them as lost clusters again...
>
>Cornelius cae@sdfvm1.vnet.ibm.com

My disk drive has numbers like "cylinder head bytes-from-index" in the defect list that accompanied it. How do I turn these into FAT indices? I don't want to rely on high-level read\write tests to discover them, because the manufacturer applied stricter tests than one can do with ordinary I/O. I'd rather not write data where the manufacturer thinks his product is marginal, only to have it disappear without warning (that is, between being written and the first subsequent backup).

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1593. Mono monitor problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-09 03:59:06 UTC
From: dgjst@unix.cis.pitt.edu
Message-ID: <101430@unix.cis.pitt.edu>
Source record: 48983

Hello, my mono mon. went bad a little while ago, and if
anyone recognizes the problem and knows a fix I'd appreciate
hearing from them.

SYMPTOMS: the image shifted to the left hand side of the screen
very bright line through the center of what image is left
image is the wrong term--VERY distorted view of the
desktop with parts of a few icons visible.

This problem occured suddenly, with no prior symptoms. It has
been in daily use for over a year.

If this sounds familiar, how do you fix it or
how much did you pay to have it fixed.

Thanks in advance,
Dan Jones
sleepy@unix.cis.pitt.edu
dgjst@unix.cis.pitt.edu

1594. Re: 520stfm upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-09 12:31:33 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar09.123133.15161@actrix.gen.nz>
Source record: 48794

Distribution:world

In article <1991Mar7.051042.6372@nmt.edu> eahsnsr@nmt.edu (Eric A. Hobbs) writes:
>
> I'm really sick of only having 512K and since buying a new computer
> OK, I have a Rev. C 520stfm motherboard. In the place where the RAM
> chips are, there are a series of empty holes where, I assume, the extra
> .5 meg in a 1040 goes. In order to upgrade, could I just simply
> solder in the 8(?) memory chips with no other mods, or is there some
> trick to it?
>
> Eric A. HOBBS!
> eahsnsr@JUPITER.nmt.edu

No. you solder in 16 256k Rams 150ns or better, plus 3 resistors 33/39 ohms
and 16 * 0.22uf mono caps, you can see the missing resistors, they are
in the same place as the otheres..
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1595. Better colour graphics from STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-09 15:09:22 UTC
From: SAMcinty@exua.exeter.ac.uk
Message-ID: <1190@exua.exeter.ac.uk>
Source record: 48984

I just recently purchased my ste, and Im already kicking myself when I look at the super VGA graphics that are available on IBM type machines. Now, I'm loyal to the machine I've got, but is there any way to get better graphics from an STE? VERY high resolution, zillions of colours, etc?

Atari Workshop here in the UK offer some sort of a graphics board, for the outrageous price of 850 pounds (about $1800), but I don't know what the specs are...or what it does.

Thanks,
scott

1596. Re: GCR problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-09 22:07:56 UTC
From: iho@cac.washington.edu
Message-ID: <18097@milton.u.washington.edu>
Source record: 48985
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

pegram@kira.UUCP (Robert B. Pegram) writes:

>, by iho@cac.washington.edu (Il Oh):
>> Has anybody been able to get Spectre 3.0 to store the control
>> panel settings? The manual seems to imply that this should happen
>> automatically if you reformat your HD under 3.0, but my mouse speed
>> setting keeps going back to the brain-damaged ultra-slow setting
>> every time I turn it on.
>>
>> il
>
>It has to be an "oop" partition not the old "ack" one (bill the cat
>lives on at gadgets 8-).

The manual said that you just had to select "erase disk" from Finder to
change an ACK partition to an OOP partition. I did that. I guess we'll
wait until dsmall gets caught up a bit before hitting him with this
question.
--
"I'm sorry. | Il Hwan Oh
If you were right, | University of Washington, Tacoma
I would agree with you." | iho@cac.washington.edu
-- Dr. Malcolm Sayer, _Awakenings_ |

1597. Re: Bad.sector.list on HD-s?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-10 00:51:01 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <13466@ccncsu.ColoState.EDU>
Source record: 48986

In article <1991Mar8.003618.25646@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>In article <2899@hexagon.se> pa@hexagon.se (Peter Andersson) writes:
>>
>>Q: How do I mark them, or more specificaly,
>>how is the list of bad sectors built. I know where
>>to find it but not how to use/modify it.
>
>The SCSI protocol allows one to send a defect list with the Format
>command. But I don't know any low-level HD formatting programs for the ST
>that allow you to specify the defects, so the program can put them in the SCSI
>Format command. Anybody out there know of such a formatting program?
>--
If you have ICD software, then you will find the program called HDUTIL, under it there is a function called Map Bad disk setors. This will allow you to mark a sector to be bad in the FAT. And also if you used Adaptec 4070 controller, the bad sectors are map out by the card when it format the disk (that's what I remember but not 100% certain, but do seems to recall some SCSI card map out the bad sectors so that the host sees the hard drive as no bad sectors).

Tang
sytang@lamar.colostate.edu

1598. Re: Mono monitor problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-10 13:31:14 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar10.133114.20186@actrix.gen.nz>
Source record: 48792

Distribution:world

In article <101430@unix.cis.pitt.edu> dgjst@unix.cis.pitt.edu (Daniel G. Jones) writes:
>
> Hello, my mono mon. went bad a little while ago, and if
> anyone recognizes the problem and knows a fix I'd appreciate
> hearing from them.
> Thanks in advance,
> Dan Jones
> sleepy@unix.cis.pitt.edu
> dgjst@unix.cis.pitt.edu

There is a Pot, VR 701 Horiz Centering, this is on the main PCB,
near the front, on the right side, this could need ajusting.

!!! WARNING !!! this is close to the EHT circuits, and that is a
Voltage of 10,000 Volts, so use a long plastic trimmer (10")
and please take precourtions...

IE. ajust Pot, with power off..
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1599. Re: Mono Monitor Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-10 22:32:18 UTC
From: gints@prophet.sgi.com
Message-ID: <1991Mar10.223218.26260@odin.corp.sgi.com>
Source record: 48989

Hi !!

A little more info would help: have you tried any other mono or color monitors?

From your brief description, it sound like your video shifter chip went bezerk. A very simple attempt at a fix would be to carefully pop out the shifter chip and reseat it. I have seen many a device come to life after this simple procedure. Reseating a chip merely scrapes off some oxidation form its pins. If you need help locating and removing the video shifter chip, post another message.

If a reseat doesn't do it, fret not. A video shifter chip can be purchased for about $40 from somewhere.

1600. Re: Bad.sector.list on HD-s?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-10 23:53:10 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar10.235310.8813@jato.jpl.nasa.gov>
Source record: 48987

In article <13466@ccncsu.ColoState.EDU> sytang@lamar.ColoState.EDU (Shoou-yu tang) writes:
>In article <1991Mar8.003618.25646@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>>In article <2899@hexagon.se> pa@hexagon.se (Peter Andersson) writes:
>>>
>>>Q: How do I mark them, or more specificaly,
>>>how is the list of bad sectors built. I know where
>>>to find it but not how to use/modify it.
>>
>>The SCSI protocol allows one to send a defect list with the Format
>>command. But I don't know any low-level HD formatting programs for the ST
>>that allow you to specify the defects, so the program can put them in the SCSI
>>Format command. Anybody out there know of such a formatting program?
>>--
> If you have ICD software, then you will find the program called HDUTIL, under
> it there is a function called Map Bad disk setors. This will allow you to mark
> a sector to be bad in the FAT. And also if you used Adaptec 4070 controller,
> the bad sectors are map out by the card when it format the disk (that's what
> I remember but not 100% certain, but do seems to recall some SCSI card map out
> the bad sectors so that the host sees the hard drive as no bad sectors).
>
I've got software that lets me mark FAT entries to indicate bad clusters, and software that tries to discover which sectors are bad. But the disk manufacturer uses a more stringent test than one can do with I/O through the SCSI. I have an Adaptec 4000, and manual. It's DEFINITELY possible to tell the controller about the bad spots. The problem is, none of the *low-level* formatting programs I've tried know how to tell the controller about the manufacturer's defect list. I'd much prefer to tell the Adaptec where the bad spots are in advance, than discover there's a bad spot in something I've just spent 20 hours creating. (I do backups, but not continuously). It's the *low-level* formatting program that's got to tell the Adaptec where the manufacturer says the bad spots are. Unless somebody can provide a fool-proof (i.e. works with EVERYBODY's HD SW) algorithm for converting the "cylinder/head/bytes-from-index" indication of bad spots into partition/cluster-number indication. BTW, marking FATs won't work the same way on Magic, GCR, Minix, etc. partitions, so telling the Adaptec seems the only reliable way.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1601. Re: 5200 Trackball REPOST -- how to make it a ST mouse?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-10 23:55:30 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar10.235530.8896@jato.jpl.nasa.gov>
Source record: 48988

Does anybody know how to convert a 5200 trackball to work as an ST mouse?

Thanks in advance for any assistance.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1602. Re: Mono Monitor Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-11 00:13:02 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar11.001302.9198@jato.jpl.nasa.gov>
Source record: 48990

In article <1991Mar10.223218.26260@odin.corp.sgi.com> gints@prophet.sgi.com (Gints Klimanis) writes:
>...From your brief description, it sound like your video shifter chip went
>bezerk. A very simple attempt at a fix would be to carefully pop out
>the shifter chip and reseat it...
>
>If a reseat doesn't do it, fret not. A video shifter chip can be
>purchased for about $40 from somewhere.

But DO FIRST TRY ANOTHER MONITOR. You wouldn't want to spring for $40 only to discover it's in the monitor after all.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1603. mono monitor problem (UPDATE)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-11 01:03:15 UTC
From: dgjst@unix.cis.pitt.edu
Message-ID: <101833@unix.cis.pitt.edu>
Source record: 48791

Hello,
Thanks for the response so far.
I'm reasonably convinced that the problem is
in the monitor itself, I have 2 STs and I tried the
monitor on both with the symptoms occuring on both.
Also, my sc1224 color mon works fine with
both. Unless its something affecting only mono,
and it's broken in both boxes, the problem is with
the monitor.

Thanks, I really appreciate the help.

Dan Jones
sleepy@unix.cis.pitt.edu

1604. 2nd Floppy Driver on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-11 08:49:07 UTC
From: grillo@olivey.ATC.Olivetti.Com
Message-ID: <50443@olivea.atc.olivetti.com>
Source record: 48793
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know the follow probably is one of the Frequently Asked Questions but
I really need this info:

I'd like to connect a second Floppy Drive on my 1040STf.
Are the ST drives the same on the PC (Ibm/Clone)?
If yes how can I connect it?
If no, what's the difference? Is there a way to go around ?
Do you have a list of the working Drive (manufacturer, Type, etc.)?

And now the 1 Billion dollars question:

It is possible to connect as 2nd drive a 1.44MB one???
HOW?

Thank you ST friends.

Savino

1605. Re: Bad.sector.list on HD-s?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-11 13:09:20 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Mar11.130920.20617@informatik.uni-erlangen.de>
Source record: 48795

vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:
>I've got software that lets me mark FAT entries to indicate bad clusters, and
>software that tries to discover which sectors are bad. But the disk
>manufacturer uses a more stringent test than one can do with I/O through
>the SCSI. I have an Adaptec 4000, and manual. It's DEFINITELY possible to
>tell the controller about the bad spots. The problem is, none of the *low-
>level* formatting programs I've tried know how to tell the controller about
>the manufacturer's defect list. I'd much prefer to tell the Adaptec where the
>bad spots are in advance, than discover there's a bad spot in something I've
>just spent 20 hours creating. (I do backups, but not continuously). It's the
>*low-level* formatting program that's got to tell the Adaptec where the
>manufacturer says the bad spots are. Unless somebody can provide a fool-proof
>(i.e. works with EVERYBODY's HD SW) algorithm for converting the "cylinder/
>head/bytes-from-index" indication of bad spots into partition/cluster-number
>indication. BTW, marking FATs won't work the same way on Magic, GCR, Minix,
>etc. partitions, so telling the Adaptec seems the only reliable way.

I've been working on something like this, but I ended up concluding that
the Adaptec 4000 has firmware bugs in it that make it impossible to transfer\
a defect list when formatting. Recently, I received indications that there
might be a way to do it, but I have no details on that. Somebody out there
who can tell us the tricks?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1606. Re: Bad.sector.list on HD-s?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-11 18:24:00 UTC
From: bill@mwca.UUCP
Message-ID: <1821@mwca.UUCP>
Source record: 48798

In article <2899@hexagon.se>, pa@hexagon.se (Peter Andersson) writes:
> I've just gotten hold of a 30 M hard disk and now here is the
> trouble. (The type or whatsoever is irrelevant.)
>
> Background: After formatting, the fysical bad sector marking begins
> but the program can't find any bad one's even though there
> are some fabricial faults on it.

If it is a true SCSI drive (as opposed to MFM or RLL w/Adaptec controller)
you don't need to worry about defects - SCSI is known as "perfect media",
where there are spare sectors on the disk, and any bad sector is automatically
remapped to one of the spare sectors. The computer has no way of knowing
this is taking place - the firmware on the drive does it. To the computer,
there are no bad sectors.

Again, this is only true for an embedded-SCSI drive.
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
######Opinions expressed are my own, though you'd be wise to adopt them!######

1607. Mouse and Keyboard dieing - fixes?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-11 19:06:33 UTC
From: pegram@kira.UUCP
Message-ID: <1991Mar11.190633.9121@uvm.edu>
Source record: 48797
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In reply to another question to do with Spectre, I wrote about my
mouse and keyboard dieing (no response all of a sudden) under Spectre.
I speculated that my external floppy 520's power was being overloaded
or that the IKBD processor was going.

Last night, I substituted a later (beefier?) Atari switching Power
supply (PS) for my original non-switching supply. Result: the mouse
is now dieing under TOS. I guess that's progress - I was pretty sure
that the problem was not Dave Small's code. However, has anyone else
had this problem - must I replace the IKBD processor, or just clean
and reseat it? For that matter, could this problem be due to something
I'm not considering? After all, both processors *and* their software *and*
the cabling between them must be in good shape, right? I have rather
beaten on the cable to the motherboard in past times 8-).

Thanks for any help,
Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1608. BARREL source wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-12 01:21:22 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <1991Mar12.012122.3498@agate.berkeley.edu>
Source record: 48796

Where can I get the sources for Moshe Braner's Barrel. Barrel is a printer buffer/screen capture program.

John Kawakami kawakami@ocf.berkeley.edu
Amateur Crank! ucbvax!ocf.berkeley.edu!kawakami

1609. Help! Hot memory?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-12 10:42:40 UTC
From: Bill_Moore@mindlink.UUCP
Message-ID: <5115@mindlink.UUCP>
Source record: 48815

I have an older (purchased in 1986) ST with tos 1.0. It has an easieST memory expansion board installed with 2mb for a total of 2.5 mb of memory. Recently, when the machine is warm -- on for at least 1 1/2 hours -- it locks up. Narrow vertical lines appear on the screen as do eleven bombs. If I can successfully reboot I often get a machine with only 1/2 mb of memory available. I had the connections to expansion board soldered in. That has improved but not completely solved the problem; the same thing happens, but less often and the computer can be on longer before it happens. Any ideas? Anybody else ever have some thing like this happen to them? Much thanks in advance!!!

1610. Re: Mouse and Keyboard dieing - fixes?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-12 12:31:25 UTC
From: hase@netmbx.UUCP
Message-ID: <2076@netmbx.UUCP>
Source record: 48805
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

pegram@kira.UUCP (Robert B. Pegram) writes:
>Last night, I substituted a later (beefier?) Atari switching Power
>supply (PS) for my original non-switching supply. Result: the mouse
>is now dieing under TOS. I guess that's progress - I was pretty sure
>that the problem was not Dave Small's code. However, has anyone else

Try to insert a gold-plated sockes between the original sockes and the
keyboard processor.

Atari uses lousy sockets...

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Hi! (Zaphod Beeblebrox)

1611. Re: Sozobon C users ... read this

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-12 16:57:09 UTC
From: tony@raid5.uucp
Message-ID: <1991Mar12.165709.23350@raid5.uucp>
Source record: 48810
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

We're working on the next official release of Sozobon C and hope
to release it in the near future. We really appreciate all the work
that people like Leigh have put into the compiler. We don't have
access to all the hardware/software combinations that people are
using, so fixes like these are a tremendous help.

We'd like to incorporate all the fixes and improvements that people
have made, as well as some of our own (long identifiers, for one).
If you've made bug fixes or added features, please send them to me
via email or disk. We've had trouble reaching some of the archive
servers, so please send us your fixes even if they are available
on a server somewhere.

If you send your changes by disk, send it to:

Tony Andrews
4704 Berkshire Ct.
Boulder, CO 80301
USA

I can't promise a response to each message, but we'll do our best to
incorporate your changes in the release. Thanks again for your work!

--
Tony Andrews uunet!cs.utexas.edu!ico!onecom!raid5!tony
Array Technology Corp.
4775 Walnut St., Suite B
Boulder, Colorado 80301 USA

1612. Re: HP Deskjet

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-12 21:05:27 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <91071.230527GERLOFF@DB0TUI11.BITNET>
Source record: 48800

In article <1991Mar6.182031.11905@unislc.uucp>, dgb@unislc.uucp (Douglas Barrett) says:
>
>The thing is SLOW in graphics mode. I mean about 20 minutes/page to print
>stuff from Page Stream (a product I think anyone should be wary of). And

[more stuff deleted]

I can't agree with Douglas opinion. I'm using a DeskJet 500 (the newest DeskJet version) and it is FAST. In normal text mode the speed is the same as good dot-matrix printers like the NEC P6+. The graphic mode is much faster than a dot-matrix printer. I have a german TeX with a DeskJet driver. A page with a resolution of 300 DPI will be printed in one minute. The speed will behaive on the quality of the driver (will it use system-calls or will it program the I/O hardware direct, will the compressed mode for the graphics data be used). Programs that need more time to print will need 2 or 3 minutes. I think Douglas problem will be a result of an older printer version and a BAD driver.

Greetings, Olaf

****
* Olaf Gerloff * Internet: GERLOFF@tubvm.cs.tu-berlin.de *
* Technical University Berlin (FRG) * BITNET : GERLOFF@DB0TUI11 *
****

* Impossible things will be executed immediately, *
* miracles take a little longer! *
****

1613. Re: Hard Disk Sector 0 Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-12 21:40:00 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <2231.03.91@drdhh.hanse.de>
Source record: 48840

From article <5208@mcrware.UUCP>, by ric@mcrware.UUCP (Ric Yeates):
> I need to write some software to add partitions to the partition table
> stored on sector 0 of a hard disk.

> * the table entries are in the following form:
> struct part_entry {

WRONG !!! flag has to be here, bit 7 means bootable

> char name[3];
> long start; /* 32-bit sector number */
> long length; /* 32-bit length in sectors */
> char flag; /* 1 byte flag where 0x01 means bootable */
> };
> 1. Is any of the above information inaccurate? Incomplete?

Yes. :-)

More questions answered below.

> 5. How might an application read sector 0? All the GEMDOS calls I found
> dealt with files only, not the whole device.

If you detect an AHDI or compatible driver, you can set bit 3 in the
Rwabs() mode-word to read physical sectors, but to be safe you will
have to use direct DMA access. (Ask your Microware devdrvr writers)

In germany, there's a VERY good book, called 'Scheibenkleister',
published by Maxon. It's about all mass-storage devices on the ST.
I don't think that there is an english version, so you'll have to
search somebody reading ger-mish - it worth the action.

I include the C definitions I use for such tools:
(ICD/Supra Rootsectors only - there are official docs from Atari
describing HDX 3.0 Format, but they are (c), so you have to ask Atari.

Hope that helps, Bjoern

```
#define PART_EXIST 1
#define PART_BOOT 128

/* partition definition */
struct part {
unsigned char flag; /* bit 0: exists bit 7: boot */
unsigned char id[3]; /* partition name */
unsigned long start; /* start sector */
```

```
unsigned long size; /* size in sectors */
};

/* rootsector structure */
typedef struct {
unsigned char prg[0x150]; /* bootprogram */
unsigned char version; /* rootsector version number */
unsigned long cbhd; /* Driver magic longword */
struct part extp[8]; /* extended parts SED/ICD/Supra */
unsigned int hi_cc; /* cylinders on disk */
unsigned char hi_dhc; /* number of heads */
unsigned char filler; /* unused */
unsigned int hi_rwcc; /* reduced current start */
unsigned int hi_wpc; /* write precomp start */
unsigned char hi_lz; /* landing zone distance */
unsigned char hi_rt; /* steprate */
unsigned char hi_in; /* interleave */
unsigned char hi_spt; /* sectors per track */
unsigned long hi_size; /* total size in sectors */
struct part p[4]; /* atari hdx<3.0 partitions */
unsigned long bsl_start; /* bad sector list start */
unsigned long bsl_count; /* number of sectors in bsl */
unsigned int checksum; /* fixup for $1234 */
} ROOTBLK;

*
* bjoern@drdhh.hanse.de / Bjoern Kriews, D-2000 Hamburg 76
*
```

1614. Re: Bad.sector.list on HD-s?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-12 22:13:34 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar12.150549.18293@actrix.gen.nz>
Source record: 48799

Distribution:World
Keywords: Bad sectors
Sender: Roger.Sheppard@actrix.gen.nz (Roger Sheppard)
Comment-To: csbrod@immd4.informatik.uni-erlangen.de
Organization: Actrix Information Exchange, Wellington, New Zealand
References: <13466@ccncsu.ColoState.EDU> <1991Mar10.235310.8813@jato.jpl.nasa.gov>
<1991Mar11.130920.20617@informatik.uni-erlangen.de>
Date: Tue, 12 Mar 91 15:05:49 GMT

In article <1991Mar11.130920.20617@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
Deleted Data:
> vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:
> I've been working on something like this, but I ended up concluding that
> the Adaptec 4000 has firmware bugs in it that make it impossible to transfer\
> a defect list when formatting. Recently, I received indications that there
> might be a way to do it, but I have no details on that. Somebody out there
> who can tell us the tricks?
>
> --
> Claus Brod, Am Felsenkeller 2, Things. Take. Time.
> D-8772 Marktheidenfeld, West Germany (Piet Hein)
> csbrod@medusa.informatik.uni-erlangen.de
> --

Well from what I have read, it would be very wise to Post a Article
in comp.periphs.scsi.
as the Guru from Adaptec (Roy Nees) or some name like that gives some
very good help on Adaptec Products...
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1615. MACH for a TT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-12 22:37:46 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991Mar12.223746.6287@zip.eecs.umich.edu>
Source record: 48801

I was just wondering how hard is it to get the source code
for Mach and how hard it would be to port to the TT? I know
that AT&T Unix is being ported, but from what I understand
Mach is a good way to go. Does any one have any info on this
or any comments to share. No flames please.

Richard Hall
University of Michigan
--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

1616. Re: DA's and MenuBar

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-12 23:44:42 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar12.234442.13474@jato.jpl.nasa.gov>
Source record: 48802

Can a DA have a menu bar?

I have a program that, when run as a PRG, paints and responds to its menu bar just fine. When run as an ACC, the next meaningful action after MenuBar(...) is reaching for the reset button. If I take out the MenuBar(), the rest of the ACC works fine.

Is this a GEM restriction, or am I just not holding my mouth right?

Thanks in advance.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1617. Re: Common Lisp on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-12 23:46:39 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar12.234639.13565@jato.jpl.nasa.gov>
Source record: 48807

Is there a common lisp (preferably as described in CLtL2 by Steele) for the ST? Preferably also one that includes a library aware of AES and VDI.

Send flames of the form "why are you using lisp" to alt.dev.null

Regards, Van.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1618. Upgrading an Atari SS drive to DS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-12 23:58:21 UTC
From: ldl2142@galileo.rtn.ca.boeing.com
Message-ID: <324@galileo.rtn.ca.boeing.com>
Source record: 48803

I believe that this has been discussed previously, but could someone out there please post some clear, complete directions on what is required to upgrade an Atari Single Sided Floppy disk to a DS disk?

I'm interested in which types of drive mechanisms can be used (If there are any restrictions, that is.), as well as what switches, wires, etc. must be modified for the drive to be recognized as DS.

As an aside, does anyone know if any drive mechanisms other than the NEC have problems with the Spectre GCR?

If someone has this info, but doesn't want to post it, please email me at

ldl2142@galileo.rtn.ca.boeing.com

Thanks,

Layne Lommen

==========
no sig.....yet
==========

1619. Monochrome Monitor Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-13 03:27:45 UTC
From: os9paul@gkcl.ists.ca
Message-ID: <20101@ists.ists.ca>
Source record: 48806
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I recently purchased a 'previously owned' SM124 monochrome monitor. It seems to work quite nicely except for one minor problem. When the display is a black background and there is very little text on the screen, the image is quite dim. As more characters are displayed the image brightens as if the brightness control were being turned up.

Any comments or suggestions about possible components to check/replace? The monitor is from Korea and is dated December 1987.

Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ...!ists!gkcl.ists.ca!os9paul

1620. Mono Monitor Problem + GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-13 07:47:47 UTC
From: v053qhyx@ubvmsd.cc.buffalo.edu
Message-ID: <64886@eerie.acsu.Buffalo.EDU>
Source record: 48809

Hi.. I have two problems that I hope I can get some help with..
I have an older Monochrome monitor Feb 1987. It has this nice problem...
it likes to invert everything.... For example I turn it on and all I get is
a solid black screwwn after I "SMACK" it on its side I get the normal black
text on the white screen.. then a few minutes later it flashes black and then
white then black again, and then I have a black background with white lettering
???!!! If I smack the monitor a few times it will usually go back to normal use
it likes to flicker and change alot.... Any ideas <DONT SAY ITS A LOOSE
CONNECTION!!>??!!!

ALSO

Does anyone know if GREEK lettering fonts either GDOS or not are available
for the ST.. Otherwise How could I create my own font???!

Jeremy

1621. Re: DA's and MenuBar

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-13 10:16:46 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Mar13.101646.23814@informatik.uni-erlangen.de>
Source record: 48808

vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:

>Can a DA have a menu bar?

Unfortunately, it cannot. A GEM restriction.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1622. Re: Common Lisp on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-13 12:23:37 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Mar13.122337.10997@doe.utoronto.ca>
Source record: 48816

In <1991Mar12.234639.13565@jato.jpl.nasa.gov>, Van Snyder writes:
> Is there a common lisp (preferably as described in CLtL2 by Steele) for the
> ST? Preferably also one that includes a library aware of AES and VDI.

XLISP is getting closer and closer to Common LISP, although it is nowhere
near Steele's specifications yet (if you have used pre-2.0 versions, look
again!). I used XLISP a lot at v. 1.7, and it was easy to add VDI/AES
to it (just build in low-level functions to access the GEM arrays, etc.,
then build up the interface in LISP); this is presuming that you have
a C compiler, of course.

Another option would be to use it under MGR (where it runs beautifully),
and write the MGR graphic interface entirely in LISP. MGR uses escape
sequences for all of its graphic work, so you would not have to
change or recompile XLISP itself.

I wouldn't flame you unless you wanted to use InterLISP.

David
--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1623. Re: MFM hard drive help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-13 12:53:00 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <91072.145300GERLOFF@DB0TUI11.BITNET>
Source record: 48813

In article <12052@hydra.Helsinki.FI>, luoto@cs.Helsinki.FI (Markku Luoto) says:
>
>I opened it once and the drive was a seagate... but how can you tell wether
>it's a mfm or something else ???
>

Hello Markku!

If the drive was a Seagate it is very easy: Look at the drive type on the cover
If the last character was a digit, it was a MFM drive (e.g. ST 225, 20 MB
5 1/4 inch MFM drive). If the last character was a R, it was an RLL drive
(e.g. ST 238R, 5 1/4 inch 30 MB RLL drive).
I hope this will help you.

Greetings, Olaf
----

* Olaf Gerloff * Internet: GERLOFF@tubvm.cs.tu-berlin.de *
* Technical University Berlin (FRG) * BITNET : GERLOFF@DB0TUI11 *

* Impossible things will be executed immediately, *
* miracles take a little longer! *

1624. SM124 Monochrome monitor problem (an another one).

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-13 13:22:43 UTC
From: geert@ahds.UUCP
Message-ID: <1483@ahds.UUCP>
Source record: 48811
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

It occurred to me that many other SM124 owners seems to have problems
with their monitor (looking at the news).

Well, here's my problem.

When ca. 3/4 of the screen is black, i rarely can't read the 1/4 that's
white and still on the screen.
You know that that will disturb me (especially when I use
Minix, which uses a black background, or using programs that are
inverting the screen).

Has anyone has the same problem, and can it be fixed????
Please help !!!!!!!! Help will be appreciated.

Thanks in advance!

Geert.

Geert Jonkheer | UUCP: -> ....!hp4nl!ahds!geert
AH CCS/TS Netherlands | Or send the answer to comp.sys.atari.st.tech.

1625. Bad.sector.list again. (Clarifications etc.)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-13 13:31:56 UTC
From: pa@hexagon.se
Message-ID: <3028@hexagon.se>
Source record: 48817

First I must thank all these people helping me in this matter.
It seems that I drew some issue from the bottom of every hard disk
owner's mind with my humble question about the bad sector format...
But... I didn't reach any further about the actual format of these
sectors. What I really wanted was a little hint about what to do to find
these bad sectors (actually, they aren't hard to find, I have already
spotted one or two just by putting things in them) and how to mark them.

A solution to this problem of mine is to read (and then write) to each
and every sector, spot the bad ones (via BIOS's rwabs function) and then
mark them. Perhaps one need to check every sector one or two times
but that is not a problem.

HOW to mark them is still a mystery to me... Well, not really.
I just need the format of the bad.list.

While I'm on the go: Please send me your formatterprograms (that are PD)
and any other utility that might be useful (such as backupprogs and such).
I'd be very grateful.

Thank you all, again.

Peter Andersson.

Email address: pa@hexagon.se

1626. Re: Mono monitor problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-13 14:03:36 UTC
From: johnj@hijg.prl.philips.nl
Message-ID: <2588@prles2.prl.philips.nl>
Source record: 48804

In article <101430@unix.cis.pitt.edu> dgjst@unix.cis.pitt.edu (Daniel G. Jones) writes:
>
> Hello, my mono mon. went bad a little while ago, and if
> anyone recognizes the problem and knows a fix I'd appreciate
> hearing from them.
>
>SYMPTOMS: the image shifted to the left hand side of the screen
> very bright line through the center of what image is left
> image is the wrong term--VERY distorted view of the
> desktop with parts of a few icons visible.
>
> This problem occured suddenly, with no prior symptoms. It has
> been in daily use for over a year.
>
> If this sounds familiar, how do you fix it or
> how much did you pay to have it fixed.
>
> Thanks in advance,
> Dan Jones
> sleepy@unix.cis.pitt.edu
> dgjst@unix.cis.pitt.edu

I had a simular problem some years ago.
I remember that the monitor sometimes worked fine for
a few days, and then had that problem for a few days, etc.
Sometimes it came up, while switching on, but sometimes
halfway without doing anything particular. Anyway very strange.

I fixed it (together with a friend).
I still have the same gear now and it never happened since.

So here's what to do:

Check the PCB within monitor for broken 'routes'.
(Sorry I do not know what better word to use, I am not English).
You know the fix 'wires' on the PCB of copper (Cu).

I found two routes on the PCB broken. However it was very hard
to see. Use some kind of magnifier and good light.
And while you're busy, resolder all solder points, as many
were badly soldered (at least in my SM124).

I remember that one broken 'route' was so close to a solder point
that we hardly saw it.

Good luck.

--
John Janssen johnj@idms.prl.philips.nl
Venlo Holland

1627. Blitz help needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-13 14:59:21 UTC
From: mather@sees.bangor.ac.uk
Message-ID: <24931.9103131501@helios.sees.bangor.ac.uk>
Source record: 48812

(This is a cross-posting to comp.sys.atari.st and comp.sys.atari.st.tech.
Please cc: or direct any replies to me at the e-mail address at the end
as I can post to but not read these groups. Thanks!)

Someone PLEASE help me!

I downloaded the blitz backup package from terminator/atari.archive
recently. Unfortunately, on printing out the wiring diagram I found
it to be almost unreadable. (Was it scanned in I wonder?) Can anyone
supply me with a better diagram (.gif preferred to .img), or a simple
ascii text file telling me how to make the cable?

Oh, and before I embark on this, can anyone tell me if it works for
definite on an Atari 520 STe (TOS 1.62)?

Again, someone PLEASE help me...

Cheers,

Paul.

e-mail: p.mather@sees.bangor.ac.uk

If your mailer can't reach me, I'm obviously not worth talking to.

1628. Programming hints ....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-13 17:01:42 UTC
From: elmar@lut.ac.uk
Message-ID: <1991Mar13.170142.7470@lut.ac.uk>
Source record: 48818

Organization : Loughborough University, UK.
Keywords:

Because of memory limitation (I've only 1 MByte memory), I could not use GULAM shell for running TeX. I've also tried TeXshel2 (obtainable at atari.archive.umich.edu). But, the latter is really incomplete. As a result I decided to write my own shell -- my first GEM program. It is more or less based on TeXshel2 but completes things left in TeXshel2. However, I am facing some silly problems. Could be these are due to my inexperience in GEM programming. I would appreciate any help or suggestions in the right direction. BTW, I'm using Prospero Pascal (I'm not a C man) -- a compiler not famous for tight code generation and also I did not use any single AES routine and all function calls are through Propero's higher level interface.

Problem 1: I've provided options for file deletion and renaming. Once selected, the user is repeatedly asked for the file name (through fsel_input) followed by confirmation (for file deletion) or new file name (for file renaming) dialog until the user quits from the fsel_input level. This works more or less fine. But, the problem begins after a while, especially when the CANCEL button is selected more than once from the confirmation (for file deletion) or raname (for file renaming) dialog. The dialog boxes are left on the screen when this problem begins. I'm using standard form_alert (for confirmation on file deletion) and a simple dialog box (for file renaming) and use form_do,form_dial etc. for the latter. How, can I avoid these dialog boxes being left on the screen?

Problem 2: When the shell starts, the desktop colour is the usual gray (on mono monitor). After launching a program from the shell and when the control comes back to it the desktop turns all white for most programs. What is the easiest way to revert the desktop colour to gray?

Thanks in advance.

Rahin

(M.A.Rahin@uk.ac.lut) -> from within UK
(M.A.Rahin@lut.ac.uk) -> from outside UK

1629. Re: Programming hints ....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-13 17:05:06 UTC
From: elmar@lut.ac.uk
Message-ID: <1991Mar13.170506.8004@lut.ac.uk>
Source record: 48819

Organization : Loughborough University, UK.
Keywords:

In article <1991Mar13.170142.7470@lut.ac.uk> elmar@hpc.UUCP (Mohammad A. Rahin) writes:
>
>Because of memory limitation (I've only 1 MByte memory), I could not use GULAM
>shell for running TeX. I've also tried TeXshel2 (obtainable at atari.archive.

>I did not use any single AES routine and all function calls are through
^^^
OOps correction : please read VDI.
Rahin

(M.A.Rahin@uk.ac.lut) -> from within UK
(M.A.Rahin@lut.ac.uk) -> from outside UK

1630. Re: MFM hard drive help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-13 19:07:48 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar13.190748.26529@jato.jpl.nasa.gov>
Source record: 48814

In article <91072.145300GERLOFF@DB0TUI11.BITNET> GERLOFF@tubvm.cs.tu-berlin.de (Olaf Gerloff) writes:
>In article <12052@hydra.Helsinki.FI>, luoto@cs.Helsinki.FI (Markku Luoto) says:
>>
>>I opened it once and the drive was a seagate... but how can you tell wether
>>it's a mfm or something else ???
>>
>
>Hello Markku!
>
>If the drive was a Seagate it is very easy: Look at the drive type on the cover
>If the last character was a digit, it was a MFM drive (e.g. ST 225, 20 MB
>5 1/4 inch MFM drive). If the last character was a R, it was an RLL drive
>(e.g. ST 238R, 5 1/4 inch 30 MB RLL drive).

From the Seagate Catalog, page 27:
none = ST412 MFM
A = AT bus
X = XT bus
N = SCSI or SCSI-2 (SCSI-2 is downward compatible with SCSI).
ND = Differential SCSI or SCSI-2
NM = Macintosh compatible SCSI
V = NetWare ready
R = ST412 RLL
E = ESDI
J = SMD-O/E or SMD-E (dual port)
K = IPI-2 (dual port or enhanced dual port)
S = synchronized spindle

Probably more junk than ST owners need to know. But now if you see one in a surplus store, you'll know what you're up against: for example, there's essentially no hope of connecting an SMD drive to an ST. ND won't work without some different kinds of bidirectional buffers -- the "plain" SCSI is "single ended"; differential SCSI lets you have 10 meters of cable, single ended SCSI lets you have 3 meters (according to the standard, but on my Mac IIci, it craps out with about 2 or 2.5 meters total cable). NM might also be trouble on a typical Supra/ICD/Berkeley ST interface.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1631. How does TOS know a disk has been changed (physically)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-13 21:05:07 UTC
From: rjwalsh@unix2.tcd.ie
Message-ID: <rjwalsh.668898307@unix2.tcd.ie>
Source record: 48825

How does TOS know that the disk in a particular drive has been changed?
i.e. when I do a 'dir' command in STOS, the disk whirrs. When I repeat the command, no disk access is performed. However, popping the disk out and in again, followed by a 'dir' causes the disk to be accessed.
Does the disk controller send an interrupt when the eject button for a particular drive is pressed?
Please email any replys. Thanks.

-- Robert Walsh (rjwalsh@unix2.tcd.ie)

1632. GDOS .fnt file formats

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-14 08:37:57 UTC
From: rosenkra@convex.com
Message-ID: <1991Mar14.083757.13185@convex.com>
Source record: 48820
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

thanx to the myriad folks you pointed out that GDOS font files are more
or less identical to in-memory or .fed font file formats, just with all
int/numerical data byte swapped (a la [braindead] intel - yuck :-).

i have written a trivial byte-swapper for converting these files, and if
i get a chance to clean it up, will post it. it should work in both
directions.

now, for those of u interested in nroff, read on. others can skip.

i have decided to upgrade nroff to be more a ditroff rather than an nroff.
this means support for lasers, filters, etc. it also seems the most
current *roff technology. however, i was sort of thinking of using
TeX fonts, to minimize the amount of font data on disk (for those with
TeX anyway). this is not quite portable, however. would u prefer unix
compatibility or common font data? hopefully i will still be able to
support nroff-style documents (fixed width fonts) via the propper
tab* and/or /usr/lib/fonts/dev*/* files (-Tcrt, for example). note that
i know that there are probably ditroff config files for TeX and/or DVI,
so this may be an alternative approach, too.

some people have already sent me their wish lists (thanx). now is the
time to enter yours. i am starting the rewrite now.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1633. Re: DA's and MenuBar

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-14 08:47:31 UTC
From: rosenkra@convex.com
Message-ID: <1991Mar14.084731.14194@convex.com>
Source record: 48821

In article <1991Mar13.101646.23814@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:
>
>>Can a DA have a menu bar?
>
>Unfortunately, it cannot. A GEM restriction.

strickly speaking, it can't be a GEM-controlled menubar, but there is
nothing stopping you from writing your own, say under the AC window's
title/status bar, or even popup menus. these would work more or less
like dialogs. just watch out for getting sued if you are successful :-)

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1634. Re: Mono Monitor Problem + GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-14 08:54:28 UTC
From: rosenkra@convex.com
Message-ID: <1991Mar14.085428.14363@convex.com>
Source record: 48822

In article <64886@eerie.acsu.Buffalo.EDU> v053qhyx@ubvmsd.cc.buffalo.edu writes:
>Does anyone know if GREEK lettering fonts either GDOS or not are available
>for the ST.. Otherwise How could I create my own font???!
>
>Jeremy

i have developed the special font for manpager which includes upper/lower
full greek set. i think they line up pretty much with ascii A-Z,a-z.
i will soon be posting a file converter for GEM to GDOS fonts and visa
versa. the only difference is that GDOS numerical data (ints and longs)
are byteswapped to intel order.

get the special font from manpager i posted a couple of months ago. it
will be a .FED file in the source post.

there may be others, too. mine are a pretty quick hack. there was also
a GDOS font editor uploaded to atari.archive (called gemfed.lzh, i think).

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1635. GDOS fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-14 09:53:21 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Mar14.095321.13830@jato.jpl.nasa.gov>
Source record: 48823

In article <1991Mar14.085428.14363@convex.com> rosenkra@convex.com (William Rosencranz) writes:
>In article <64886@eerie.acsu.Buffalo.EDU> v053qhyx@ubvmsd.cc.buffalo.edu writes:
>>Does anyone know if GREEK lettering fonts either GDOS or not are available
>>for the ST.. Otherwise How could I create my own font???!
>>
>>Jeremy

There is also a large arc file of GDOS fonts converted from the Mac, including a couple Greek and symbol fonts. I converted these using Neocept's Fontz! program. Unfortunately, Neocept doesn't really exist any more, so I don't know if you can still find this program for sale. (Ooops, I meant to also say "large arc file *on atari.archive.umich.edu*...)

Well dang, I just looked and it seems to have been moved to hyperspace.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

1636. TT/Mega STE technical info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-14 13:03:15 UTC
From: hvaalde@cs.vu.nl
Message-ID: <9301@star.cs.vu.nl>
Source record: 48824

Hi,

Does any one of you has any information about:

- the format of the MEMCNTRL (0x424L) system variable in TT/Mega STE
atari seemed to have changed its meaning.

- how can one set and unset the use of the cache in TT/Mega STE.
(in a program)

- finding END adress of the ROM-space.

- the meaning of the system cookies set by TOS 1.6 and greater
(_CPU _FPU _VDO _SWI _MCH)

- the adresses of the control register of the 68882 FPU in TT
and Mega STE

Any information is appreciated thanks in advance

Harold van Aalderen (hvaalde@cs.vu.nl)

(email prefered)

1637. Re: TT/Mega STE technical info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-14 16:03:33 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Mar14.160333.24503@informatik.uni-erlangen.de>
Source record: 48827

hvaalde@cs.vu.nl (Aalderen van Harold) writes:

>- how can one set and unset the use of the cache in TT/Mega STE.
> (in a program)

On the TT, you have to use the 68030's cache control register
to switch the processor cache on and off. The MegaSTE has an
external cache which is controlled by some other means; perhaps
they used some of the free bits in the soundchip's I/O ports.

>- finding END adress of the ROM-space.

I've been looking for a solution for this problem for quite a
while now. So far it seems that there is no legal way to find
out the end of OS code.

>- the meaning of the system cookies set by TOS 1.6 and greater
> (_CPU _FPU _VDO _SWI _MCH)
FPU: 1 for 68881, 2 for 68882
CPU: type of CPU (00, 10, 20, 30...)
VDO: type of video hardware (higher word: major revision,
lower word: minor revision)
SWI: state of internal DIP switches
MCH: kind of machine (Mega, STE, TT)

>- the adresses of the control register of the 68882 FPU in TT
> and Mega STE

In the TT, you must use the FPU instructions. In an MegaSTE,
the FPU registers should be mapped to the same locations as
they were with those FPU add-on cards for standard Megas.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

1638. gcc

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-15 04:39:16 UTC
From: erlingh@idt.unit.no
Message-ID: <1991Mar15.043916.6702@ugle.unit.no>
Source record: 48828

Hi there.

I've just ftp'd the sources for gcc, and I'm trying to make a cross-compiler
for sun-3/60.
Cpp and cc1 seems to be working fine but:
The problem is:
A)
gcc.c seems to ignore the STANDARD_EXEC_PREFIX-definition, and
just tries to execute cpp, cc1 etc. not $(MYDIR)/gcc-cpp $(MYDIR)/gcc-cc1
etc, where mydir refers to the path I've exchanged with the "bammi"-path.
This is really no big problem, but...
B)
what about gcc-ld ? I guess I can't use the gcc-ld that was intended
for use on the sun (or can I) ?
I can't find any diffs/sources for this one.

I've applied the diffs for gcc-138, the patches for this diff, and the upgrade diffs
to gcc-139.
If somebody out there got this thing up and running, maybe you'd be so kind as to
send me a "cookbook" describing what you did, step by step.
(The docs I found on atari.archive seemed to explain
what to do pretty well, but since I can't get the thing running anyway...)
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Atari Lives !

1639. Help setting up Opus

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-15 05:54:25 UTC
From: pdel@ADS.COM
Message-ID: <=QJ&WQ&@ads.com>
Source record: 48826

I'm trying to set up gdos for opus and am having problems.
I have gdos.prg and an assign.sys file, some screen fonts, and
a folder w/printer configuration files.

I don't know if I have the printer fonts, printer driver, and
a file called meta.sys. In the docs it says these are supposed
to be in the auto folder.

Can anyone help me get my boot disk setup for this program, and
point me where I can get the remaining files/prgs that I need.

thanks, Peter D.
--
Login name: pdel In real life: Peter Delevoryas
In any other life: a cheap imitation
Shell: something that holds eggs

1640. My ST makes a buzzing sound

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-15 07:48:01 UTC
From: elliott@quando.quantum.de
Message-ID: <1956@quando.quantum.de>
Source record: 48829

Ok I need some advice/help from you guys.

My ST makes a rather horrid buzzing noise when I turn it on. The noise keeps on going for a few seconds when I turn it off. Nothing else happens (no boot-up from floopy, nothing on screen - dead). The noise seems to be coming from where the power lead plugs in to the ST.

Ok no prize for telling me the power supply unit is knackered, but if that is so can I fix it my self, and if so, how? I can't get it repaired on the guarantee as I think I voided that by adding 2MB RAM to the machine.

Thanks for any help.
Dave
--
+---------------------+
| C. David Elliott | 'Eccles! What are you doing here?'
| elliott@quantum.de | 'Everybody's got to be somewhere!'
+---------------------+

1641. Re: Re: Common Lisp on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-15 09:30:30 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Mar15093030@ghiggins.hpl.hp.com>
Source record: 48839

```
++ Is there a common lisp (preferably as described in CLtL2 by Steele) for the
++ ST? Preferably also one that includes a library aware of AES and VDI.

There isn't a CLtL2 version, there *is* a CL for the ST available from a French
co. for about 1000 Fr. Given the price, I doubt whether it is CLtL-conformant
but I haven't actually used it. Personally, I use Procyon's CL under Spectre
GCR. Expensive route, but effective, it includes loads Mac OS/Graphics stuff.

For a cheaper route to somewhere-in-the-vicinity-of-CL use Xlisp v2.1.
```

1642. Re: SM124 Monochrome monitor problem (an another one).

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-15 09:32:10 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Mar15093210@ghiggins.hpl.hp.com>
Source record: 48741

```
++ I recently purchased a 'previously owned' SM124 monochrome monitor.
++ It seems to work quite nicely except for one minor problem. When the
++ display is a black background and there is very little text on the
++ screen, the image is quite dim. As more characters are displayed the
++ image brightens as if the brightness control were being turned up.

I've had this on my SM124 from new.
```

1643. Quitting GEM. How is it done?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-15 11:31:47 UTC
From: adamd@rhi.hi.is
Message-ID: <2904@krafla.rhi.hi.is>
Source record: 48832
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sometimes it is difficult to avoid having to run GEM programs. I would like to be able to junk GEM during a session without having to reboot, so that the memory can be used for something else. It is fairly easy to stop GEM and get on with something else in the underlying shell (just send KILL -17 to it), but my attempts to quit GEM result in a system crash shortly afterwards. Indeed the MiNT docs warn against killing GEM dead, but it should be possible if the right precautions are taken. What is necessary to do first so that GEM can be successfully removed without trashing the system?

Open for discussion.
--
Adam David. (adamd@rhi.hi.is)

1644. VDI fix

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-15 12:06:26 UTC
From: csuab@warwick.ac.uk
Message-ID: <SYJ&$C-@warwick.ac.uk>
Source record: 48831
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Everyone,

I've just been digging around on terminator, and found a program called vdifx110.lzh. I guess this is some sort of VDI fix, but alas, all the docs are in German. Can some kind soul tell me what bug this fixes, and if I need it. I've got TOS 1.6.

Thanks alot

Steve

1645. what TOS to use for STs with 68020 accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-15 12:37:59 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <1234@idcapd.idca.tds.philips.nl>
Source record: 48830

I am investigating the use of a 68020 based accelerator card in a Mega ST. Currently, I use TOS1.4 Since the TOS as delivered by Atari is braindead enough to crash on anything else than a 68000, I wonder what replacement TOS people use when they use 68020 or 68030 accelerator boards. I also wonder what compatibility issues are involved. The accelerator I have in mind also has a 68000 on board to address problematic (with regards to != 68000 cpus) programs.

Any help appreciated

- --
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: 055-432372 fax: 055-432103

1646. Re: GDOS fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-15 13:24:35 UTC
From: cae@sdfvm1.vnet.ibm.com
Message-ID: <9103161258.AA14875@grape.ecs.clarkson.edu>
Source record: 48834

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>There is also a large arc file of GDOS fonts converted from the Mac, including
>a couple Greek and symbol fonts. I converted these using Neocept's Fontz!
>program. Unfortunately, Neocept doesn't really exist any more, so I don't
>know if you can still find this program for sale. (Ooops, I meant to also
>say "large arc file *on atari.archive.umich.edu*...)
>
>Well dang, I just looked and it seems to have been moved to hyperspace.

But it is still on Panarthea as binaries/volume7/macfonts part01,...,part08.

Cornelius

PS: Congratulations for your new job, Howard!

1647. Re: Blitz help needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-15 13:38:16 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar15.133816.12331@actrix.gen.nz>
Source record: 48836
Body handling: HTML body converted to readable text

Distribution:world

In article <24931.9103131501@helios.sees.bangor.ac.uk> This Space For Rent writes:
> (This is a cross-posting to comp.sys.atari.st and comp.sys.atari.st.tech.
> Please cc: or direct any replies to me at the e-mail address at the end
> as I can post to but not read these groups. Thanks!)
>
> Someone PLEASE help me!
>
> I downloaded the blitz backup package from terminator/atari.archive
> recently. Unfortunately, on printing out the wiring diagram I found
> it to be almost unreadable. (Was it scanned in I wonder?) Can anyone
> supply me with a better diagram (.gif preferred to .img), or a simple
> ascii text file telling me how to make the cable?
>
> Oh, and before I embark on this, can anyone tell me if it works for
> definite on an Atari 520 STe (TOS 1.62)?
>
> Paul.
>
> e-mail: p.mather@sees.bangor.ac.uk
>

For one thing, Never ever use this thing, I have seen so many corrupted
PD, disk, that have come from People using it.
It does not use Index timing or any form of Verify for read or write,
and disk that have been copied can not be read on other ST's.
..!!.Even Hackers don't recomend it.!!
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1648. Re: VDI fix

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-15 15:34:21 UTC
From: sanchez@irisa.fr
Message-ID: <1991Mar15.153421.10693@irisa.fr>
Source record: 48833
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <SYJ&$C-@warwick.ac.uk>, csuab@warwick.ac.uk (Steve Strong) writes:
|> Hi Everyone,
|>
|> I've just been digging around on terminator, and found a program called
|> vdifx110.lzh. I guess this is some sort of VDI fix, but alas, all the docs
|> are in German. Can some kind soul tell me what bug this fixes, and if I need
|> it. I've got TOS 1.6.
|>

You can find the translation in gemini1_2.lzh at atari.archive !!!

--
Patrick SANCHEZ
INRIA-IRISA (Rennes) Campus de Beaulieu F-35042 Rennes Cedex FRANCE
PHONE : +33 99 36 20 00 ext 498 EMAIL : sanchez@irisa.fr

1649. Memory upgrade with 256Mbit rams.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-15 16:16:29 UTC
From: d88pt@efd.lth.se
Message-ID: <1991Mar15.161629.20972@lth.se>
Source record: 48835

HI,

I have been offered some 256Mbit rams really cheap. How do I fit them in
my atari 1040STFM. Can I just solder them on top of the existing rams?
What control signals should I use and where from on the pcb?
(I have 32 rams)

d88pt@efd.lth.se

1650. Re: My ST makes a buzzing sound

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-15 17:28:44 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Mar15.172844.28890@daffy.cs.wisc.edu>
Source record: 48837

From: elliott@quando.quantum.de (C. David Elliott)

Ok I need some advice/help from you guys.

My ST makes a rather horrid buzzing noise when I turn it on. The noise keeps on going for a few seconds when I turn it off. Nothing else happens (no boot-up from floopy, nothing on screen - dead). The noise seems to be coming from where the power lead plugs in to the ST.

Ok no prize for telling me the power supply unit is knackered, but if that is so can I fix it my self, and if so, how? I can't get it repaired on the guarantee as I think I voided that by adding 2MB RAM to the machine.

Thanks for any help.
Dave

I would seriously consider getting a new power supply. I had the same problem that your having now, the cause is your memory upgrade is sucking more juice than your power supply can handle.

Try calling BEST electronics, and get a new power supply. That should do the trick.

--Gregory

1651. Re: DA's and MenuBar

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-15 19:33:55 UTC
From: fortinp@bwdls56.Berkeley.EDU
Message-ID: <1991Mar15.193355.15457@bwdls61.bnr.ca>
Source record: 48838

In article <1991Mar14.084731.14194@convex.com>, rosenkra@convex.com
(William Rosencranz) writes:
|>In article <1991Mar13.101646.23814@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
|>>vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:
|>>
|>>>Can a DA have a menu bar?
|>>
|>>Unfortunately, it cannot. A GEM restriction.
|>
|>strickly speaking, it can't be a GEM-controlled menubar, but there is
|>nothing stopping you from writing your own, say under the AC window's
|>title/status bar, or even popup menus. these would work more or less
|>like dialogs. just watch out for getting sued if you are successful :-)
|>

Have a look at STalker/STeno... They can run as DA/PRG and menu bars
exist in either invocation.

|>--
|>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
|>Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

Cheers,
Pierre Fortin fortinp@bnr.ca (613)763-2598

1652. Re: Mono Monitor Problem + GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-15 22:37:51 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <52060001@hpindda.cup.hp.com>
Source record: 48742

Monitor Problem: no clue (a loose connection maybe 8-)

Greek GDOS font: no clue

Make a font: Try a program like Hyperfont from Michtron (still available?)
or Fontz! from Neocept. I think there is a shareware or PD
font editor available, GEMFED or something like that.

Hope this helps.

Your pal,
Mike Goo

1653. Re: 256MBit RAMs and 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-16 02:30:57 UTC
From: gints@prophet.sgi.com
Message-ID: <1991Mar16.023057.13422@odin.corp.sgi.com>
Source record: 48743

hi !!!

Damn, you have 256MBit RAMs cheap!! Man, did the Russians sell them to you? We can only manufacture them in volume in 1999.

Sorry for the nerd humor. You meant 256kBit RAMs. In any case, your 1040ST currently has all the RAMs it can handle. The ST architecture can handle up to two banks. A bank consists of 16 256kBit DRAMs or 16 1MBit DRAMs. Therefore, an ST memory can be 512 kBytes, 1 MByte, 2MBytes, 2.5 MBytes or 4 MBytes. That's it. RAMs with an access time less than 150 nSec will be of no additional value.

So dude, you're stuck. You need to use 1 MBit DRAMs either by purchasing a commercial upgrade board or removing the 256kBit babies and do some drilling to fit the 1MBit mamas into the same holes in the PCB. Please consult a qualified Atari technician.

A street price for one 256kBit DRAM at 120 nSec is $1.95 (up from $1.45 in early December). However, 120 nSec 256kBit DRAMs cost less than their 150 nSec counterparts. Later.

1654. Re: Memory upgrade with 256Mbit rams.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-16 02:42:08 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <EbsMM0y00VADECtKUj@andrew.cmu.edu>
Source record: 48744

First, if you have access to 256 Mbit parts cheap, I'd like to pick up a few! I'll assume you mean 256 Kbit. The ST's MMU expects to see one or two banks of RAM, where each bank is 16 bits wide. So, you need to have 16 chips to fill a bank. The 520 has one bank of 256 Kbit chips, the 1040 has 2 banks of 256 Kbit chips. The Mega 2 has one bank of 1 Mbit chips, and the Mega 4 has two banks of 1 Mbit chips. The final answer is that, since you have a 1040, your machine already has both banks full of 256 Kbit chips, so you can't easily upgrade with 256 Kbit parts. You must use 1 Mbit parts to replace one or both banks, getting 2.5 Megs or 4 Megs respectively. While it is theoretically possible to do what you are attempting, it likely would wind up being more hassle than it's worth (even if you got the chips for free). Buy 1 Mbit parts to upgrade your existing machine, or better yet, an STE, and upgrade with SIMMs.

Sorry, this probably isn't the answer you wanted to hear.

-Eric Stuyvesant
es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
al782@cleveland.Freenet.Edu
Wanna buy brand new Lynx games: Blue Lghtng, Slime World, Zendocon for $22ea?
Go MEMS!

1655. MY VME SLOT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-16 04:07:04 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Mar16.040704.1442@daffy.cs.wisc.edu>
Source record: 48748

I just got done looking at the size of my VME slot in my MEGA STE and it seems like given the size of the card, you could put some pretty awesome hardware on it with all that room.

Anyone have experience designing VME cards? I wonder if Mr. Small would consider an SST board as an add on card, instead of ripping my poor machine apart.

I will be getting complete developer documentation in a few days so I should know the whole story very soon.

What is really interesting is that the serial port is not even a real serial port, per se..it comes straight off the mother board. When and if a card ever comes out, this port will have to be removed as all it is, is a metal plate with an RS422 male connector ribbon tied to the motherboard.

I have read about a lot of graphics cards for VME based computers. I wonder if it would be possible to design graphics cards for the MEGA STE???

--Gregory

1656. Re: DA's and MenuBar

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-16 08:42:39 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <AbsRdze00VAvA2AIcH@andrew.cmu.edu>
Source record: 48760

> Excerpts from netnews.comp.sys.atari.st.tech: 15-Mar-91 Re: DA's and
> MenuBar Pierre Fortin@bwdls56.Be (1006)

> |>>>Can a DA have a menu bar?
> |>>
> |>>Unfortunately, it cannot. A GEM restriction.
> |>
> |>strickly speaking, it can't be a GEM-controlled menubar, but there is
> |>nothing stopping you from writing your own, say under the AC window's
> |>title/status bar, or even popup menus. these would work more or less
> |>like dialogs. just watch out for getting sued if you are successful :-)
> |>

> Have a look at STalker/STeno... They can run as DA/PRG and menu bars
> exist in either invocation.

And in addition to these fine works of software, there is a DA paint program that, when it's DA slot is selected from the menu, replaces the desk menu with it's own thus allowing a menu selection. Once this is done, the next time you drop the desk menu on down, it is back to normal.

1657. Help with Lattice C v.5

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-16 22:14:24 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991Mar16.221424.10337@zip.eecs.umich.edu>
Source record: 48746

Can anyone with Lattice C v.5 tell me why this won't
compile and link:

```
#include <stdio.h>

void main(void)
{
char str[50];
int num;

num = 10;

sprintf(str,"%10d",num);

printf("%s\n",str);
scanf("%s",str);
}
```

My compiler options are:

```
-b1 -d0 -fl -fm -m0 -mt -r1 -rs -t
```

Any help would be appreciated.

Richard Hall
University of Michigan

--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

1658. gcc-ar woes

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-17 02:58:31 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <IbshhLu00VADIIZ2Ev@andrew.cmu.edu>
Source record: 48745
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just recently got my 4 Mb system, and I just tried gcc-ar for the
first time. It doesn't seem to work. With everything in the right
place, the following occurs:

```
% ar r libab.olb abcd.o
Creating archive file `libab.olb'
ar: access denied for libab.ol$
cmd exit code 1
%
```

... and a very small file named libab.olb is created. A file named
libab.ol$ which is a few bytes larger than abcd.o is also created.

The version of gcc-ar I am using is the one that's in the bin.zoo
from terminator (gcc-1.37).

Any help is appreciated.

-Eric Stuyvesant
es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
al782@cleveland.Freenet.Edu
Wanna buy brand new Lynx games: Blue Lghtng, Slime World, Zendocon for $22ea?
Go MEMS!

1659. GCC: Virtual memory exhausted error?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-17 03:51:03 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <0bsiSby00VADAIpl4O@andrew.cmu.edu>
Source record: 48747
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm running gcc from RAMdisk on my 4 Mb system, and am playing a balancing game between disk space and memory. I have been getting an error from GCC, namely "Virtual memory exhausted." Does this really mean "disk space exhausted," as it seems to imply, or does it mean "not enough memory?" It doesn't seem to matter which version of gcc I use, be it 1.37 or 1.39.

Thanks in advance,

-Eric Stuyvesant
es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
al782@cleveland.Freenet.Edu
Wanna buy brand new Lynx games: Blue Lghtng, Slime World, Zendocon for $22ea?
Go MEMS!

1660. New uploads to atari.archive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-17 21:00:08 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Mar17.160009.28770@mailer.cc.fsu.edu>
Source record: 48750
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here are some new uploads to atari.archive (141.211.164.8):

size name

24320 areacode.lzh Find city and timezone from phone areacode. Very
handy for decoding your phone bill!

15872 bigcolor.lzh big monitor emulator that works in color.

38391 cal47.arc An excellent calendar program. Allows you to install
a "reminder" program in your auto folder to warn you
of upcoming events (I will never forget my girlfriend's
birthday again!). Very well done, this is a must have.
This version is only a few hours old!!

16896 djenvelp.arc Prints envelopes on Deskjet printers

16923 dskchart.arc Gives a graphical representation of free disk space on
drives. Can also give more detailed info.

28544 edhak_19.lzh This is a combination diary/text editor/memory editor/
disk editor. I think it is an acc.

37760 edhakdoc.lzh Fuller docs for the above program.

23808 fcopy30.lzh A german PD copy/formatter program. Very nice.

108672 nagel.lzh A bunch of Nagel spectrum pics. Very well done.

16512 postal20.arc A database of postal abreviations for US and Canada.

5756 specshow.arc A spectrum pic viewer. Also allows you to compress
the pictures, and view the compressed ones.

36864 stunzip.arc An ST version of the ZIP archiver.

116352 subcl114.arc A PD version of El_Cal, a very user friendly and
powerful mathmatical calculation program. A must
have!

54272 tcos.arc A stripped down clone of Hypercard. Kinda interesting.

Please note that I had nothing to do with any of these programs except for
Cal47, for which I merely made some suggestions to the author. I really
recommend this program, it is actually USABLE (as opposed to all the other
time management type programs I have used for the ST). Sub_Cal is another

gem in this group. I used a previous version heavily in several of my undergraduate calculus, statistics, and discrete math courses. Enjoy!!

Oh, on a couple of these guys I added a small doc file (if there was not one included with the arc). Just a one or two liner.

--

Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein

1661. Sources for keyclick wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-17 23:15:06 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <5441@vela.acs.oakland.edu>
Source record: 48751

I want to try to modify the sources for keyclick to allow for access from
a midi signal (to allow me to use my computer as a psuedo sampler on stage)
if someone knows where i might find the source code, I would most appreciate
it.

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

1662. Re: GCC: Virtual memory exhausted error?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-17 23:50:02 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Mar17.185002.8821@uwovax.uwo.ca>
Source record: 48749
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <0bsiSby00VADAIpl4O@andrew.cmu.edu>, es2a+@andrew.cmu.edu (Eric Stuyvesant) writes:
> I'm running gcc from RAMdisk on my 4 Mb system, and am playing a
> balancing game between disk space and memory. I have been getting an
> error from GCC, namely "Virtual memory exhausted." Does this really
> mean "disk space exhausted," as it seems to imply, or does it mean "not
> enough memory?" It doesn't seem to matter which version of gcc I use,
> be it 1.37 or 1.39.
>
It means "Real memory exhausted" on the ST, since we don't have any virtual memory. (Although if you have a TT, and write the necessary software, this could change...)

I find gcc usually wants 2 megabytes; if your functions tend to be large and complicated, 2.5 megabytes may be necessary.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

1663. Re: Memory upgrade with 256Mbit rams.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-18 09:10:09 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <1235@idcapd.idca.tds.philips.nl>
Source record: 48752

In article <1991Mar15.161629.20972@lth.se> d88pt@efd.lth.se (Peter Tomaszewski) writes:
>I have been offered some 256Mbit rams really cheap. How do I fit them in

OOh boy, I thought state of the art is about 16 Mbit ;-) ;-)

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: 055-432372 fax: 055-432103
____

1664. Re: gcc-ar woes

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-18 13:41:52 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Mar18.134152.1446@doe.utoronto.ca>
Source record: 48754
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <IbshhLu00VADIIZ2Ev@andrew.cmu.edu>, Eric Stuyvesant writes:
>
> I just recently got my 4 Mb system, and I just tried gcc-ar for the
> first time. It doesn't seem to work. With everything in the right
> place, the following occurs:
>
> % ar r libab.olb abcd.o
> Creating archive file `libab.olb'
> ar: access denied for libab.ol$
> cmd exit code 1
> %
>
> ... and a very small file named libab.olb is created. A file named
> libab.ol$ which is a few bytes larger than abcd.o is also created.
>
> The version of gcc-ar I am using is the one that's in the bin.zoo
> from terminator (gcc-1.37).
>
> Any help is appreciated.
>

libab.ol$ is, actually, what you are looking for. I had the same problem
with gcc-ar until I recompiled it with Eric Smith's MiNT library (the
panacea for program woes). Just rename libab.ol$ to libab.olb and you'll
have your archive.

David

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1665. Re: GCC: Virtual memory exhausted error?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-18 13:44:16 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Mar18.134416.1527@doe.utoronto.ca>
Source record: 48755
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <1991Mar17.185002.8821@uwovax.uwo.ca>, Eric Smith writes:
> In article <0bsiSby00VADAIpl4O@andrew.cmu.edu>, es2a+@andrew.cmu.edu (Eric Stuyvesant)
writes:
> > I'm running gcc from RAMdisk on my 4 Mb system, and am playing a
> > balancing game between disk space and memory. I have been getting an
> > error from GCC, namely "Virtual memory exhausted." Does this really
> > mean "disk space exhausted," as it seems to imply, or does it mean "not
> > enough memory?" It doesn't seem to matter which version of gcc I use,
> > be it 1.37 or 1.39.
> >
> It means "Real memory exhausted" on the ST, since we don't have any
> virtual memory. (Although if you have a TT, and write the necessary
> software, this could change...)

It might also mean that you are hitting the 40(+) folder limit. Try
increasing the number of folders available with folrxx.prg (or you
hard-disk driver) and see if the problem disappears.

David

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1666. ST Book specs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-18 16:06:23 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <27E4E580.1093@maccs.dcss.mcmaster.ca>
Source record: 48841
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
ST BOOK
------------------------------------------------------------------------
CPU: 68000 at 8MHz
RAM: 1MB and 4MB versions
ROM: 512KB
Other: PSG Sound
Real time clock
low power control circuitry
Internal HD 20MB, 40MB or 60MB versions
Internal optional FAX/Modem
External FDD (optional)
Battery:7 NICADS in pack, or 8AA Alkalines, 2 lithium backup cells.
Size: A4 Footprint, 34mm thick
LCD: 640 x 400 STN, no backlighting at the moment.

Connectors:

MIDI 2 x 5 Minipin
RS232 1 x 9 pin
Parallel DB25
Power 3 pin
DMA 28 pin Micro-D
Keyboard 10 pin
Expansion: 120 pin connector, WREN expansion compatible.

Keyboard: 84/85 keys compatible with STe and TT computers with built
in numeric keypad accessed using the FUJI key.
Mouse: fitted pressure sensitive compatible with Atari mouse

Options: two RAM versions 1MB or 4MB

Software:
TOS with additional built in features and applications.
------------------------------------------------------------------------
--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns
```

1667. ST Pad specs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-18 16:08:32 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <27E4E601.1238@maccs.dcss.mcmaster.ca>
Source record: 48849
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ST PAD

The ST Pad is a notepad version of the Atari STe computer. It is
fully ST compatible, and will run any software which is written
to work in the 640 x 400 monochrome mode.

The ST Pad weighs 3 pounds and has an A4 size footprint. There is
no keyboard, mouse or floppy drive. The entire user interface is
based around a pen device. With the pen you can draw on the touch
sesitive LCD as if it were a piece of paper. The ST Pad will
recognise your handwriting and written gestures removing the need
for a either a keyboard or mouse.

Instead of a mechanical floppy drive the machine uses two silicon
drive slots for removable media. The slots can take RAM or ROM
cards for data storage or application software. Each slot can
accomodate up to four MB of data.

The hardware is designed to radically reduce power consumption. This
has been achieved with some innovative design techniques resulting
in a battery life of over ten hours.

One of the most important new features is a suspend and resume mode.
This allows the user to put the ST Pad into a standby mode and then
resume work later at exactly where he or she left off. In standby
mode the the batteries can last several months without losing data.

CPU: 68000 at 8MHz
RAM: 1MB and 4MB versions
ROM: 512KB
Other: PSG Sound
Real time clock
low power control circuitry
Pseudo static ram
External FDD (optional)
Size: A4 Footprint, 36mm thick
LCD: 640 x 400 STN, no backlighting at the moment.
Stylus: Wired stylus with two buttons L/R Mouse functions)

Connectors:

MIDI 2 x 5 Minipin
RS232 1 x 9 pin
Parallel DB25
Power 3 pin

DMA 28 pin Micro-D
Keyboard RJ11, compatible with the Mega ST
JEIDA cards 2 slots, 68 pin
Stylus 4 pin MiniDIN
Expansion: 120 pin connector, WREN expansion compatible.

External expansion:

Address bus, Data bus, interrupts, compatible with WREN, supports
WREN compatible locking screws on the side of the unit as well as
underneath.

Software:
TOS with additional stylus features including mouse emulation and
handwriting recognition.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

1668. Motorola S record format needed (urgently!)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-18 17:09:26 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <2097@xenon.kcl-cs.UUCP>
Source record: 48855
Cross-posted to: comp.misc,comp.sys.atari.st.tech

Could someone please send me the definition of this format (particularly the checksum algorithm).
Thanks in advance,
Marcus Bointon.

1669. MFP interupts

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-18 19:03:50 UTC
From: rollie@cobber.cord.edu
Message-ID: <1991Mar18.190350.28674@cobber.cord.edu>
Source record: 48753

I need to write some interupt routines for a project I am working on but I have absolutly no information on programming the MFP. If anyone could give me a good source for info or (even better) some examples. Thanks in advance!

--

Rollie@cobber.cord.edu
Concordia College Moorhead, MN

1670. Lattice C v.5 and MT C-Shell

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-19 00:26:14 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991Mar19.002614.22061@zip.eecs.umich.edu>
Source record: 48761

I have been trying to get Lattice C v.5 to work with
MT C-Shell for a while, but had no luck. I was able
to get Lattice C to work with Lattice's Batcher program,
but it will just not work with MT C-Shell, does anyone
with Lattice C have any info?

Richard Hall
University of Michigan
--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

1671. Re: Blitz help needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-19 00:30:32 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <52060002@hpindda.cup.hp.com>
Source record: 48779
Body handling: HTML body converted to readable text

Roger.Sheppard@bbs.actrix.gen.nz / 5:38 am Mar 15, 1991 / writes:

>In article <24931.9103131501@helios.sees.bangor.ac.uk> This Space For Rent writes:
>>
>> [query about BLITZ cable deleted...]
>>
>
>For one thing, Never ever use this thing, I have seen so many corrupted
>PD, disk, that have come from People using it.
>It does not use Index timing or any form of Verify for read or write,
>and disk that have been copied can not be read on other ST's.
>..!!.Even Hackers don't recomend it.!!

Roger is absolutely right in saying that BLITZ should not be used for disks that are bound for distribution. While it is fast, hence the appeal to small-time mass producers, it does not do anything about reliability or transport-ability; however, this is not BLITZ's fault! It's not designed for this purpose. Anyone who uses BLITZ to produce disks that people pay money for (even the "handling" fee for PD software) is asking for trouble.

BLITZ is intended to be a method for owners of copy-protected software to make legitimate backups of their disks. I would try software-only backup programs like ProCopy first; however, sometimes BLITZ will work where ProCopy fears to tread. And BLITZ is basically free (just some cable, some connectors, and some time.) Not a bad deal.

Transportability should not be a problem for the legitimate user unless he has two or more machines that he may want to run the software on. No more than one at a time, of course.

Another, commercial, alternative is the synchro-express cable. It appears to be the same set-up as BLITZ, except that there is a chip of unexplained purpose inside the parallel connector. I have a paranoid fantasy that this chip serves no real purpose at all (like a signal buffer) except to lure the unsuspecting customer into spending ~$60 on something he could get for free.

Has anyone had any experience with synchro-express, especially how it compares to BLITZ? Please share.

1672. Re: what TOS to use for STs with 68020 accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-19 01:40:26 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <QbtKk_G00VID01G4Va@andrew.cmu.edu>
Source record: 48756

I believe you gotta use 1.6 or above, as these were the first ones where Atari started to get there act together, and realized what year it was, etc. That is why GBS licensed it for the SST. By the way, Why couldn't he make a board specifically for the MEGA STe that doesn't have TOS, so people can save money by unplugging the ROMs that some with the machine?

1673. Re: Setting Floppy Seek Rate in all TOS versions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-19 04:44:54 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar19.044454.24718@jato.jpl.nasa.gov>
Source record: 48758
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here's the poop on setting the seek step rate for floppies, from page 60
of the Rainbow TOS distribution:

"Floprate: - Floprate, XBIOS function 41, checks or sets the seek
rate for a floppy drive. This is new; the seek rate
must be set with (previously) undocumented variables
on earlier versions of TOS.

Floprate example.

```
int devno, newrate;
oldrate = Floprate(devno,newrate);
```

This returns the current seek rate if newrate is -1,
otherwise sets the seek rate to newrate. For doing this
with previous versions of TOS, the seekrate byte
locations for drive A and B are:

OS Version	Drive A	Drive B
0x0100	$A09	$A0D
0x0102	$A4F	$A53

In either case valid seek rate byte values are:

Value	Rate
00	6 ms
01	12 ms
02	2 ms
03	3 ms

This call does not range check the drive ID or new seek
rate. If devno is zero, it assumes drive A:, if
nonzero, drive B:." That's 41 decimal.
You can get the TOS version from offset 02.w from the place pointed at
by 0x4F2.L (_sysbase).

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1674. Re: Linker file formats

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-19 05:00:22 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar19.050022.25010@jato.jpl.nasa.gov>
Source record: 48757

Where can one get information on the linker object module file formats,
in particular DRI and GST formats?

Thanks in advance for any information you're able to post or E-mail.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1675. Re: Linker file formats

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-19 06:20:12 UTC
From: steve@thelake.mn.org
Message-ID: <A42342003@thelake.mn.org>
Source record: 48762

[In article <1991Mar19.050022.25010@jato.jpl.nasa.gov>,
vsnyder@jato.jpl.nasa.gov (Van Snyder) writes ...]

> Where can one get information on the linker object module file formats,
> in particular DRI and GST formats?

DRI format is Alcyon format, which is the same as Sozobon C, for
which full C source code is available (compiler, assembler, linker,
libraries, utilities).

I don't know about GST.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
GEnie: S.YELVINGTO2 Delphi: YELVINGTON

1676. 1.44meg/2.88meg SCSI floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-19 08:09:47 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar19.080947.6091@ecst.csuchico.edu>
Source record: 48763

I was just checking out comp.sys.next and someone mentioned 1.44meg SCSI floppy drives for $299, then 2.88meg drives. I assume these are 1.44meg drives with SCSI controllers attached. Anyone know if these could be connected to an ICD host adapter (with a hard drive already attached)? Yes, $299 seems kinda expensive, but Dream Park's 1.44meg external drive mod, including drive, lists for $350!

--

Ed Krimen .....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1677. 1.44mb drives ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-19 13:29:58 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <12368@hydra.Helsinki.FI>
Source record: 48767
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

just to compare the markets... how much can you expect to spend on:

a) about 100mb hard disk (just drive) type seagate ST-xxxN (scsi or scsi2) ?

b) for a 1.44mb floppy disk drive (just drive) ???

thanks !

Ps. also: where to get them cheap! near baltimore / washington ???

again.. thanks !

>>>

1678. GCR / MegaST problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-19 15:34:07 UTC
From: SNYDERS@process.com
Message-ID: <28122@dime.cs.umass.edu>
Source record: 48764

I just purchased a used spectre GCR. When I started using it in mac mode it would crash. I looked in the documentation and it says that some Mega2s had some marginal chips in them and the solution was to replace them.

I checked my machine and sure enough I have the bad chips (SGS 74LS373).

I am thinking of doing the work myself and would like to hear from anyone who has had this problem and can offer any advice such as.

- Replacement chips used. I would hate to put in new chips that have the same problem.

- Tips on soldering. My main concern is heat damage to other chips and the new chips. I have done soldering before but not on a pc board.

- How difficult is the job. Is there any thing else I should know.

Thanks,

John Snyders email: snyders@process.com

1679. XLISP and arrays

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-19 15:59:58 UTC
From: schultzd@silver.egr.msu.edu
Message-ID: <1991Mar19.155958.6159@msuinfo.cl.msu.edu>
Source record: 48766

It seems that XLISP can only handle one-dimensional arrays. Is this actually the case or have I missed something important.

--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ "Just gimme a STacy laptop!" / | \

1680. 1040STE's for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-19 16:04:02 UTC
From: carter@cat34.cs.wisc.edu
Message-ID: <1991Mar19.160402.14360@daffy.cs.wisc.edu>
Source record: 48765

```
*****************************************************************************
* SPECIAL OFFER SPECIAL OFFER SPECIAL OFFER SPECIAL OFFER SPECIAL OFFER *
*****************************************************************************

I have 3 1040STE's made by ATARI corporation. These machines are brand new
and were obtained through liquidation at a going out of business sale in
Minnesota.

Machines Features:

- 8MHz 68000
- 3 8bit digital-analog sound converters for PCM Stereo Sound output
(Standard RCA Jack hookup for stereo amplifier)
- 720K Floppy Drive (3 1/2)
- Memory; 1Mb standard. Expandable via Industry Standard SIMMS to 4mb
- Video; 4096 Color palette; with 3 different video modes:
1) 640x400 Monchrome mode
2) 640x200 4 Color mode
3) 320x200 16 color mode
- Can use either a TV or a RGB monitor for display. Compatible with
Multisync monitors with special cable.
- MIDI(Muscial Instrument Digital Interface) ready ports.
- 95-key keyboard
- RS232C, Centronics, DMA Hard Disk, cartridge ports

Price $399 includes: 1 Box of 3 1/2 inch disks
Shipping anywhere in USA.
1 Disk of PD software

Really nice machine. If you want more info, please call me at 608-264-3622
or during the week of 23-April 2nd: 414-494-4114

INTERNET a great place to save money.

--Gregory
```

1681. Making an ST cart

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-19 17:10:30 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Mar19.171030.18481@oz.plymouth.edu>
Source record: 48772

Hi,

I realize this is old news, but until recently I haven't had the interest to do this. How do you make cartridges for the ST, specifically what is need and perhaps Radio Shack part numbers, as well as the process need to copy files to the ROM on the cartridge. Does anyone know about copying Neodesk to a cartridge?

Thanks,

--
\/\/\/

1682. Re: GCR problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-19 18:37:34 UTC
From: pegram@kira.UUCP
Message-ID: <1991Mar19.183734.16305@uvm.edu>
Source record: 48759
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From article <68295@brunix.UUCP>, by mjv@brownvm.brown.edu (Marshall Vale):
> In article <1991Mar8.193900.3518@uvm.edu> pegram@kira.UUCP (Robert B.
> Pegram) writes:
> [stuff about mouse and keyboard freezing]

> Before you go about replacing hardware, I'd recommend at least doing
> a virus check with the latest version of Disinfectant (2.4 if I'm not
> mistaken). Mouse freezes are the symptoms of some Mac viruses.

> It can't hurt!

> Marshall

Thanks, but that problem is unlikely, if possible 8-). In any case, the
mouse and keyboard problems have now appeared in regular ST mode. I
got a new Ikbd processor from Best Electronics, but that hasn't
helped. A reset *always* fixes things for a while, so I rather doubt
that the keyboard connection is intermittent, it's hard to check!
I am now gearing up to figure out which 6850 ACIA to remove and
replace (I *did* get one from Best 8-). If I foul things up, it's a
new STE for me 8-(). At least my trial run for desoldering, replacing
the connector in my mouse, went well. I recommend the Radio Schnook
desoldering iron 8-).
A couple of interesting things came from my talks to the Best
Electronics guy. One is that the Mega keyboard is almost a drop in
fit for the original (external PS and floppies) 520ST, (same large
connector) and is only a little more expensive to buy ($110 vs $90
8-). The other interesting thing is that there are two versions of
the keyboard processor. I have an '85 ST, but luckily it used the
later processor -002. If yours is a -001 version, you need a whole new
keyboard if it goes bad (I _hope_ that version was only on the
developer 520s, this is, after all, ancient history 8-).

By the way, sorry if I have seemed unresponsive, but we lost our news
feed here for most of last week 8-(.

ciao,
Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1683. Re: 1.44mb drives ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-19 18:45:39 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar19.184539.2988@jato.jpl.nasa.gov>
Source record: 48768
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <12368@hydra.Helsinki.FI> luoto@cs.Helsinki.FI (Markku Luoto) writes:
>
>just to compare the markets... how much can you expect to spend on:
>
>a) about 100mb hard disk (just drive) type seagate ST-xxxN (scsi or scsi2) ?

IDS in Irvine, CA (714/530-8677) has ST-2106N for $679. IME (a surplus liquidator) in Boston (800/999-1911) has Maxtor LXT-100 (95 MB) 3.5" hh SCSI for $299, Rodime 5180-S (144 MB) 5.25" hh SCSI for $399.

>b) for a 1.44mb floppy disk drive (just drive) ???

MA Labs in San Jose, CA (408/954-8188) sells 1.44 MB drives for $58.

I don't know that US prices will much help the Finnish poster, but they may be of interest to US readers.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1684. Re: DA's and MenuBar

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-19 18:54:10 UTC
From: pegram@kira.UUCP
Message-ID: <1991Mar19.185410.16645@uvm.edu>
Source record: 48773

From article <1991Mar12.234442.13474@jato.jpl.nasa.gov>, by vsnyder@jato.jpl.nasa.gov (Van Snyder):
> Can a DA have a menu bar?
>
> I have a program that, when run as a PRG, paints and responds to its
> menu bar just fine. When run as an ACC, the next meaningful action after
> MenuBar(...) is reaching for the reset button. If I take out the MenuBar(),
> the rest of the ACC works fine.
>
> Is this a GEM restriction, or am I just not holding my mouth right?
>
> Thanks in advance.
>
> --
> vsnyder@jato.Jpl.Nasa.Gov
> ames!elroy!jato!vsnyder
> vsnyder@jato.uucp

Yup, no DA can touch the menu bar. However,try and get in touch with Eric Rosenquist (SP?????) here or elsewhere. His program, STeno does what you want *very nicely* with a separate menu bar inside the window (menus even "drop up" from the bottom if they can't drop down properly). Perhaps he could give you some pointers, or maybe even release his code - when it's no longer a major selling point of his programs 8-). I'd love to be able to do that - even with regular programs.

ciao,
Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1685. Re: 1.44mb drives ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-19 19:32:18 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar19.193218.9472@ecst.csuchico.edu>
Source record: 48771
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

luoto@cs.Helsinki.FI (Markku Luoto) writes:

- just to compare the markets... how much can you expect to spend on:
-
- a) about 100mb hard disk (just drive) type seagate ST-xxxN (scsi or
- scsi2) ?

About $350 for a Quantum 105meg drive, 11ms. Check out back of
MacWeek or Computer Shopper. Hard Drives International (Tempe, AZ I
think) had them for $350 last I heard.

- b) for a 1.44mb floppy disk drive (just drive) ???

60-70 bucks? No controller or anything, just drive.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1686. !!!! Double Sided Drive Wanted !!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-19 19:43:01 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <1991Mar19.194301.29666@m.cs.uiuc.edu>
Source record: 48769

I need to get a double sided (720K) drive to my ST. Doesn't
anyone have such a drive that they are willing to sell?

--- Bri

/ Brian Totty o o
/__ __ o 1304 W. Springfield Avenue o
/ / / / Urbana, IL 61801 _/ "We have corn in
/__/ / / totty@cs.uiuc.edu Massachusetts too!"

1687. Did Atari screw up AGAIN?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-19 20:12:18 UTC
From: carter@cat27.cs.wisc.edu
Message-ID: <1991Mar19.201218.15050@daffy.cs.wisc.edu>
Source record: 48774

Maybe I am just a naive dunce, but I thought I would have the option of
putting in my MEGA STE a nice cpu card someday, or even a nice graphics
card...So what?

Well, I gave the specifications of Atari's VME bus to a freind of mine to
see exactly what I could do and couldn't do and he comes up with the
following very depressing comments.
^^^^^^^^^^

The fact that the slot is 3U is depressing, the bulk of the VME market is
in the 6U cards, so your options are going to be very limited. Looks to me
more like a way for atari to use a standard bus and allow some kind of
expansion. So you have one 96pin euro connector and about a 4 inch wide slot?

If you really wanted to use 6U cards, you could use the connector with some
kind of cable/extender arrangement to an external case which could
have perhaps multiple card slots. The statement that it is slave only pretty
much rules out CPU cards in the usual sense. Lack of bus arbitration means
you cannot use slave cards (like disk controllers) that want to do DMA
transfers.

This bus would be ideal for things like D/A and A/D converter cards.
PIO cards, communications cards (so long as they avoid DMA - ethernet notable
here). Graphics cards would be a possibility.

The power you quote is very limited (only 50MA of +-12 !! the 2A of +5 would
be just enough to power the single 3U card). If you set things up to an
external multislot box, you would definitely want an external and INDEPENDENT
power supply (and perhaps buffering for the signal lines -- but this would
introduce delays and skew ....).

Take all I say with a grain of salt. VITA (VMEbus intl trade assn or something
like that) publishes a yearly directory of VME products -- I used to have one
of these. Some other VME books are out as well.

Maybe this is just one guys opinion. Maybe he is wrong?

I think I am going to cry....it won't be the last time either I have a feeling.

--Gregory

1688. Re: Did Atari screw up AGAIN?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-20 01:03:50 UTC
From: archer@elysium.esd.sgi.com
Message-ID: <1991Mar20.010350.14976@odin.corp.sgi.com>
Source record: 48778

In <1991Mar19.201218.15050@daffy.cs.wisc.edu> carter@cat27.cs.wisc.edu (Gregory Carter) writes:

*
*Maybe this is just one guys opinion. Maybe he is wrong?
*

No, he's absolutely right.

--
"Actually, I'd rather play a nazi transsexual in a buddy film"
-- John Cusack
<archer@sgi.com> Archer Sully

1689. FTP problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-20 03:54:08 UTC
From: archbold@bluemoon.uucp
Message-ID: <X103y1w163w@bluemoon.uucp>
Source record: 48782

Hi Netters!

Recently I've had some problems with the FTP stuff, and I want to share them with you, to check if anybody had similar problems. Perhaps w we can find a solution to mine.

I have an account on a VAX at OSU where I do most of my school related computer work on a VAXstation. Of course that VAX allows me to use FTP. The problem with using it is that it writes on High Density disks which my 1040ST doesn't know how to read. Fortunately at OSU there are many FTP sites, and one of them has an IBM that can write on 3.5" high and double density disks. That's where I would usually go to do my FTP'ing. Nowadays when I try to reach atari.archive the program tells me that sites can be reached only from recognized machines (whatever that means). Although the machine won't let me connect to atari.archive, it WILL let me connect with my local VAX. So, I started d/l stuff from atari .archive using my VAX and then d/l stuff from the VAX to my disks via the IBM machine.

It's all nice and sweet, except that none of the programs and pictures I d/led work on my ST! To do transfers I used the IMAGE type (in both to and from VAX), so everything should be OK...

This thing gets even wierder: today, after all the downloading and running back and forth between buildings during finals week, I brought a disk full of spectrum pics and dskfonts.arc. Tried to display the spc pictures from desktop (I have a spectrum viewing program installed as desktop application), and only two of the pictures would work. Then after viewing them once, they wouldn't load! The program would abort saying the format is wrong! BUT THEY LOADED ONCE, and I'VE SEEN THEM WITH MY VERY EYEZ!!!

This makes me believe the problem might lie somewhere in that IBMs format, but that doesn't seem probable...

So, what do you think? Either mail me, or post if you think it would enhance discussion on the net...

1690. Forcing the scan rate to 50Hz [Sure wish they wouldn't!]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-20 05:26:58 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Mar20.052658.9162@wam.umd.edu>
Source record: 48784
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>European TVs work at 50 Hz. We make up for the fewer frames per second by
>having more vertical resolution and properly-encoded colours.

The only real reason game writers alter the scan rate is so the game play timing won't change. Games run 16.3% faster on U.S. ST's because the scan rate is 60Hz here. This means Joust, e.g., is more difficult in the U.S. than it is in the UK, something I always make clear when comparing high scores with my British competitors. :-)

An example of a problem caused by the scan rate difference is the treasure room in Guantlet II. U.S. players will notice that the timer only counts down to about 4 or so, then the level ends. This is because the countdown code stupidly relies on the scan rate being only 50 frames per second (it counts a second by waiting for 50 vblanks to elapse). On U.S. machines 50 vblanks occur in 5/6ths of a second, so the timer counts down too quickly, and you only get 16.6 seconds in the treasure room instead of the normal 20. (Or is it 25?)

To avoid the timing problems, some European programmers force U.S. machines into 50Hz mode. (This is accomplished by twiddling a bit in one of the video hardware registers.) Unfortunately, many early ST monitors (those made by GoldStar, I think) just can't handle the switch, and the monitor goes completely off sync. (We're talking "instant headache mode".) It's a shame too, because the GoldStars had better picture quality to my eyes. Many European games and demos are completely unuseable on my machine -- I can only assume that European folks just don't know their stuff doesn't work on a substantial portion of U.S. machines. Thank God Speedball II doesn't change the scan rate...

(Hmm, this sounded a bit technical. Followups to c.s.a.s.tech...)

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

1691. Early Keyboard Processor Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-20 05:36:08 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Mar20.053608.9350@wam.umd.edu>
Source record: 48777

In article <1991Mar19.183734.16305@uvm.edu> pegram@kira.UUCP (Robert B. Pegram) writes:
> The other interesting thing is that there are two versions of
>the keyboard processor. I have an '85 ST, but luckily it used the
>later processor -002. If yours is a -001 version, you need a whole new
>keyboard if it goes bad (I _hope_ that version was only on the
>developer 520s, this is, after all, ancient history 8-).

It's not only in developers' ST's. A friend of mine is blessed with one,
and boy is it screwed up. The mouse pointer will suddenly start moving
on its own every once in a while, and the keyboard processor randomly
"presses keys" whenever the joystick is being used. This problem is
in enough ST's that Michtron's Time Bandit requires you to press 'Q'
twice to quit the program. (I suppose they could have done that for
other reasons, but I'm suspicious...)

Add to this the charming behavior of early ST MIDI ports (1986 and
earlier) -- they drop bytes every once and a while. Just great for
testing a multiplayer game that syncs up over MIDI!

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

1692. Hard Drives..

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-20 07:41:29 UTC
From: v053qhyx@ubvmsb.cc.buffalo.edu
Message-ID: <66463@eerie.acsu.Buffalo.EDU>
Source record: 48776

Hi... I have one quick question... I have an old Sh204 Atari Hard Drive 20M
Is it possible to buy either a 3.5 " hh Maxtor 95 MB SCSI drive or a Rodime
5180 -S 5 1/4 " SCSI drive (133 MB) and use it with my existing sh204's
controller card? Or can I trash the tandon HD inside and just connect one
of the drives mentioned??? Or will I have to buy a new card/case etc???
Thanx
Jeremy

1693. memory upgrade woes on a Mega 1

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-20 11:06:58 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <1236@idcapd.idca.tds.philips.nl>
Source record: 48770
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am experiencing some problems in upgrading a Mega 1 to a Mega 2.5. I did replace bank 1 consisting of 4 x 414256 (256Kx4 chips) by 16 x 411000 (1Mx1). The missing A9 line (not used on the 414256) is connected to the 411000 via a series R of 33 ohm.

Result of all this: the ST recognizes the new bank 1 as a 128k bank, giving me a total of 640 kbytes. In addition a very interesting moving pattern of vertical bars appears on the screen. The bars are approximately 8 pixels wide. I get the impression that this screen pattern is due to non-refreshed dram locations. Apparantly the ST thinks (?) that 64 k drams are used for bank 1, resulting in a refresh cycle on 8 address lines (256 address refresh cycle) instead of the 9 address and 512 refresh cycle a 1Mbit memory cell requires.

My question: does Atari use a different MMU chip in the Mega 1 with 414256 chips which cannot handle the 1Mbit cells? This would mean I am stuck with 1Mbyte. I'd love to see Spectre running with some more memory and Multifinder.

Any help appreciated

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: 055-432372 fax: 055-432103
____

1694. Re: GCC: Virtual memory exhausted error?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-20 11:49:17 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <91079.134917GERLOFF@DB0TUI11.BITNET>
Source record: 48775
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <0bsiSby00VADAIpl4O@andrew.cmu.edu>, es2a+@andrew.cmu.edu (Eric Stuyvesant) says:
>
>I'm running gcc from RAMdisk on my 4 Mb system, and am playing a
>balancing game between disk space and memory. I have been getting an
>error from GCC, namely "Virtual memory exhausted." Does this really
>mean "disk space exhausted," as it seems to imply, or does it mean "not
>enough memory?" It doesn't seem to matter which version of gcc I use,
>be it 1.37 or 1.39.
>

It means that gcc hasn't enough memory to work. He says virtual memory, because gcc was first designed for UNIX, where you have virtual memory because of paging and/or swaping.

Greetings, Olaf
----

* Olaf Gerloff * Internet: GERLOFF@tubvm.cs.tu-berlin.de *
* Technical University Berlin (FRG) * BITNET : GERLOFF@DB0TUI11 *

* Impossible things will be executed immediately, *
* miracles take a little longer! *

1695. Re: Blitz help needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-20 14:42:30 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar20.144230.15959@actrix.gen.nz>
Source record: 48780

Synchro Express, well I brought mine from the USA, it has 2 modes
for copying, Express and Synchro.
For some reason or other it will only copy 2 sided disks in Express mode.
not in Synchro mode, also very slow to copy disks in Synchro mode.
Note, will not copy disks that use under index hole data, and a few other
newer disk that have come my way.
Have noted that they advertise Version II, now in the UK. I don't know
what version my one is, but the Program is Version 2.1
Note, it still does not verify in Reads or Writes and you need 2 drives..
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1696. 8bit emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-20 16:14:19 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Mar20.161419.19750@oz.plymouth.edu>
Source record: 48783

Hello,

I recently downloaded the 8bit emulator from Umich atari.archive
and was very impressed. Having been a faithful Atarian since the mid-80's
I really want to utilize this program. It mentions an ST Xformer cable, and
something about a 5.25 drive. Does anyone have the full setup and if so
is this with the IB drive or an actual 8-bit drive? Can this emulator run
all disk based software? Specifically, can the emulator use printer and
modem ports just as though they were 8 bit ports? Please E-mail any
and all info you have on this, I'm not sure I want to get the full package
if it can't do everything the old 8-bits could.

Thanks,
Technoid

--
\/\/\/

1697. ST Disks & Sparcstation Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-20 19:38:59 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <1991Mar20.193859.11943@m.cs.uiuc.edu>
Source record: 48781
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A few months ago, some people were talking about reading Atari ST disks from a Sparcstation. Does anyone know how to go about this?

Specifically, I want to read files from a double sided disk onto my Sparc and then transfer them to my ST hard disk via modem (I only have a single-sided floppy).

/ Brian Totty o o
/__ __ o 1304 W. Springfield Avenue o
/ / / / Urbana, IL 61801 _/ "We have corn in
/__/ / / totty@cs.uiuc.edu Massachusetts too!"

1698. Re: MACH for a TT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-20 19:56:58 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar20.195658.21018@jato.jpl.nasa.gov>
Source record: 48790

In article <1991Mar12.223746.6287@zip.eecs.umich.edu> heavy@zip.eecs.umich.edu (Richard Scott Hall) writes:
>I was just wondering how hard is it to get the source code
>for Mach and how hard it would be to port to the TT? I know
>that AT&T Unix is being ported, but from what I understand
>Mach is a good way to go. Does any one have any info on this
^^^^^^^^^^^^^^^^^^^^^^^^
>or any comments to share. No flames please.
^^^^^^^^^^^^^^^^
Just don't be surprised if you get offensive hate-mail from the network.thought.police
>
>Richard Hall
>University of Michigan

(I happen to agree about Mach).
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1699. SIPPs in an STe

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-20 21:09:39 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar20.210939.18026@ecst.csuchico.edu>
Source record: 48789

Will SIPPs work in an STe? How do SIPPs differ from SIMMs?

If I have 2 1megx8 SIMMs already in my STe, will 2 1megx9 SIPPs work with
them to give me a total 4meg?

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1700. Re: 8bit emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-21 03:01:39 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Mar21.030139.1115@nmt.edu>
Source record: 48846

By the way, whatever happened to the Xformer Jr.
at atari.archive ????? It used to be there, but now it's
not.

Eric A. HOBBS!
eahsnsr@JUPITER.nmt.edu

1701. MY VME SLOT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-21 03:23:24 UTC
From: FredMail@egsgate
Message-ID: <669640065.5@egsgate.Fidonet.Org>
Source record: 48865

It is more than possible to design video cards for the Mega STE/TT VME bus. They are the same expansion bus. There have been a couple made. I would not worry about that. Some cards are soon arriving from Germany.

S.S.

1702. Re: ST Disks & Sparcstation Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-21 04:54:27 UTC
From: r90p@jupiter.sun.csd.unb.ca
Message-ID: <1991Mar21.045427.5970@jupiter.sun.csd.unb.ca>
Source record: 48843
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>
> A few months ago, some people were talking about reading Atari
> ST disks from a Sparcstation. Does anyone know how to go about
> this?
>
> Specifically, I want to read files from a double sided disk onto
> my Sparc and then transfer them to my ST hard disk via modem (I
> only have a single-sided floppy).

From Mtools 2.03, patch #3:

# Mtools was posted to the unix-pc.sources news group (and mailed to the
# moderator of comp.sources.unix) on the 17th of September 1990. Since
# then, patch #1 and #2 have been posted to unix-pc.sources,
# comp.sources.bugs, and emailed to Rich Salz.
#
# In addition, the current version of Mtools and all the patches are
# available via anonymous ftp from cerl.cecer.army.mil (129.229.1.101).
#
# Emmet P. Gray US Army, HQ III Corps & Fort Hood
# ...!uunet!uiucuxc!fthood!egray Attn: AFZF-DE-ENV
# fthood!egray@uxc.cso.uiuc.edu Directorate of Engineering & Housing
# Environmental Management Office
# Fort Hood, TX 76544-5057

Just a few days ago, I modified Mtools so that they can read
and (be careful!) write single sided 3.5" floppies and e.g.
floppies with 10 sec/track:

---------------------------- < cut here > -------------------------
*** devices.c_as_distrubuted Mon Mar 11 17:39:48 1991
--- devices.c Mon Mar 11 17:41:34 1991
***************
*** 27,37 ****
#endif /* MASSCOMP */

#ifdef SPARC
struct device devices[] = {
! {'A', "/dev/rfd0c", 0L, 12, 0, (int (*) ()) 0, 80, 2, 18},
! {'A', "/dev/rfd0c", 0L, 12, 0, (int (*) ()) 0, 80, 2, 9},
{'\0', (char *) NULL, 0L, 0, 0, (int (*) ()) 0, 0, 0, 0}
};
#endif /* SPARC */
```

```
#ifdef UNIXPC
--- 27,94 ----
#endif /* MASSCOMP */

#ifdef SPARC
+ #include <sys/types.h>
+ #include <sun/dkio.h>
+ #include <fcntl.h>
+
+ int init_sparc_fd();
+
struct device devices[] = {
! {'A', "/dev/rfd0c", 0L, 12, 0, init_sparc_fd, 80, 2, 0},
{'\0', (char *) NULL, 0L, 0, 0, (int (*) ()) 0, 0, 0, 0}
};
+
+ /*
+ * Stuffing back the floppy parameters into the driver
+ * allows for gems like 10 sector or single sided floppies
+ * from Atari ST systems.
+ * Also the table needs only one entry (SunOS already tries
+ * for HD and DD floppies).
+ * Note that it is necessary to set the partition info,
+ * since otherwise e.g. a 800k floppy (80 tr., 2 heads, 10 sectors)
+ * would only be read and writeable up to 720k.
+ *
+ * Martin Schulz, Universite de Moncton, March 11, 1991.
+ */
+ int
+ init_sparc_fd(fd, ntracks, nheads, nsect)
+ int fd, ntracks, nheads, nsect;
+ {
+ struct fdk_char dkbuf;
+ struct dk_map dkmap;
+
+ if (ioctl(fd, FDKIOGCHAR, &dkbuf) != 0) {
+ ioctl(fd, FDKEJECT, NULL);
+ return(1);
+ }
+
+ if (ioctl(fd, DKIOCGPART, &dkmap) != 0) {
+ ioctl(fd, FDKEJECT, NULL);
+ return(1);
+ }
+
+ if ( ntracks && nheads )
+ dkbuf.ncyl = ntracks * nheads;
+ if ( nheads )
+ dkbuf.nhead = nheads;
+ if ( nsect )
+ dkbuf.secptrack = nsect;
```

```
+
+ if ( ntracks && nheads && nsect )
+ dkmap.dkl_nblk = ntracks * nheads * nsect;
+
+ if (ioctl(fd, FDKIOSCHAR, &dkbuf) != 0) {
+ ioctl(fd, FDKEJECT, NULL);
+ return(1);
+ }
+
+ if (ioctl(fd, DKIOCSPART, &dkmap) != 0) {
+ ioctl(fd, FDKEJECT, NULL);
+ return(1);
+ }
+
+ return(0);
+ }
#endif /* SPARC */

#ifdef UNIXPC
---------------------------- < cut here > -------------------------
```

Replies to: Martin Schulz
martin@atlantic.cs.unb.ca

1703. Re: ST Disks & Sparcstation Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-21 06:55:37 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Mar21.014707.27754@mailer.cc.fsu.edu>
Source record: 48842
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Mar20.193859.11943@m.cs.uiuc.edu>, totty@flute.cs.uiuc.edu (Brian Totty) writes:
> Specifically, I want to read files from a double sided disk onto
> my Sparc and then transfer them to my ST hard disk via modem (I
> only have a single-sided floppy).

Hmm, if you already have it on a DSDD disk, why not just transfer it on a PC to a DSSD disk (by formatting using "format x: /t:40 /n:9"). If you still want mtools, you should ftp it from 129.217.64.63. All I had to do to compile it was to add a "#define sparc" somewhere, the docs tell it all. Email if you have questions.

--

Mickey R. Boyd | "It's amazing how much growing up
FSU Computer Science | resembles being too tired."
Technical Support Group |
email: boyd@fsucs.cs.fsu.edu | - Heinlein

1704. Re: ST Pad specs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-21 08:01:26 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Mar21.080126.22262@ecst.csuchico.edu>
Source record: 48845
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:

- TOS with additional stylus features including mouse emulation and
- handwriting recognition.

I don't know, but for some reason 'TOS with...handwriting recognition'
doesn't seem to jive, if you know what I mean. :^)

Thanks for posting the information. May I ask where you found it? I
just like to know the sources of these things. :^)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1705. Re: Forcing the scan rate to 50Hz [Sure wish they wouldn't!]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-21 09:19:32 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.91Mar21091932@zappa.FtCollins.NCR.com>
Source record: 48848

>>>>> On 20 Mar 91 05:26:58 GMT, dmb@wam.umd.edu (David M. Baggett) said:

>European TVs work at 50 Hz. We make up for the fewer frames per second by
>having more vertical resolution and properly-encoded colours.

> The only real reason game writers alter the scan rate is so the game
> play timing won't change. Games run 16.3% faster on U.S. ST's because
> the scan rate is 60Hz here. This means Joust, e.g., is more difficult
> in the U.S. than it is in the UK, something I always make clear when
> comparing high scores with my British competitors. :-)

I used to have only a mono monitor and would use an old color color TV
with it. The TV's controls were broken so I couldn't adjust the picture
for 50Hz games and demos... Fortunately, I now also have an SC1224 that
syncs to 50Hz properly.

What I used to do, though, is if the game wasn't too heavily copy
protected, disassemble it and look for code which changes the hardware
register that controls the sync rate, then change it to put it in 60Hz.
Most of the time it worked. I forget the exact address of the register
but if anyone's interested I can look it up.

After a while, I wrote a TSR that could toggle between 50Hz/60Hz using
a hot key. This was more hit and miss, since most games/demos autoboot
making it hard to install the TSR and also some completely take over the
keyboard so the hot key doesn't work.

If the Hz change worked, it almost never affected the functionality of
the game.

--
/**/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * (303) 223-5100 X-319 */
/**/
Fortune:
Earn cash in your spare time -- blackmail your friends.

1706. Re: memory upgrade woes on a Mega 1

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-21 09:45:53 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar21.094553.1026@actrix.gen.nz>
Source record: 48786
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1236@idcapd.idca.tds.philips.nl> wilko@idca.tds.PHILIPS.nl (W.C. Bulte) writes:
> I am experiencing some problems in upgrading a Mega 1 to a Mega 2.5. I did
> replace bank 1 consisting of 4 x 414256 (256Kx4 chips) by 16 x 411000 (1Mx1).
> The missing A9 line (not used on the 414256) is connected to the 411000 via
> a series R of 33 ohm.
>
> Result of all this: the ST recognizes the new bank 1 as a 128k bank, giving me
> a total of 640 kbytes. In addition a very interesting moving pattern of
> vertical bars appears on the screen. The bars are approximately 8 pixels wide.
> I get the impression that this screen pattern is due to non-refreshed dram
> locations. Apparantly the ST thinks (?) that 64 k drams are used for bank 1,
> resulting in a refresh cycle on 8 address lines (256 address refresh cycle)
> instead of the 9 address and 512 refresh cycle a 1Mbit memory cell requires.
>
> My question: does Atari use a different MMU chip in the Mega 1 with 414256
> chips which cannot handle the 1Mbit cells? This would mean I am stuck with
> 1Mbyte. I'd love to see Spectre running with some more memory and Multifinder.
>
> Any help appreciated
>
> _ ____
> | / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
> |/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
> * Philips Information Systems Nederland phone: 055-432372 fax: 055-432103
> ____

Note, there are some 1 meg only MMU IC's fitted to some computers,
The 4 meg MMU is Part No. C025912-38/A, some one did post the Part No.
for the 1 meg MMU some time back, but I think it was C011xxxxx or some
thing like that..

This could be your problem, it is posible to replace this MMU. there
are a few companies in the USA that can help you with this..
but don't have the datails handy...
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1707. Re: ST Disks & Sparcstation Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-21 10:02:34 UTC
From: marc@sequoia.cray.com
Message-ID: <035532.21226@timbuk.cray.com>
Source record: 48787
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Mar20.193859.11943@m.cs.uiuc.edu>, totty@flute.cs.uiuc.edu (Brian Totty) writes:
|>
|> A few months ago, some people were talking about reading Atari
|> ST disks from a Sparcstation. Does anyone know how to go about
|> this?

If you have the mtools suite on the Sparc, it's simply a matter of putting the DS ST disk in the slot, and using mdir (directory listing) and mcopy to transfer the data. To transfer text files, use a -t flag on mcopy to translate the Atari CRLFs. Binary (.PRG, .RSC, etc...) don't need this flag.

Examples: copy from disk to Sparc: mcopy a:/tetris.prg tetris.prg
mcopy -t a:/tetris.doc tetris.doc
copy from Sparc to disk: mcopy tetris.prg a:/tetris.prg
mcopy -t tetris.doc a:/tetris.doc

I use this often and have no problems whatsoever. I format my disks on the ST, and it sure beats the hell out of playing with kermit on an attached PS/2!

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

1708. Re: GCR / MegaST problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-21 11:41:10 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Mar21.114110.8813@santra.uucp>
Source record: 48788

In article <28122@dime.cs.umass.edu> SNYDERS@process.com (John Snyders) writes:
>I just purchased a used spectre GCR. When I started using it in mac mode it
>would crash. I looked in the documentation and it says that some Mega2s had
>some marginal chips in them and the solution was to replace them.
>
>I checked my machine and sure enough I have the bad chips (SGS 74LS373).
>
>I am thinking of doing the work myself and would like to hear from anyone
>who has had this problem and can offer any advice such as.
>
>- Replacement chips used. I would hate to put in new chips that have the same
>problem.

Non-SGS 74LS... OR: For improved handling 74HCT373 or even better 74ACT373.
They are 100% compatible, but much more faster and reliable. They are
essential if you are planning to install an accelerator later...

I changed my 1040 to Mega4 and first thing was: 74LS's out and 74ACT back...

>- Tips on soldering. My main concern is heat damage to other chips and the new
>chips. I have done soldering before but not on a pc board.

Small enough tip and keep it well cleaned! Not too hot. Loose the old chips
one pin at a time, warm the pin and pull it up with a small screwdriver.
If you have IC desoldering tip, use that. Vacuum tin-removers are not reliable
for taking ICs off from a pc board... The holes are so small.

>- How difficult is the job. Is there any thing else I should know.

Not very, but takes a little time... Don't burn your fingers!

>Thanks,
>
>John Snyders email: snyders@process.com

Jartsu

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1709. Problems with second drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-21 14:55:39 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <5489@vela.acs.oakland.edu>
Source record: 48785

About a year back, I bought a used atari 520 STfm with 1 Meg memory, that has a non-standard internal drive. I recently got a ss/dd drive to hook up to the B drive port, and all hell broke loose. Though I have managed to have limited problems with the internal ds/dd, they have been limited. I hope to go inside and clean the connections, but in the meantime, if anyone knows of any reasons why the addition of the extra drive might cause my machine to have distorted data read/write and to give "drive not responding" errors, please let me know. (even when I disconnect the b: and reboot, the internal still gets some errors.)

When the b: drive is connected, the a drive tends to read alright with an occasional "... not responding" error, however, when I format the a: drive to 2 sides, disconnect the b: and reboot, the system will not even bring up the full desktop (no icons at all)

thanks in advance

swood
--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

1710. 1040st -> TV Set Blues

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-21 15:44:05 UTC
From: dddean@bluemoon.uucp
Message-ID: <7J26y3w163w@bluemoon.uucp>
Source record: 48856

Hello:

I was currently in the market to buy an Atari 1040st, at an EXTREMELY good price. But lo-an-behold, the system did not come with a monitor.

"No Problem!" I thought... "I'll just hook it up to my TV Set like my friend did his 520, and I did with my 8-bit!!" I thought I had the problem licked... WRONG!!!!

Little did I know, but the 1040st was not built for my type of person in mind. The 1040st does not have an RF modulator that would allow me to hook the machine to the TV Set!!!

If anyone has any possible solution, PLEASE reply!!

Later!

You can send any replies to:
David D. Dean, President David D. Dean, Vice Chairman
Explorer Post 891 Exploring Officer's Association
AT&T Systems/Bell Labs Central Ohio Council
dddean@bluemoon.uucp Columbus, OH 43227

**** Any opinions are that of the author, and NOT of AT&T ****

1711. using ibm disk drive in st ...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-21 18:55:41 UTC
From: gathings@cetus5a.cs.utk.edu
Message-ID: <1991Mar21.185541.3341@cs.utk.edu>
Source record: 48844

I have a teac 1.44 floppy that I would like to place in an atari 1040 st
that has a busted drive. Other than the fact that physically the drives have
different eject button configs, is this still possible ? I will take any ideas.

Golando

1712. Re: ST Pad specs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-21 20:26:04 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <27E916DD.17265@maccs.dcss.mcmaster.ca>
Source record: 48862
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Mar21.080126.22262@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>[...]
>I don't know, but for some reason 'TOS with...handwriting recognition'
>doesn't seem to jive, if you know what I mean. :^)
>
Well, yeah, I guess I do. In case you're wondering, the technology _does_ exist. I think Xerox PARC has stuff like this going. I friend of mine works at Xerox over here etc...

>Thanks for posting the information. May I ask where you found it? I
>just like to know the sources of these things. :^)

The CeBIT article came from a local BBS. The specs on the ST Pad and ST Book came from Atari's BBS here in Markham. They even set up a special area for these computers on the BBS already.

>[signature deleted]

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

1713. Re: gcc-ar woes

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-21 22:03:05 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Mar21170305@acae127.cadence.com>
Source record: 48854

```
please apply the following patch to fix the problem. which library you
use is not important:

*** 1.15 1991/02/06 14:14:35
--- ar.c 1991/02/19 16:56:11
***************
*** 815,821 ****

lock_indesc = open (archive, O_RDWR, 0);
if (lock_indesc < 0)
! pfatal_with_name (archive);
}

#ifdef LOCKS
--- 815,824 ----

lock_indesc = open (archive, O_RDWR, 0);
if (lock_indesc < 0)
! {
! unlink(archive);
! pfatal_with_name (archive);
! }
}

#ifdef LOCKS
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
```

1714. Re: GCC: Virtual memory exhausted error?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-22 02:02:23 UTC
From: apratt@atari.UUCP
Message-ID: <2865@atari.UUCP>
Source record: 48850
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

es2a+@andrew.cmu.edu (Eric Stuyvesant) writes:
>I have been getting an
>error from GCC, namely "Virtual memory exhausted."

This means a malloc() call, or possibly an alloca() call, failed. Either
__stksiz is set wrong (should be -1 for GCC 1.39) or your memory is
fragmented or your RAMdisk is too big. Or something.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1715. Re: Hard Disk Sector 0 Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-22 02:06:34 UTC
From: apratt@atari.UUCP
Message-ID: <2866@atari.UUCP>
Source record: 48851

Somebody asks:
>>[How do I read device sector 0?]

bjoern@drdhh.hanse.de (Bjoern Kriews) writes:
>If you detect an AHDI or compatible driver, you can set bit 3 in the
>Rwabs() mode-word to read physical sectors, but to be safe you will
>have to use direct DMA access. (Ask your Microware devdrvr writers)

Yikes! Do I really have to go into the dangers of this kind of thinking?
NEVER use direct DMA access. You are SURE to get it wrong and screw up
something. Who has drivers which DON'T support the raw-device bit?
Whoever they are, their drivers are not complete, at least as defined by
Atari's documentation of the Rwabs() call.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1716. Re: ST Disks & Sparcstation Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-22 09:07:48 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.91Mar22090748@zappa.FtCollins.NCR.com>
Source record: 48852
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> On 21 Mar 91 10:02:34 GMT, marc@sequoia.cray.com (Marc Bouron) said:

> |>
> |> A few months ago, some people were talking about reading Atari
> |> ST disks from a Sparcstation. Does anyone know how to go about
> |> this?
Hmmm... we should really put this in a FAQ list somewhere...

> If you have the mtools suite on the Sparc, it's simply a matter of putting the
> DS ST disk in the slot.

Also, if you (the original poster) have problems with it try recompiling
mtools with DUP_FAT #define'd. This causes both FAT copies on an ST Disk
to be updated. Since you're reading I don't think it should make any
difference... but if you want to write to it, mtools won't write an ST
compatible disk with DUP_FAT.

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * (303) 223-5100 X-319 */
/***/
Fortune:
If a group of _N persons implements a COBOL compiler, there will be _N-1
passes. Someone in the group has to be the manager.
-- T. Cheatham

1717. Re: ST Disks & Sparcstation Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-22 10:16:04 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.91Mar22101604@zappa.FtCollins.NCR.com>
Source record: 48863
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>>>>> On 22 Mar 91 09:07:48 GMT, kentd@FtCollins.NCR.com (Kent.Dalton) said:
me> to be updated. Since you're reading I don't think it should make any
me> difference... but if you want to write to it, mtools won't write an ST
me> compatible disk with DUP_FAT.
^^^^
||||
Ooops, I meant "without"!
--
/*****************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * (303) 223-5100 X-319 */
/*****************************************************************************/
Fortune:
"Calling J-Man Kink. Calling J-Man Kink. Hash missle sighted, target
Los Angeles. Disregard personal feelings about city and intercept."
```

1718. gnu emacs and TERM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-22 11:43:37 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1991Mar22.114337.16627@daimi.aau.dk>
Source record: 48847

In order to get the function-keys to work on my atari under emacs, I have been experimenting with setting up a vt52.el file so that keypad.el would run. This may not be the easiest solution, but it is standard to the way emacs handles terminal specific things.

I managed to get the file together, but I can't emacs to load it automatically. The problem appear to be that (getenv "TERM") always returns "vt52-emulator", REGARDLESS of the real value of TERM. I have tried this, both with environ.prg and under gulam, but no matter what TERM is set to, (getenv "TERM") still returns "vt52-emulator". All the other environment variables works fine however.

Why is this? My suspicion is that it has something to do with a termcap hack. My version (which I think comes from atari.archive, at least the st hacks bears Bammi's name) doesn't need the termcap, so perhaps something has been hardcoded into my emacs.

Christian Lynbech

DAIMI
University of Aarhus
DK-Denmark

email: lynbech@daimi.aau.dk

--
Christian Lynbech

DAIMI
University of Aarhus

1719. Re: ST Pad specs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-22 14:09:34 UTC
From: mlake@irscscm.UUCP
Message-ID: <1991Mar22.140934.26650@irscscm.UUCP>
Source record: 48866
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <27E4E601.1238@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>
>ST PAD
>--

[specs deleted]

Simply incredible!!

--
Marshall Lake
mlake@irscscm.UUCP
...!uunet!media!ka3ovk!irscscm!mlake

1720. ICD Drives and Video Corruption (and Spectre 3.0)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-22 16:05:08 UTC
From: rcd@cbnewsj.att.com
Message-ID: <1991Mar22.160508.18076@cbnewsj.att.com>
Source record: 48853
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This falls into the hard-to-believe category: accessing your ICD hard drive can mess up your screen image. Certain DMA accesses or electrical noise to the ICD host adaptor will freak out the video refresh logic.

Spectre 3.0 shows up this problem. Right after the "Welcome to Macintosh", my mono monitor screen became a blurry fuzz of quivering horizontal lines and distorted shapes. Says I, "Huh?" Had never seen this before, certainly not with Spectre 2.65.

Left a plea for help on GEnie's Gadgets RT, but even Dave Small was puzzled. Then came some news from a couple of other people who had the same problem: it's the ICD host adaptor, they said.

To solve the problem, they said, get a 22 pF capacitor, and solder it between pins 12 and 13 of the DMA IN connector on the host adaptor board.

I called up ICD, and they said, yes, it's a known problem, and yes, the solution is as described above.

Hope this helps someone,

Rana Dutt
rcd@mtqua.att.com

1721. Mono monitor signal hacking

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-22 22:56:09 UTC
From: u87rpb@ecs.oxford.ac.uk
Message-ID: <9103222256.AA06374@uk.ac.oxford.ecs.booth16.ecs>
Source record: 48858

Hi there, does anybody have any idea what might be involved in trying to get a mono monitor to think it's a colour monitor (ie, to display low and med-res screens in greyscale) in *hardware* ?

As far as I can tell with the RGB outputs, it would probably be a question of simply hooking up a resistor net with the right `weightings' to generate a mono intensity signal. [At a guess, although I haven't put a scope on them, I imagine that the RGB and Mono lines are simple intensity signals with no additional sync information at all].

The major problem as far as I can tell would be the sync signals. What would happen if I tried driving an SM124 with a 50 Hz frame frequency (or 60 Hz, if neccesary)? I guess that I'll either get no picture at all, or get something like a two-thirds height picture.

Thanks,
Ray.

p.s. I modified my picture size last week after reading reports about people doing this on comp.sys.atari.st.tech, reckon I've got another 20% of useful screen area now...

1722. connecting VGA mono monitor to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-23 00:24:55 UTC
From: dth@cs.brown.edu
Message-ID: <69628@brunix.UUCP>
Source record: 48857
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone tried to hook up a monochrome VGA monitor to the ST? I suspect that it will work. The only difficulty is the 70Hz horizontal scanning rate of the ST's monochrome monitor. How about using the monochrome VGA monitor as a grey-scale monitor for medium and low resolutions? Any ideas and/or comments would be greatly appreciated.

Thanks,

Dzung T. Hoang
dth@cs.brown.edu

1723. Re: Gemini 1.2 bugs / enhancements

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-23 01:34:59 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar23.013459.1114@jato.jpl.nasa.gov>
Source record: 48859

I didn't see internet addresses of the authors in the Gemini 1.2 distribution.
To whom does one send bug reports / improvement suggestions?

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1724. Re: Setting Floppy Seek Rate in all TOS versions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-23 07:25:09 UTC
From: hase@netmbx.UUCP
Message-ID: <2121@netmbx.UUCP>
Source record: 48860
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:

>Here's the poop on setting the seek step rate for floppies, from page 60
>of the Rainbow TOS distribution:

>"Floprate: - Floprate, XBIOS function 41, checks or sets the seek
> rate for a floppy drive. This is new; the seek rate
> must be set with (previously) undocumented variables
> on earlier versions of TOS.

This is true if You want to set different seek rates for both drives.
If You want to set both drives to te same seek rate, place the new seek
rate in adress 0x440 (zero: six, 1: 12, 2: 2, 3: 3 milliseconds) and
call the function pointed to by the vector in adress 0x46A (hdv_init).
This will make new Bios parameter blocks for both drives and tel TOS to
use the new seek rate.
Works on all TOS versions, cause it uses only documented system
variables.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Hi! (Zaphod Beeblebrox)

1725. Re: SIPPs in an STe

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-23 07:34:40 UTC
From: hase@netmbx.UUCP
Message-ID: <2122@netmbx.UUCP>
Source record: 48861

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

>Will SIPPs work in an STe? How do SIPPs differ from SIMMs?

>If I have 2 1megx8 SIMMs already in my STe, will 2 1megx9 SIPPs work with
>them to give me a total 4meg?

SIPPs are SIMMs with pins. They use single in line sockets very much
like IC sockes.
I did desolder the pins and clean the contacts of some SIPs to make them
SIMMs again. They work fine.

9 bit SIMMs are no problem in either MacSE/SE30 or Atari STE. Tried it
out.
The 9 bit SIMMs/SIPs contain one more chip, but the inout-pin of this
chip is not connected to anything in the STE. To be sure, connect the
Data 9 inout to a 10 k pullup to 5 volts. This will make the chip read
in a 1 on every write and stop it from doing wild things.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Hi! (Zaphod Beeblebrox)

1726. Using curses and termcap

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-23 17:45:30 UTC
From: pietrzak@skybridge.SCL.CWRU.Edu
Message-ID: <1991Mar23.174530.23356@usenet.ins.cwru.edu>
Source record: 48864

I've recently been attempting to move a program which uses curses to my atari. I set up the GCC package from atari.archive, and (amazingly) everything went smoothly from there. The only problem I've encountered so far is apparently with getting curses to read from the termcap information. I've tried setting a TERMCAP environment variable, putting the termcap file in a /etc folder, putting it in the current directory, etc., but I still can't seem to get it (my tabs aren't working properly). Anyone know what I'm doing wrong?

(I'm using the termcap file found with the curses distribution, and setting a variable TERM=atari. Also, I'm running under msh of Mark Williams C fame.)

Thanks

John Pietrzak
pietrzak@ces.cwru.edu

1727. Re: ST Pad specs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-23 21:11:29 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <UbuwG1K00WC0EmXYJ3@andrew.cmu.edu>
Source record: 48867
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Excerpts from netnews.comp.sys.atari.st.tech: 22-Mar-91 Re: ST Pad specs
> Marshall Lake@irscscm.UU (310)

> Simply incredible!!

Not really. Look at recen PC Worlds, and lookit whats goin on over i the MesS-DOS, Windows world. PEN Windows, and the new GO systems, pen pad. They will have opersting sytems BASED around this technology form the ground up, with pseudo 3D GUI and a lot of other niceties. I doubt Atari will really go the whole 9 yards with this. They have just jaded me too often in the past. I have STacy, so I know what Atari doesn't do right :^(!
As far as VME video for the MEGA and TT. Yes you can have VME video, but so what. with no attempt by atari to form any reasonable enhanced video support ala 32bitQuickDraw, all intensive graphics software will have to go through loops (PC type drivers etc.) to run on more than a few boards.

1728. Re: MACH for a TT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-24 01:00:52 UTC
From: dsmythe@netcom.COM
Message-ID: <1991Mar24.010052.4784@netcom.COM>
Source record: 48868

You can get the Mach 3.0 microkernel via anonymous ftp. It has no UNIX functionality (it has very low-level basic OS functionality, like VM support and such). The UNIX functionality comes from the BSD emulator (server) that comes separately and requires a BSD license. The GNU multiserver will provide a "free" (in the FSF sense) UNIX environment for Mach (but not real soon, from what I understand).

D
--
==========
Dave Smythe
dsmythe@netcom.com N6XLP (also dsmythe@leland.stanford.edu)

1729. Re: connecting VGA mono monitor to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-24 09:05:02 UTC
From: hase@netmbx.UUCP
Message-ID: <2128@netmbx.UUCP>
Source record: 48869
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

dth@cs.brown.edu (Dzung T. Hoang) writes:

>Has anyone tried to hook up a monochrome VGA monitor to the ST? I suspect
>that it will work. The only difficulty is the 70Hz horizontal scanning rate
>of the ST's monochrome monitor. How about using the monochrome VGA monitor
>as a grey-scale monitor for medium and low resolutions? Any ideas and/or
>comments would be greatly appreciated.

A simple VGA monitor (btw. VGA monochrome is always grayscale) will not
work, because of the different scan rates. That is the horizontal scan
rate. Pictures per second (vertical scan rate) is no so important and is
no problem at all (mostly :-).

A gray scale multi scan (Multisync is a trademark of Nippon Electronic
Corp.) monitor will do.
Multi scan monitors have a scan *range* rather than a scan *frequency*
(horizontal again). If You pick a monitor with a scan range from
14.point.something to 38.point.something, all Youll need is a cable and
a switch (to switch monochrome detect between ground and open).

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Hi! (Zaphod Beeblebrox)

1730. Re: ST Pad specs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-24 16:47:24 UTC
From: steve@thelake.mn.org
Message-ID: <A1441535608@thelake.mn.org>
Source record: 48870
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[In article <UbuwG1K00WC0EmXYJ3@andrew.cmu.edu>,
mc4c+@andrew.cmu.edu (Mark Choi) writes ...]

>> Excerpts from netnews.comp.sys.atari.st.tech: 22-Mar-91 Re: ST Pad specs
>> Marshall Lake@irscscm.UU (310)
>
>> Simply incredible!!
>
>
> Not really. Look at recen PC Worlds, and lookit whats goin on over i the
> MesS-DOS, Windows world. PEN Windows, and the new GO systems, pen pad.
> They will have opersting sytems BASED around this technology form the
> ground up, with pseudo 3D GUI and a lot of other niceties.

Go's OS is built from the ground up. But they're just beginning to peddle
their designs to hardware manufacturers. It's not really ``going on'' yet;
they're just talking about it.

Pen Windows is yet another blast of hot air from the marketing masters at
Redmond. They've been working on Windows for most of a decade and still
haven't got the technology straightened out. Just what I *don't* want in a
Dynabook: a buggy, ugly, crash-prone user interface that runs on top of
MessyDos and requires at least a '386 running at 20mHz to be tolerably
fast.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
GEnie: S.YELVINGTO2 Delphi: YELVINGTON

1731. SIMM upgrade for 1040STf?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-24 17:32:50 UTC
From: wolf@fb14vax.sbsvax.uucp
Message-ID: <WOLF.91Mar24183250@fb14vax.sbsvax.uucp>
Source record: 48871

A few days ago, someone mentioned a successful upgrade of a 1040ST
using SIMMs. He wanted to post a detailed article about this matter
but I didn't see it (perhaps it got lost, as our system managers
seem to think that atari news are not worth to be stored more than
two days :-( ).
Can anyone tell me more about this subject?
Thanks,

Wolfgang
--

+---+
| Wolfgang Huwig | intelligent | FB 14 Informatik IV |
+ CS Dept./AI Lab | remark | Universitaet des Saarlandes |
| wolf@cs.uni-sb.de | goes here | D-6600 Saarbruecken 11 |
+----------------------------+------------------------------------+

1732. Re: Linker file formats

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-24 21:02:28 UTC
From: esj@harvee.UUCP
Message-ID: <7700813@harvee.UUCP>
Source record: 48872

Where can one get information on the linker object module file formats,
in particular the MWC linker format. THe information in the MWC documentation
is not very detailed.

Thanks in advance for any information you're able to post or E-mail.

--
...
^^^ eric johansson UUCP ...!uunet!wang!harvee!esj esj@harvee.uucp
* * a juggling fool AT&T (617) 577-4068 (w)
o HAM ka1eec
_/ CSNET johansson%hydra@polaroid.com
or hydra!johansson@polaroid.com
source of the public's fear of the unknown since 1956

1733. 520ST I/O problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-24 22:51:04 UTC
From: BGB100@psuvm.psu.edu
Message-ID: <91083.175105BGB100@psuvm.psu.edu>
Source record: 48873
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a 520ST with a slight I/O problem: The machine will not read from the SS external floppy drive. To boot the machine, I must have the floppy drive turned on without a disk inserted. After the 30 or 40-second timeout, the desktop appears.
If I try to open the drive A icon, or try to format it (in other words, access it in any way) the system crashes. By crash, I mean that the mouse freezes and only a reboot will free it. I was tracing the 68000 pinouts and it seems like the CPU is stuck in a bus grant state. If I understand it correctly, it seems to be granting the bus, but it never receives it back from whatever it granted it to. The function code outputs signal an interrupt acknowledge and the IPLx lines signal a level-6 (or is that a level-1?) interrupt.
I don't know much about the ST internals as far as interrupts and the way that the floppy is interfaced (is it DMA?). I'm not sure why the CPU has granted the bus to another device which doesn't seem to want to give it back.
Any help/suggestions that I receive on this would be greatly appreciated!

-Bruce
|___/| Bruce Blanar |"Everybody need a mood lifter,
|/. .\| Penn State University | Everybody need reverse polarity."
| . | BGB100@PSUVM.bitnet | -Rush
___/ voice: (814)867-9079 |

1734. Prospero C/ STE

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-24 23:37:01 UTC
From: johnb@geech.gnu.ai.mit.edu
Message-ID: <JOHNB.91Mar24183701@geech.gnu.ai.mit.edu>
Source record: 48874
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings all...

I have an atari 1040STe and have noticed some strange problems using prospero C on it.. I have 4 megs of ram.. It seems when I compile I get an internal compiler error. The documentation says to contact prospero, but all I got was an answering machine... I do have a registered version of the software. Is there a known problem with Prospero and the STe? If so, is prospero working on an STe version/or patch to the current version? I like the compiler and would like to be able to use it again... Any info would be appreciated...

John

P.S. Prospero C is fully Ansi Compatible...

--
****
* John Bunch * 610 Morris St. * To be filled with a nifty *
* johnb@gnu.ai.mit.edu * Albany,NY * quote at a later date... *
* * 12208 * *
****

1735. Re: Setting Floppy Seek Rate in all TOS versions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-24 23:39:31 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5329@wucc.waseda.ac.jp>
Source record: 48875
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I don't bother setting the step rates because nearly all the drives can move from track to track in 3 ms. What you need is to feed the STEP signal of WD1772 to 74123N, a TTL, with C & R for 7.0 ms and let this negate the HD-mode. Just another IC and you can forget how to set the steprate.

1736. Re: Gemini 1.2 bugs / enhancements

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-25 02:38:24 UTC
From: warwick@cs.uq.oz.au
Message-ID: <384@uqcspe.cs.uq.oz.au>
Source record: 48876

>I didn't see internet addresses of the authors in the Gemini 1.2 distribution.
>To whom does one send bug reports / improvement suggestions?

Yes, I'd like to know too. Gemini 1.2 is great (it's my Autostart GEM program).
I just hope the ShareWare addresses are in the doco too!

Warwick.
ps. Gemini 1.2 is especially good with Rainbow TOS. (1.4)
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

1737. Noisy SH204

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-25 06:24:20 UTC
From: prism@chinet.chi.il.us
Message-ID: <1991Mar25.062420.4898@chinet.chi.il.us>
Source record: 48877

I have an SH204 20Meg hard drive which is extremely noisy. Since I use my ST mostly for music/MIDI related stuff it is that much more annoying. I have recently started turning the drive off when I'm in the middle of something which I know has no drive accesses. Occasionally I have goofed and forgot to turn the drive on, but I just get an alert box which says the drive isn't responding. I just turn the drive on and let it spin up then click on the retry box. My question is: Is this bad practice? I don't think anything has been harmed yet, and since I don't use any cacheing program I don't see the possibility for problems. I have checked the integrity of the disk with various PD programs similar to UNIX's fsck and everything seems fine. So what do you ST tech experts think? Alternatively, any ideas for getting rid of the noise short of replacing the drive mechanism (which is a Tandon). Any help would be appreciated.

Thanks -
Bob Dyas
PRISM Interactive Products

1738. Re: GCR / MegaST problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-25 08:36:22 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <1239@idcapd.idca.tds.philips.nl>
Source record: 48878

It is not too difficult to replace these chips. I have done this quite a few times.

What to do: get a good soldering iron (approx 25 watts max)
cut the pins of the LS373 chips
now use the soldering iron and a pair of tweezers (sp?)
to pull the cut pins one by one from the pc board
now use a solder sucker (sp?) to suck the old solder from the
holes.
put in GOOD ic sockets and solder them to the PCB
place the new chips

Off course, as with all good PCB soldering, do it fast. Allow time for the board to cool in between these operations.

The chips: I use 74F373 chips in my Mega 1, but HCT373 should work allright. Anything but SGS Thomson should work (so I am told)

_ --
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: +31 55-432372 fax: +31 55-432103
"Do, or do not. There is no 'try'" Yoda - The Empire Strikes Back
---

1739. Re: Forcing the scan rate to 50Hz [Sure wish they wouldn't!]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-25 08:55:18 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2613@odin.cs.hw.ac.uk>
Source record: 48879

In article <1991Mar20.052658.9162@wam.umd.edu> dmb@wam.umd.edu
(David M. Baggett) writes:
]The only real reason game writers alter the scan rate is so the game
]play timing won't change. Games run 16.3% faster on U.S. ST's because
]the scan rate is 60Hz here. This means Joust, e.g., is more difficult
]in the U.S. than it is in the UK, something I always make clear when
]comparing high scores with my British competitors. :-)

Don't listen to him folks! He's just a sore loser! :-) x 10E6

]An example of a problem caused by the scan rate difference is the
]treasure room in Guantlet II. U.S. players will notice that the timer
]only counts down to about 4 or so, then the level ends. This is
]because the countdown code stupidly relies on the scan rate being only
]50 frames per second (it counts a second by waiting for 50 vblanks to
]elapse). On U.S. machines 50 vblanks occur in 5/6ths of a second, so
]the timer counts down too quickly, and you only get 16.6 seconds in
]the treasure room instead of the normal 20. (Or is it 25?)

Leaderboard conversely assumes a 60Hz frame rate. I'm not sure how this
affects the game but it really screws up the demo when in 50Hz. The guy
plays bad and doesn't sink the put.

Proper timing should be done using Timer A in the MFP or by latching on to
the system timer (Timer C) which is 200Hz everywhere (a configuration I
believe that should not be changed).

]Dave Baggett
]dmb%wam.umd.edu@uunet.uu.net

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never treasure chests!" !
+---+

1740. Re: ST Book specs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-25 09:37:22 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <12128@uhccux.uhcc.Hawaii.Edu>
Source record: 48880
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <27E4E580.1093@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>
>ST BOOK
>--
>CPU: 68000 at 8MHz
>RAM: 1MB and 4MB versions
>ROM: 512KB

<other specs; ..., 20/40/60MB harddrive,...,optional ext. floppy>

Insite Peripherals (San Jose, CA (408) 946-8080) is supposed to have their floptical drive available in volume in April. The drive formats 3.5" barium floppies, with embedded servo info, to 20.8 MB and is also capable of reading and writing 720 KB/1.44 MB floppies. Some of the specs for the drive are: 65 ms average seek, 1.6 Mbps transfer, 1 ms track-to-track seek, 15 ms head settle, and 41 ms latency. It uses a SCSI interface. The OEM price is ~$300.

It's speculated that this will become the standard "A" drive for PCs and hopefully, Atari will offer it as a standard configuration for the notebook. It will add several hundred dollars to the list price, though.

Regarding other aspects of the notebook: 512 KB ROM (Gigantic Tos?), two ram card sockets (hope this becomes standard on future desktop machines too), 1-4 MB ram capability (should have MMU with 16 MB addressability), ACSI port (what differentiates this from SCSI, besides connector pinout?), 128 pin connector WREN compatible (what is WREN? 128 pins give out all the processor signals and the kitchen sink. Does this imply a 68030 model?)

Overall, it sounds pretty good. If Atari has integrated the ST chipset, then future models in the 1040ST form factor would have room for more memory and a VGA-type chipset. Since benchmarks posted here show the blitter chip to give only marginal speed improvements to graphics operations, it should be...obliterated and make room for an upgraded MMU with 24 bit addressability. Did anyone check their 1040 STe to see if the SIMM sockets have an extra r/c address line connected for 4 MB SIMMs?

Jack

1741. Printer Drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-25 10:48:21 UTC
From: srs@oasis.icl.stc.co.uk
Message-ID: <2068@ozz.oasis.icl.stc.co.uk>
Source record: 48881
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi There,

I've obtained an old Olympus printer that I want to get working on my parents' ST. They mainly use FW+. Could some kind soul out there mail me the format of the printer drivers in FW+, and maybe some tips on how to write them. BTW, the printer is a daisy whll if that makes any difference. Replies by email please, since I don't suppose many other people are interested. I'll forward replies to anyone who would like the info.

Thanks,

Steve- srs@uk.co.stc.icl.oasis

1742. HD and DD floppies (Was: FTP problems)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-25 13:44:17 UTC
From: johnj@hijg.prl.philips.nl
Message-ID: <2631@prles2.prl.philips.nl>
Source record: 48882

I can not solve your FTP problem, but I have some 'news'
about the floppy disk problem.

It is known that HD (1.4MB) and DD (720kB) is not
completely downwards compatible on PCs. And as the same
DD disks are being used for the ST, the same problem goes
for that as well.

What are the problems:

1. HD drives use to make thinner tracks than the DD drives.

2. The material structure of the floppies is somewhat
different. (Note: I'm not an expert in this latter area).

Result:

1. A DD floppy, which is formatted on a DD drive
will work perfectly.
However, sometimes problems arises when the data
written with a HD drive is being read with a
DD drive.

2. A DD floppy, which is formatted on a HD drive
may give problems when used with a DD drive.

3. A HD floppy, formatted on either HD or DD drive
is a good reason for a lot of problems, when being
used with a DD drive.

What should you do, to be most-) lucky:

1. Always use a DD floppy disk.

2. Format it with a DD drive.
(with other words: do not format it as DD with a HD drive)
So format either on a ST (only when you have TOS 1.4 or a TT),
or format it on a PC with DD drive.

3. Write the data on the floppy with a DD drive.

This last step is not always necessary, as I found out that when you
did at least step 1 and 2, you have a pretty good chance that the
data written on the DD floppy with a HD drive, can be read in by
means of a DD drive. However, it may be worthwhile copying the data
to a DD floppy (or Hard disk of course), as you may get problems
in the future.

Hope this helps,

John

--
John Janssen Check the email address in the header, as this
J.v.Deventerstr.1 may have been filled in wrong by the system.
Venlo Holland
+31 77 513177 Reply to: johnj@idms.prl.philips.nl

1743. Re: ST Disks & Sparcstation Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-25 15:10:32 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3121@laura.UUCP>
Source record: 48883
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
|> Also, if you (the original poster) have problems with it try recompiling
|> mtools with DUP_FAT #define'd. This causes both FAT copies on an ST Disk
|> to be updated. Since you're reading I don't think it should make any
|> difference... but if you want to write to it, mtools won't write an ST
|> compatible disk with DUP_FAT.

No, you should not try to fiddle around with an old and obsolete mtools
version. The latest version - which you should get - does not have the
DUP_FAT define anymore but finds out itself whether the disk has a single
or double FAT.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386
```

1744. Re: Gemini 1.2 bugs / enhancements

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-25 15:17:20 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Mar25161720@orion.laas.fr>
Source record: 48884

Some kind person sent me today the pages of the March issue of C'T
(that German magazine) that contains a review of Gemini 1.2 (pages
90-94). The window pictures look *very* nice! The article ends
stating that it is shareware:

50 DM to either

Stefan Eissing
4419 Laer-Holthausen

or

Gereon Steffens
Cologne

Mysteriously, there is no street address for either person. Maybe,
for the small village, Laer-Holthausen, that might not be necessary.
Normally, all that information should be on the distribution floppy.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
THINK: Due to IMF & World Bank policies 100 million Latin American children are
living, eating, and sleeping in the streets -- Le Monde Diplomatique

1745. PATCH for tr(1v) to fix bug (please apply)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-25 16:14:23 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Mar25.161423.24739@doe.utoronto.ca>
Source record: 48885
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sources.atari.st

I have found a bug in my tr(1v) clone for MiNT--under some circumstances, the program will write out the last buffer twice. I am posting this patch to comp.sys.atari.st and comp.sources.atari.st, and I will post the full fixed sources and binaries in a week or so (they should take another week to appear). Until then, could anyone using my tr or wc please send in any other bugs, comments or requests, so that I can (maybe) incorporate them? Thank you.

David

Apply this patch to tr.c:

======CUT HERE======

```
16a17
> /* -DDEBUG Trace buffer handling */
20c21
< /* $Id: tr.c,v 1.2 1991/03/05 09:01:38 david Exp $ */
---
> /* $Id: tr.c,v 1.3 1991/03/25 07:51:28 david Exp $ */
23a25,27
> * Revision 1.3 1991/03/25 07:51:28 david
> * Fixed error in do_translate() which output last buffer twice.
> *
32c36
< static char * version = "$Id: tr.c,v 1.2 1991/03/05 09:01:38 david Exp $";
---
> static char * version = "$Id: tr.c,v 1.3 1991/03/25 07:51:28 david Exp $";
342c346
< if( total_read > 0 )
---
> if( total_read > 0 ) {
344c348,352
< write(1,buffer2,total_write);
---
> write(1,buffer2,total_write);
> }
> #ifdef DEBUG
> fprintf(stderr,"Total read: %ld, Total write: %ld\n",total_read,total_write);
> #endif
--
////////////////////////////////////////////////////////////////////////
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
```

//

1746. Re: ST Pad specs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-25 18:38:20 UTC
From: trh@atari.UUCP
Message-ID: <2881@atari.UUCP>
Source record: 48886
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

>johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:

>- TOS with additional stylus features including mouse emulation and
>- handwriting recognition.
>
>I don't know, but for some reason 'TOS with...handwriting recognition'
>doesn't seem to jive, if you know what I mean. :^)

>Thanks for posting the information. May I ask where you found it? I
>just like to know the sources of these things. :^)

You may feel skeptical, but as the designer of the two machines announced, I can tell you that "TOS ... with handwritting recognition" is FACT, not conjecture. The HCR code will be in the ROMs (and was, in the Demo at CeBIT), and tied into the operating system and desktop such that a gesture in the Menu Bar area will bring up a window (as invisibly to existing applications as possible) into which Hand-written characters are drawn. As you write, the characters are converted to ASCII; when you are satisfied, the characters are sent (via the Keyboard input stream) to the application. This way, _*existing*_ applications will have HCR capabilitites.

The "hooks" to call the HCR system will be available to software developers, so they may call it directly, to recognize ASCII characters, special character sets, or even gestures. This will be part of the standard documentation. In case you're curious, the software is a neural-net simulation.

TRH

[Incidently, "OCR" is "Optical Character Recognition" and "HCR" is "Handwritten Character Recognition"; the former uses the Bit-Map image; the latter uses the "pen-stroke" information directly.]

1747. Re: connecting VGA mono monitor to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-25 19:09:43 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <gbvYfre00VIBI1qWQn@andrew.cmu.edu>
Source record: 48887
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> Excerpts from netnews.comp.sys.atari.st: 24-Mar-91 Re: connecting VGA
> mono mon.. Hartmut Semken@netmbx.UU (1107)

> Multi scan monitors have a scan *range* rather than a scan *frequency*
> (horizontal again). If You pick a monitor with a scan range from
> 14.point.something to 38.point.something, all Youll need is a cable and
> a switch (to switch monochrome detect between ground and open)

And a few 38 ohm resistors on the colour lines would help a bit too.

-GEISHA-

1748. Re: SIPPs in an STe

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-25 19:31:53 UTC
From: pegram@kira.UUCP
Message-ID: <1991Mar25.193153.5603@uvm.edu>
Source record: 48888

From article <1991Mar20.210939.18026@ecst.csuchico.edu>, by ekrimen@ecst.csuchico.edu (Ed Krimen):
> Will SIPPs work in an STe? How do SIPPs differ from SIMMs?

> If I have 2 1megx8 SIMMs already in my STe, will 2 1megx9 SIPPs work with
> them to give me a total 4meg?

Disclaimer: I have not actually seen a SIPP yet.....

As I understand it, SIPPS are SIMMS with pins soldered on (or the equivalent). On PCs, they are sold as removeable, in STEs they have been soldered in place of the SIMM connectors. The 1Mx9 SIMMS work fine in STEs, but you will have some modifications to make on SIPPS to make them fit. Have a good look at the ones you are considering, if they look as if they are modified SIMMS, and you think that you can reverse the mod - go for it. Otherwise, don't bother.

Not too helpful, I know 8-).

ciao,
Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1749. SS->DS floppy mechs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-25 21:04:15 UTC
From: BGB100@psuvm.psu.edu
Message-ID: <91084.160415BGB100@psuvm.psu.edu>
Source record: 48889
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have several SS drives which I would like to finally upgrade with DS mechs.

My question: Which mechanisms work (best)? Preferably, I would like to
get HD mechanisms and use them as DS (if possible). It only
makes sense because HD mechs only cost about $5-$10 more than DS.
Will it work though?
My main concerns are about the connecting of the drives and the
reliable operation of these drives.

Any help is much appreciated!

-Bruce.

1750. fcvt/getch/getchar in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-25 21:09:09 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991Mar25.210909.21762@zip.eecs.umich.edu>
Source record: 48890

I was able to get GCC to work on my system (strangely it would
not work in MT C-Shell, but it works fine from the desktop).
But anyway, what I was wondering, I was compiling some files
that used fcvt (floating point to string), getch (wait for
a character), and getchar (get a char), but when went to link
the files these functions were undefined. I am pretty sure that
GCC on the SUNS has fcvt and getchar (I am not sure about getch),
but does the ST version too? If so, how do I link them in?

Another thing...

When I am linking, does GCC look through all the files in my
lib path or does it only look in a default file? For instance,
if I want to compile a GEM program will I have to specify
'-lgemlib' ?

Richard Hall
University of Michigan
--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

1751. Re: Prospero C/ STE

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-25 21:55:01 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Mar25.215501.5474@arc.ab.ca>
Source record: 48691
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <JOHNB.91Mar24183701@geech.gnu.ai.mit.edu> johnb@geech.gnu.ai.mit.edu (John Bunch) writes:
>
>I have an atari 1040STe and have noticed some strange problems using
>prospero C on it.. I have 4 megs of ram.. It seems when I compile I
>get an internal compiler error. The documentation says to contact
>prospero, but all I got was an answering machine... I do have a
>registered version of the software. Is there a known problem with
>Prospero and the STe? If so, is prospero working on an STe version/or
>patch to the current version? I like the compiler and would like to
>be able to use it again... Any info would be appreciated...
>
>John
>
I'd check what desk accessories and auto programs you are running. I've found that their compilers are very fussy about these things. I can't use Quick St for example or Neodesk 3.0 with either their Fortran or C compilers or I have to reboot after each compile (yecch).

Bob

1752. Re: Gemini 1.2 bugs / enhancements

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-25 22:23:57 UTC
From: warwick@cs.uq.oz.au
Message-ID: <411@uqcspe.cs.uq.oz.au>
Source record: 48692

ralph@laas.fr (Ralph P. Sobek) writes:

>The article ends
>stating that it is shareware:

> 50 DM to either

> Stefan Eissing
> 4419 Laer-Holthausen

> or

> Gereon Steffens
> Cologne

>Mysteriously, there is no street address for either person. Maybe,
>for the small village, Laer-Holthausen, that might not be necessary.
>Normally, all that information should be on the distribution floppy.

The information is at the top of every Gemini documentation file,
but no e-mail addresses appear for reporting bugs to.

Warwick.
ps. again I say, Gemini 1.2 is great... but I just use it!
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

1753. Re: Gemini 1.2 bugs / enhancements

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-26 07:52:48 UTC
From: cae@sdfvm1.vnet.ibm.com
Message-ID: <9103270746.AA28530@grape.ecs.clarkson.edu>
Source record: 48693

> I didn't see internet addresses of the authors in the Gemini 1.2 distribution.
> To whom does one send bug reports / improvements suggestions?

In my Gemini distribution (which I got directly from Stefan) their addresses
(snail mail and mailbox) were at the top of almost every .doc file; the
README file also gave an Internet (in fact: BITNET) address. Perhaps the
distribution at atari.archive is incomplete?
Here they are as of 10/27/90 (but I got them 2/27/91):

Copyright (C) 1990 by Gereon Steffens & Stefan Eissing

GEMINI ist ein Shareware-Programm von

Gereon Steffens Stefan Eissing
Elsterweg 8 und Dorfbauerschaft 7
5000 Koeln 90 4419 Laer-Holthausen
Fed. Rep. of Germany Fed. Rep. of Germany
Mailbox: MAUS Koeln 2, 02203/12400 Mailbox: MAUS Steinfurt, 02572/88881
+49-2203/12400 +49-2572/88881

(I added the internationalizations does this word exist?|; Koeln is Cologne.)

MAUS: Stefan Eissing @ ST Gereon Steffens @ K2
Z-Netz: Stefan_Eissing!ST@ZERMAUS Gereon_Steffens!K2@ZERMAUS
(A slightly older file gave his mailbox
as MAUS Muenster (0251/77261) and the
address as Stefan Eissing @ MS)

uucp: onm65@dmswwu1a.bitnet gs@cobull.uucp
..!unido!dmswwu1a.bitnet!onm65 ..!unido!cobull!gs
Stefan_Eissing@st.maus.de Gereon_Steffens@k2.maus.de

BitNet: ONM65@DMSWWU1A.BITNET
(I thought this is the address of Julian Reschke ??)

Their account numbers in Germany:
Gereon Steffens
Kto. 103 258 3765 bei Stadtsparkasse Koeln, BLZ 370 501 98

Stefan Eissing
Kto. 044 193 9400 bei Volksbank Baumberge eG, BLZ 400 694 08

They ask for 50,- DM (about 30 US$ currently) which the programs are well
worth! Also they are fast: I received my copy of Gemini within 1 day from
Stefan (thanks!).

Cornelius

1754. Megafile 44 slowing down...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-26 11:41:01 UTC
From: dick@ahds.UUCP
Message-ID: <1495@ahds.UUCP>
Source record: 48694

I have this problem with my Megafile 44 removable harddisk:
After installing and formatting I partioned a scheme of 20.5/10.5/0.5/10.5
Allthough the manual said the smallest partitionsize should be 1 Mb I tried
making one of 0.5 Mb, and the system accepted this. I did this to install
a small Minix kernel on it. Only the first partition is used for TOS/GEM,
all others are reserved for Minix.

In the Minix corner (drives D, E and F) everything works fine, due to it's
own drivers and (fast) filesystem,
but under TOS I have a severe problem of VVVEEERRRRYYYY slow performance when
I want to ADD a file on the partition and it's still decreasing....

For example, when I copy a file from a flop or from some directory into a
particular folder on the TOS (drive C) partition, the harddisk moves (it
sounds and the orange BUSY light flashes once briefly), and than the orange
BUSY led starts blinking with a frequency of approx. 1 blink/sec for about
(now) 19 times, after which the disk rattles again and stores the file in
the appropriate place.

I noticed that the amount of blinks increases in time: it depends on the
number of files (or something) on the disk.

So far the most annoying problem.
Another problem is that when I copy a folder to another folder on drive C
the first folder underneath the new folder is linked to the root-folder in
some way. Attempts on deletion result in a system reboot. The only way to
remove that wierd folder seems to be the creation of an orinary file next
to the wierd folder, than removing the file, after which the folder can
be removed as well. I have no idea if this problem has any connection with
the former one.

So far, I didn't buy another disk for experimenting.

Maybe it has something to do with my (unusual?) partitioning.
Anybody outhere has any suggestions on this ??????

Thanks in advance,
Dick.

1755. Re: Gemini 1.2 bugs / enhancements

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-26 12:31:21 UTC
From: GERLOFF@tubvm.cs.tu-berlin.de
Message-ID: <91085.143122GERLOFF@DB0TUI11.BITNET>
Source record: 48695

Hello!
For those who want the addresses of the Gemini authors (They are from the
original german docs):

Gereon Steffens Stefan Eissing
Elsterweg 8 and Dorfbauerschaft 7
W5000 Koeln 90 W4419 Laer-Holthausen
Germany Germany

uucp:
onm65@dmswwu1a.bitnet gs@cobu11.uucp
..!unido!cobu11!gs ..!unido!dmswwu1a.bitnet!onm65
Gereon_Steffens@k2.maus.de Stefan_Eissing@ms.maus.de

BITNET:
ONM65@DMSWWU1A.BITNET

I hope this informations will help.

Greetings, Olaf

****
* Olaf Gerloff * Internet: GERLOFF@tubvm.cs.tu-berlin.de *
* Technical University Berlin (FRG) * BITNET : GERLOFF@DB0TUI11 *
****
* Impossible things will be executed immediately, *
* miracles take a little longer! *
****

1756. Re: Gemini 1.2 bugs / enhancements

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-26 12:34:06 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91085.125336ONM07@DMSWWU1A.BITNET>
Source record: 48696

Apparently, something with your Gemini distribution is wrong. The information your are looking for should sit in \gdist*\readme. Anyway, here are the adresses:

Gereon Steffens: gs@k2.maus.de
Stefan Eissing: se@st.maus.de or onm65@dmswwu1a.bitnet

1757. Re: fcvt/getch/getchar in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-26 14:38:52 UTC
From: klamer@mi.eltn.utwente.nl
Message-ID: <klamer.669998332@mi.eltn.utwente.nl>
Source record: 48697

In <1991Mar25.210909.21762@zip.eecs.umich.edu> heavy@zip.eecs.umich.edu (Richard Scott Hall) writes:

>I was able to get GCC to work on my system (strangely it would
>not work in MT C-Shell, but it works fine from the desktop).

Out of memory? GCC likes some!

>But anyway, what I was wondering, I was compiling some files
>that used fcvt (floating point to string), getch (wait for
>a character), and getchar (get a char), but when went to link
>the files these functions were undefined. I am pretty sure that
>GCC on the SUNS has fcvt and getchar (I am not sure about getch),
>but does the ST version too? If so, how do I link them in?

fcvt is an internal routine of the SUN. Use sprintf instead to be portable.
getch is a part of curses -- get a curses library. Or use Bconin. (i believe).
getchar should be in the standard library, Perhaps it is only a macro -- did
you include <stdio.h>?

>Another thing...

>When I am linking, does GCC look through all the files in my
>lib path or does it only look in a default file? For instance,
>if I want to compile a GEM program will I have to specify
>'-lgemlib' ?

You will have to specify.

Klamer
--
Klamer Schutte
Faculty of electrical engineering -- University of Twente, The Netherlands
klamer@mi.eltn.utwente.nl {backbone}!mcsun!mi.eltn.utwente.nl!klamer

1758. Re: Prospero C/ STE

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-26 16:04:48 UTC
From: johnb@geech.gnu.ai.mit.edu
Message-ID: <JOHNB.91Mar26110448@geech.gnu.ai.mit.edu>
Source record: 48698
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Bob,

Thanx for your reply, but I found out what the problem was. It
seems that prospero C wanted the date set. It did not like that fact
that on bootup my date is 00-00-128 00:00:00, so I got a program to
set my date automagically. I have had no problems though using it
with Quick ST 2.10? It works again...

John.
--
****
* John Bunch * 610 Morris St. * To be filled with a nifty *
* johnb@gnu.ai.mit.edu * Albany,NY * quote at a later date... *
* * 12208 * *
****

1759. Re: ST Disks & Sparcstation Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-26 18:08:32 UTC
From: phil@dgbt.doc.ca
Message-ID: <1991Mar26.180832.9390@dgbt.doc.ca>
Source record: 48699
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Specifically, I want to read files from a double sided disk onto
> my Sparc and then transfer them to my ST hard disk via modem (I
> only have a single-sided floppy).

SUN-OS V4.1.1 supports reading, writing and formatting 760K DOS/ST
diskettes directly.

To format use:

fdformat -l -d

To use put:

/dev/fd0 /pcfs pcfs rw,noauto 0 0

into /etc/fstab (usually there already)

Then mount with:

mount /pcfs

Then regular UNIX commands (ls cp mv etc.) will work with the floppy.

Problem:

You have to su root to do the mount /pcfs.

--
Phil Blanchfield
The Communications Research Centre 3701 Carling Avenue, Ottawa Ontario CANADA
Internet: phil@dgbt.doc.ca OR phil@dgbt.crc.dnd.ca

1760. Need a cooling fan for my 1040ST with ZRAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-26 19:26:06 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1991Mar26.192606.8264@cs.wayne.edu>
Source record: 48700
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.commodore

> J. Harris writes about how his ST with ZRAM stops running after a few
> hours, then when left off for 2-3 hours, boots fine.

I've been having the same problems with my ST. I figured it was heat,
but I can't seem to find a fan for the thing. I remember a device
called COM-COOL that sat on top of the Commodore 1541 disk drive, someone
recommended that I get this as it fit nicely on a 1040. But, I CANT
FIND ONE ANYWHERE! I need a fan that sits right over the power supply
on the 1040 (where I could probably fry eggs if I wanted to), but the
supply also has to have its own power pack, as I don't want to tax the
power supply any more than I am already.

Shoulda just bought the damned STE. Still might. Anybody know if
Kuma's Occam compiler, Minix, Maple, C Breeze or MT-C shell break on the
STE?
--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

1761. Re: HD and DD floppies (Was: FTP problems)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-26 22:22:28 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <MbvwaYm00VIE08N4wf@andrew.cmu.edu>
Source record: 48701

> Excerpts from netnews.comp.sys.atari.st.tech: 25-Mar-91 HD and DD
> floppies (Was: FT.. John Janssen@hijg.prl.ph (1804)

> 2. The material structure of the floppies is somewhat
> different. (Note: I'm not an expert in this latter area).

Nope, on both counts. You are not an expert :^), and there is absolutely no material difference between the two disks. This is a big lie from the disk makers to charge way too much for DS/HD disks. The only difference between the two, besides the extra hole, is that there are *sometimes* extra quality check on the DD and HD disks. Actually, even SS disks are the same. If they are given the hole, you can format SS disks to HD with no porblems. They (disk makers) just manufacture a batch of floppies, set aside a bunch to fill the SS order, and then test them for SS integrity. Then they fill their DD order, and test them, then they fill their HD order, and test them, all from the same batch. As the error rate in manufacture is fairly constant, the chances of a SS disk going bad are not that much more than off the shelf HD disks. This is why large fortune 500 corporations use devices like DiskDoubler to save money, and buy SS or DD disks.
-geisha-

1762. Basic hardware upgrade help / resources sought

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-26 23:41:19 UTC
From: slp9m@cc.usu.edu
Message-ID: <1991Mar26.174120.47166@cc.usu.edu>
Source record: 48702
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

While I have been a 1040 ST owner for several years, I have never really been in touch with the ST world. I bought the machine and put it to work on a few simple tasks which it has been performing faithfully for about the past four years. Recently, thanks in a good measure to this newsgroup, I have decided to get more use out of the ol' Atari. As a result of this increased activity, I am now desirous of upgrading the system and am looking for some expert information and/or pointers to same. While I have picked up on related threads in this newsgroup, I am constantly reading assumptions that may or may not be correct into the postings. I really need to start back at square one on a lot of these issues. (I say square one in regards to my familiarity with the particular machine, not computers in general.)

Here are the most urgent issues:

1. Memory upgrades. How to do them. What are the alternatives (I gather from what I read that there's more than one method)?

2. Adding hard drives. What type of drives work? What kind of controller do I need. Who makes a good controller and where do I get one? I prefer to assemble one from a controller, drive, etc. as opposed to a plug & play model.

Then there are some others, not quite as urgent:

3. OS upgrades. I am running TOS 1.0. I assume this means changing the ROMs. Is this true? Where do I get a set? Maybe this should be in the urgent category, but I don't know better.

4. Mouse alternatives. I hate the switches in my original Atari mouse. Are there other mice that work? I just popped the mouse open and it appears to be a simple matter to change the switches, if I can find better ones. If anyone knows of a good source for better switches, I'd appreciate hearing about it.

All advice is welcome. However, I am sure that most of the information I seek has been well documented in a number of places. I would especially appreciate receiving references to books and articles (as well as good places to obtain same). I also need to be advised of recommendable sources for mail order hardware.

E-mail or, in cases where it seems appropriate, posted responses are welcome.

Based on my past experience with this group, I feel completely
justified in offering many, many thanks in advance.

###
Scott E. Parker WA7VYJ # INTERNET: SLP9M@cc.usu.edu
Center for Atmospheric & Space Sciences # Twisted pair: (801) 750-2975
Utah State University # Home: (801) 753-3924
Logan, UT 84322-4405 #
###

1763. Re: ST Pad specs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-27 01:31:04 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Mar26.203104.26357@mailer.cc.fsu.edu>
Source record: 48703
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2881@atari.UUCP>, trh@atari.UUCP (T R Hall) writes:
>
> You may feel skeptical, but as the designer of the two machines
>announced, I can tell you that "TOS ... with handwritting recognition" is
>FACT, not conjecture. The HCR code will be in the ROMs (and was, in the Demo
>at CeBIT), and tied into the operating system and desktop such that a gesture
>in the Menu Bar area will bring up a window (as invisibly to existing
>applications as possible) into which Hand-written characters are drawn. As you
>write, the characters are converted to ASCII; when you are satisfied, the
>characters are sent (via the Keyboard input stream) to the application. This
>way, _*existing*_ applications will have HCR capabilitites.
>
> The "hooks" to call the HCR system will be available to software
>developers, so they may call it directly, to recognize ASCII characters,
>special character sets, or even gestures. This will be part of the standard
>documentation. In case you're curious, the software is a neural-net
>simulation.
>

Wow. Out of curiosity, has anyone written a paper or something on the
neural network that you are using? Did you base this on an existing
piece of software?

Also, I have yet to see a complete description of the machines (perhaps
our site didn't get that article!?!). If one has been posted, could
someone please email it to me? If it has not, could someone do it!!!

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

1764. bug in GNU library

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-27 03:04:21 UTC
From: rcb@netcom.COM
Message-ID: <1991Mar27.030421.587@netcom.COM>
Source record: 48704

I've found a bug (or at least an unintuitive feature :-)) in the
library supplied with GNU C 1.37.1 found on atari.archive. When I
make a call to stat(), after the call, the address returned by
Fgetdta() is different than it was before the call. Is this a bug?
If so, why would it be desirable for stat() to have this side-effect?

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb

1765. Re: fcvt/getch/getchar in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-27 04:35:44 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991Mar27.043544.4488@zip.eecs.umich.edu>
Source record: 48705

In article <klamer.669998332@mi.eltn.utwente.nl> klamer@mi.eltn.utwente.nl (Klamer Schutte) writes:
>>I was able to get GCC to work on my system (strangely it would
>>not work in MT C-Shell, but it works fine from the desktop).
>
>Out of memory? GCC likes some!
>
I have 4 Meg and I turned off much in my system, so I had well over
3 Meg to give to GCC, but it would not work even on a small program.
GCC seems to work well from MUPFEL too, oh well...

>
>fcvt is an internal routine of the SUN. Use sprintf instead to be portable.
>getch is a part of curses -- get a curses library. Or use Bconin. (i believe).
>getchar should be in the standard library, Perhaps it is only a macro -- did
>you include <stdio.h>?
>
I am trying to port a dBase file library from the IBM...it isn't easy
for me to go in and change a lot of code because it might adversely
affect other portions of this large amount of code that I don't know
about. At any rate, I wrote my own version of fcvt() using sprintf,
seems to work fine. As for getch/getchar, there was only one
reference to them so I took them out...everything seems to be working
fine not (I'll keep my fingers crossed).

Thanks for the info...

Another thing about libraries...if my library has something in it
that calls something else in the archive, to get it defined properly
at link time I have to specify my library twice ('-llibrary -llibrary')
or else it says the second function is undefined...is this suppose to
work this way? Oh, and finally, if I write a GEM program, do I link
with crt0.o and gcrt0.o or just gcrt0.o?

>
>Klamer
>--
>Klamer Schutte
>Faculty of electrical engineering -- University of Twente, The Netherlands
>klamer@mi.eltn.utwente.nl {backbone}!mcsun!mi.eltn.utwente.nl!klamer

Richard Hall
University of Michigan
--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

1766. Re: ST Pad specs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-27 04:38:30 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <kbw276a00WCQQu8Uc9@andrew.cmu.edu>
Source record: 48706
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> Excerpts from netnews.comp.sys.atari.st.tech: 25-Mar-91 Re: ST Pad specs
> T R Hall@atari.UUCP (1624)

> In case you're curious, the software is a neural-net
> simulation.

Really? I am studying PDP at CMU [:^)] and would like to know what architecture you are using, and what kind of training set you used, etc. Also what software do you use? This sound way cool! I would love to show this machine to my instructors. BTW, the ATM is going at 40 MPH now with Neural net implemented on Sun Sparcstations!

Posted this time under a more appropriate heading.

1767. Re: Megafile 44 slowing down...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-27 08:34:27 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3127@laura.UUCP>
Source record: 48707

In article <1495@ahds.UUCP>, dick@ahds.UUCP (Dick Heijne CCS/TS) writes:
|> ... under TOS I have a severe problem of VVVEEERRRRYYYY slow performance
|> when
|> I want to ADD a file on the partition and it's still decreasing....
|>
|> For example, when I copy a file from a flop or from some directory into
|> a
|> particular folder on the TOS (drive C) partition, the harddisk moves
|> (it
|> sounds and the orange BUSY light flashes once briefly), and than the
|> orange
|> BUSY led starts blinking with a frequency of approx. 1 blink/sec for
|> about
|> (now) 19 times, after which the disk rattles again and stores the file
|> in
|> the appropriate place.

You aren't using TOS 1.4, are you? Get it and your problem will vanish.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1768. Re: Gemini 1.2 bugs / enhancements

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-27 10:59:04 UTC
From: wpv@wvoel0.north.de
Message-ID: <a7378398@wvoel0.north.de>
Source record: 48708

From article <1991Mar23.013459.1114@jato.jpl.nasa.gov>, by vsnyder@jato.jpl.nasa.gov (Van Snyder):
> I didn't see internet addresses of the authors in the Gemini 1.2 distribution.
> To whom does one send bug reports / improvement suggestions?

Send them to: Stefan_Eissing@st.maus.de

--
<> Wolfgang Voelker <> E-Mail: wpv@wvoel0.north.de <>
<> D-W2800 Bremen/FRG <> {E-Mail: W.Voelker@hb.maus.de} <>
<> Tel.: ++49-(0)421-324547 <> MAUS : Wolfgang Voelker @ HB <>

1769. STE DMA bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-27 15:11:59 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <1311.27f053cf@sleepy.bmd.trw.com>
Source record: 48709
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well I finally got bit last night. The wonderful STE DMA (read harddrive) bug got me. After doing a couple hours of work on the computer with probably 25 or so disk accesses it gave me the "somethings wrong with the disk drive" alert. I then could no longer see the partitions even though the hard disk driver would run. I have an ICD plus host adapter and a syquest drive.
Does this error (the STE DMA problem) always hammer the disk in the same manner? If so, what is necessary to go and recover the drive. No I didn't have a backup as I've had it only 2 weeks and wasn't sure if I liked my layout yet. (Lesson learned though :-( ).
I'll be contacting Atari about a warranty problem in the mean time.

Thanks for any help.

Jim Harres jharres@doc.bmd.trw.com

1770. Video sync disappearing with new HD?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-27 15:20:17 UTC
From: marc@sequoia.cray.com
Message-ID: <043439.10019@timbuk.cray.com>
Source record: 48710

Hi ST-people,

I've just taken delivery of a 106Mb drive from Third Coast Technologies. It's a Toshiba mechanism (apparently) and came with all the usual ICD software. Well, the drive is just fine :-) I've got ACRES of space to play with :-) B*U*T, it would appear that very occasionally the video is losing sync (i.e. the picture goes apeshit and completely unreadable) :-(

This has happened a couple of times, and twice when in the middle of a multiple file copy!! :-o Thankfully, the ST and HD continued talking long enough for the data to get through :-)

So, has anyone out there experienced such a problem when they attached a new HD? I've checked the obvious (cables and connections..) but nothing else is apparent - only the fact that there is a new piece of kit hanging off the back of the ST (520 with 2.5Mb).

Any help or clues would be greatly appreciated. Cheers!

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

1771. Re: bug in GNU library

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-27 15:27:26 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Mar27.152726.8444@doe.utoronto.ca>
Source record: 48711

In <1991Mar27.030421.587@netcom.COM>, Roy Bixler writes:
>
> I've found a bug (or at least an unintuitive feature :-)) in the
> library supplied with GNU C 1.37.1 found on atari.archive. When I
> make a call to stat(), after the call, the address returned by
> Fgetdta() is different than it was before the call. Is this a bug?
> If so, why would it be desirable for stat() to have this side-effect?
>
> --
> Roy Bixler
> rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb

That's precisely why you have to call Fgetdta(). Usually, you would not
want to mix Unix-type calls (stat()) and TOS-type calls (Fsfirst()/Fsnext())
in the same program anyway, but if you have to, always check.

The reason it changes it is that stat() most likely uses Fsfirst()/Fsnext()
to check the file's status, and it has to set up its own DTA buffer
to do it.

In general, you might want to switch to Eric Smith's MiNT library. It
is an update and improvement on the standard GCC library, and is
also available on atari.archive.

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1772. Re: ST Pad specs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-27 16:30:30 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1991Mar27.163030.4500@ccu.umanitoba.ca>
Source record: 48712
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2881@atari.UUCP> trh@atari.UUCP (T R Hall) writes:
> You may feel skeptical, but as the designer of the two machines
>announced, I can tell you that "TOS ... with handwritting recognition" is
>FACT, not conjecture. The HCR code will be in the ROMs (and was, in the Demo
>at CeBIT), and tied into the operating system and desktop such that a gesture
>in the Menu Bar area will bring up a window (as invisibly to existing
>applications as possible) into which Hand-written characters are drawn. As you
>write, the characters are converted to ASCII; when you are satisfied, the
>characters are sent (via the Keyboard input stream) to the application. This
>way, _*existing*_ applications will have HCR capabilitites.

This sounds pretty nifty, but will the machine also allow a
normal keyboard to be plugged in? The HCR interface would be very
handy for portable use, but I can type a lot faster than I can write,
and it would be nice to have the option available.

BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9105

1773. Re: Video sync disappearing with new HD?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-27 16:44:27 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Mar27.114429.10191@mailer.cc.fsu.edu>
Source record: 48713

```
In article <043439.10019@timbuk.cray.com>, marc@sequoia.cray.com (Marc Bouron) writes:
>
>I've just taken delivery of a 106Mb drive from Third Coast Technologies. It's
>a Toshiba mechanism (apparently) and came with all the usual ICD software.
>Well, the drive is just fine :-) I've got ACRES of space to play with :-)
>B*U*T, it would appear that very occasionally the video is losing sync (i.e.
>the picture goes apeshit and completely unreadable) :-(
>
>This has happened a couple of times, and twice when in the middle of a multiple
>file copy!! :-o Thankfully, the ST and HD continued talking long enough for
>the data to get through :-)
>

Hmmm, how do I get this added to the FAQ for c.s.a.st? Ok, I had this problem
also, and called ICD. They were quite familiar with it. They upgraded their
DMA cable (that which connects the computer to the host adaptor) to a nice
snazzy one with little thumbscrews and the ICD logo printed on it.
Unfortunately, with SOME machines (apparently only some Mega's) the new
sexy cable also causes the loss of sync that you experienced. ICD will send
you a new cable for FREE (they ask that you send the old one back) and your
problem will disappear (but you will have the old ugly cable :-) ). You
might wish to call the company you bought the drive from and let them know,
so others won't have to go through this!! See ya!
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------
```

1774. Composite video on 1040STf?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-27 16:58:13 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1991Mar27.165813.1728@ccu.umanitoba.ca>
Source record: 48714

I recently came into possession of a Magnavox RGB/Composite monitor, and was wondering whether I could hook it up to my 1040STf. The manual (?!) that came with the machine lists a composite signal on the pinouts for the monitor port (pin 2). Is there actually a composite signal there, or does it exist only in machines that have a built-in rf modulator? If the signal is actually there, do I need some sort of special cable to use it? And is it worth the trouble? (I know that that the display quality would be decidedly inferior to the normal analog RGB, but would I at least be able to play a few color games without too much eye strain?)

Thanks, BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9105

1775. Connecting to a Non-atari monitor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-27 17:29:40 UTC
From: malay@sae.com
Message-ID: <246@jupiter.sae.com>
Source record: 48715
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Help! How can I connect a Zenith Data Systems ZVM-135 RGB Monitor to an
Atari 1040STE? Here's the ZVM-135's connector pinout:

1 - Negative horizontal or negative composite sync*
2 - Positive horizontal or positive composite sync*
3 - NC
4 - Positive vertical or positive composite sync
5 - Green input
6 - Blue input
7 - Red input
8 - NC
9 - NC
10 - Green feedthrough
11 - Apple X1 Input
12 - Apple X2 Input
13 - Apple X3 Input
14 - Negative vertical or negative composite sync
15 - IBM intensity
16 - Ground
17 - NC
18 - Audio input
19 - Ground
20 - Composite video input
21 - Red feedthrough
22 - Blue feedthrough
23 - NC
24 - NC
25 - Apple X8 input

*NOTE: Composite sync must be supplied to both the horizontal and vertical
sync inputs.

Specifications:

inputs ..... DB-25 type connector
R,G, and B signals TTL level analog positive
Composite - TTL positive or negative
Horiz sync - TTL positive or negative
Vert sync - TTL positive or negative
Ground
Audio - .5V to 1V rms.
Audio ground.
Apple III video - (4)
IBM intensity

Composite video.

This monitor is switchable from RGB to Composite. It has an DB-25 RGB connector and a set of RCA phono type jacks for composite. There was a message floating around (dated 4 Jan 87) that showed how to connect a Sony XBR monitor to an ST and it works (I've seen the result). I realize that I could just use the composite input with the STE but I would like to use the RGB for obvious reasons. Anybody got any clues????

Bob Malay
malay@sae.com

1776. Re: MACH for a TT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-27 18:11:26 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <4bwC1C200Uh742L317@andrew.cmu.edu>
Source record: 48716

I would like to cast my vote for someone(s) doing this port. Mach is
a NeXT :^) generation operating system, and as such, I would like to see
Atari join Steve jobs and CMU on the cutting edge. If we could only get
NeXTStep....

1777. Re: Video sync disappearing with new HD?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-27 19:20:55 UTC
From: rcd@cbnewsj.att.com
Message-ID: <1991Mar27.192055.10891@cbnewsj.att.com>
Source record: 48717

In article <043439.10019@timbuk.cray.com>, marc@sequoia.cray.com (Marc Bouron) writes:
> I've just taken delivery of a 106Mb drive from Third Coast Technologies. It's
> a Toshiba mechanism (apparently) and came with all the usual ICD software.
> Well, the drive is just fine :-) I've got ACRES of space to play with :-)
> B*U*T, it would appear that very occasionally the video is losing sync (i.e.
> the picture goes apeshit and completely unreadable) :-(
>

This is the same problem I wrote about earlier in this newsgroup.

It's a known ICD host adaptor problem. Certain DMA accesses or
electrical noise to the ICD HD will screw up the video refresh
logic, resulting in screen image corruption.

The solution is to solder a 22 pF capacitor to pins 12 and 13 of
the DMA IN connector on the host adaptor board.

Rana Dutt
rcd@mtqua.att.com

1778. Re: Mono monitor signal hacking

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-27 22:46:31 UTC
From: adamd@rhi.hi.is
Message-ID: <2981@krafla.rhi.hi.is>
Source record: 48718

In <9103222256.AA06374@uk.ac.oxford.ecs.booth16.ecs> u87rpb@ecs.oxford.ac.uk writes:

>Hi there, does anybody have any idea what might be involved
>in trying to get a mono monitor to think it's a colour
>monitor (ie, to display low and med-res screens in
>greyscale) in *hardware* ?

A circuit diagram and instructions for modifying a SM124 to analog greyscale
was published in ST Computer magazine (German) some time in 1988.
The mono output is mixed from RGB using a passive resistor network as suggested.

>The major problem as far as I can tell would be the sync
>signals. What would happen if I tried driving an SM124 with
>a 50 Hz frame frequency (or 60 Hz, if neccesary)? I guess
>that I'll either get no picture at all, or get something
>like a two-thirds height picture.

If the monitor is not modified internally to cope with the different frequencies
you will fry some of the components because higher currents are involved at
the lower frequencies.

I did this mod back in 1988 and it works (sort of...)
Maybe there were some typos or I missed the corrections in later issues.
I have a SM124 that displays colour modes in mono with 2 major faults.
1) Switched to colour mode the monitor loses all horizontal linearity.
Characters are nearly twice as wide on the left side of the screen than
on the right.
2) Brightness control (and maybe contrast too) is disabled in colour mode.
Colour mode is not very stable until the monitor is warmed up properly.
The focus adjustment is disabled in mono mode (maybe in colour too, it's a
long time since I looked). The actual focus seen on the screen is unstable
and gradually drifts out of focus, suddenly snapping back to correct focus
once in a while. If the brightness is turned down it becomes useable and if
the brightness is turned up it gets really bad.

Summary: If you can find a circuit that works properly then it might be worth
trying. Otherwise you will be better off with a cheap mono monitor that takes
a standard video signal, and mixing the colours and the sync together using
resistors. Some STs have a useable composite sync signal, with others it is
necessary to mix Horz & Vert together over diodes.

Plea for Help: Did anyone get the SM124 modification working satisfactorily.
Get in touch with me if so and let me know how you got it fixed.
--
Adam David. (adamd@rhi.hi.is)

1779. Re: Composite video on 1040STf?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-27 22:59:48 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Mar27.171807.14097@mailer.cc.fsu.edu>
Source record: 48719

In article <1991Mar27.165813.1728@ccu.umanitoba.ca>, bright@ccu.umanitoba.ca (Bob Bright) writes:
>
>I recently came into possession of a Magnavox RGB/Composite monitor,
>and was wondering whether I could hook it up to my 1040STf. The

I seem to remember that Toad Computers used to sell a Magnavox monitor for use with the ST. You could call and ask, their number is 1-800-448-8623.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

1780. Re: Megafile 44 slowing down...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-28 00:01:30 UTC
From: warwick@cs.uq.oz.au
Message-ID: <484@uqcspe.cs.uq.oz.au>
Source record: 48720

In <3127@laura.UUCP> klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:

>In article <1495@ahds.UUCP>, dick@ahds.UUCP (Dick Heijne CCS/TS) writes:
>|> ... under TOS I have a severe problem of VVVEEERRRRYYYY slow performance
>|> when
>|> I want to ADD a file on the partition and it's still decreasing....
>|>

>You aren't using TOS 1.4, are you? Get it and your problem will vanish.

Or, try out TURBODOS (it is on atari.archive).

A word of warning though: I used TURBODOS for 2 years, and I experienced
occasional problems with files, and eventually had corrupted files. This
may have just been a bad sector in an unfortunate place, who knows, but
now I've got TOS 1.4, so I'll never know.

If you try it, you'll like it - it speeds things up HEAPS.

Warwick.
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

1781. Re: Gemini 1.2 bugs / enhancements

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-28 00:10:50 UTC
From: micro@imada.dk
Message-ID: <1991Mar28.001050.1630@imada.dk>
Source record: 48721

Julian, your name appears in the "About xxx...", in many of the new programs,
take Rufus and Gemini as examples. ConVector and one of the new editors, also
look mush like these two juvels.
Julian - can you tell us what FLYDIAL is ?? Obvious it is a new dialog handler
but is it shareware or commercial, does it include a resource editor or what?

The resources for gemini and rufus don't make sense (you notice a heavy use
of extendet types, though).

Can you spread some light over this?

Klaus

PS, The subject don't seem to have been published in the ProfiBuch nor
in your article series in STM.

1782. Type faster than write? (was Re: ST Pad specs)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-28 03:54:51 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <27F1690C.15033@maccs.dcss.mcmaster.ca>
Source record: 48722
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Mar27.163030.4500@ccu.umanitoba.ca> bright@ccu.umanitoba.ca (Bob Bright) writes:
>[...]
> This sounds pretty nifty, but will the machine also allow a
>normal keyboard to be plugged in? The HCR interface would be very
>handy for portable use, but I can type a lot faster than I can write,
>and it would be nice to have the option available.
>[...]

I agree that you can probably type a paragraph of prose faster than you can write it out by hand. But what about a mathematical proof or the solution to a physics problem with all its special symbols? I also move the cursor up and down a lot when I type, and that takes quite a bit of time, relatively speaking. I think in some circumstances, I would be more productive if I could use a pen instead of a keyboard. I think I can type a paragraph faster than I can write it, but I think I could write a page faster than I could type it.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

1783. Re: Megafile 44 slowing down...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-28 07:10:50 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Mar28.071050.17032@informatik.uni-erlangen.de>
Source record: 48723

warwick@cs.uq.oz.au (Warwick Allison) sugessted to get TURBODOS
instead of TOS 1.4.

Don't! TURBODOS is full of fatal bugs that will very likely corrupt your
data. Moreover, it's incompatible with several disk utilities (especially
cache programs and programs that try to force a media change via a
officially approved way).

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

1784. Re: Noisy SH204

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-28 07:26:40 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <2571.03.91@drdhh.hanse.de>
Source record: 48724

From article <1991Mar25.062420.4898@chinet.chi.il.us>, by prism@chinet.chi.il.us (PRISM Interactive Products):
>
> I have an SH204 20Meg hard drive which is extremely noisy.
> [Question about turning drive on and off while in use]

1.) It could happen that the drive needs a reset from the ST
and is also blocking the disk drive, so it may be the case
that you aren't able to save your work. (Perhaps this is a
problem with really old SH 204 Host Adaptors, [Claus Brod ????])

2.) You shouldn't do that to your drive mechanism.

3.) Remove the metal-network covering the fan.
You should also buy voltage regulators (my english is catastrophal)
type 7808 or 7809 and loop them into the fan supply.
These chips lower the 12V power to 8/9 volts.
Be sure that the drive doesn't get too hot and that the fan
always starts when you turn the drive on.

If you have further questions drop me a pmail but please keep
short, INCOMING mail must be paid to the .de backbone.

Greetings, Bjoern

*
* bjoern@drdhh.hanse.de (Bjoern Kriews, Stormsweg 6, D-2000 Hamburg 76)
*

1785. Re: MACH for a TT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-28 08:33:05 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Mar28.083305.11888@jato.jpl.nasa.gov>
Source record: 48725

In article <4bwC1C200Uh742L317@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
> I would like to cast my vote for someone(s) doing this port. Mach is
>a NeXT :^) generation operating system, and as such, I would like to see
>Atari join Steve jobs and CMU on the cutting edge. If we could only get
>NeXTStep....

Bleah. As you may recall, the original NeXT cube used a 25MHz 68030 and
MACH. As you may also recall, the original NeXT cube ran at blazing slug-like
speeds. Even with 32MHz 68030 in the TT, and assuming 80-90% cache hits, I
don't think MACH would be tolerable on the TT. BSD 4.4 would probably be
a better choice, it at least is building on a proven base. Steve Jobs is
hardly on the cutting edge... As for CMU on the cutting edge - how can you
possibly say that with a straight face, with your account on Andrew?

Ok, all ribbing aside... Why MACH? OSF has abandoned it. For Unix today,
there's only a few main things to consider, and MACH isn't one of them;
it doesn't have any major industry support with OSF withdrawing.
OSF, whatever that will look like, if it gets done any time soon, SysVR4,
which is available now, and 4.4 BSD, which is in the wings. Sun and AT&T
are (naturally) really big on SysVR4, current SunOS stuff is trying harder
and harder to be SysV instead of BSD based. (And it's annoying as all hell,
let me tell you. }-) BSD 4.3, surprise surprise, passes the Sys V validation
suite, so it looks like most of the differences (BSD 4.3 vs SysVR4) are
mostly academic. BSD 4.4 offers, among other things, native support of the
ISO networking protocol stack, which would seem to position it Very Well
as the system of the future, as well as the best system for Right Now.

Who knows... (Was I trying to sound authoritative there? Ha, fooled you.
I just don't believe opinions should be humble... }-) What are the issues?
Performance and compatibility. What does "compatibility" mean? Binary
compatibility? (Who is there to be compatible with - the Amiga? NeXT?
Not the Sun, SunOS isn't enough like any of the standard systems anyway.)
Source compatibility? If the various supporters' claims are true, all the
contenders are source-code compatible with each other, or more specifically,
with BSD 4.3.

On another subject... It always makes me laugh when I read about these "real
workstations" and their "graphics hardware," with umpteen zillion features
and "double-buffered graphics!!!!" Wow! Big deal! A 4 meg ST will let you
have *128* buffers, sliced up any way you want! The ol' 8bit let you slice
up a screen display on a per-scanline basis. Talk about manipulation power!
Geeze, these "Real Computer" makers could learn a thing or two from some
"dumb game machines" ... Ah for a hardware smoothscroll on the machines I
use at work...
--

-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

1786. Re: STE DMA bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-28 15:17:15 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar28.151715.26024@actrix.gen.nz>
Source record: 48726
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Distribution:world

In article <1311.27f053cf@sleepy.bmd.trw.com> jharres@sleepy.bmd.trw.com writes:
> Well I finally got bit last night. The wonderful STE DMA (read harddrive)
> bug got me. After doing a couple hours of work on the computer with probably
> 25 or so disk accesses it gave me the "somethings wrong with the disk drive"
> alert. I then could no longer see the partitions even though the hard disk
> driver would run. I have an ICD plus host adapter and a syquest drive.
> Does this error (the STE DMA problem) always hammer the disk in the same
> manner? If so, what is necessary to go and recover the drive. No I didn't
> have a backup as I've had it only 2 weeks and wasn't sure if I liked my
> layout yet. (Lesson learned though :-( ).
> I'll be contacting Atari about a warranty problem in the mean time.
>
> Thanks for any help.
>
> Jim Harres jharres@doc.bmd.trw.com

Well this has happened to me, was helping a friend that has just got
a STE, and was using my Drive connected to a Mega File 30, had
problems with this, the Mega File 30 would not connect to me Drive with
a Supra Host adapter
It had to be Atati to Mega File 30, then my Drive, this I can't understand..

Well after the 3rd STE, all different faults, The Directories of the
Mega File and mine where damaged, This was caused by the last but one
STE , we now have a STE that works..!!

With a use of a program, was able to Fix the Mega File 30.

But the big problem is that the data in the Directory of my 'C', Partition
are moved 2 bytes to the left, a total of say 6 sectors.

Is there a Util that can move the Data back , all the sector editors
that I have tried just over type, there is no insert mode !!

I don't realy want to retype over 3000 bytes..

Can some one Help !!

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1787. Re: Video sync disappearing with new HD?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-28 15:30:59 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar28.153059.26358@actrix.gen.nz>
Source record: 48727

Distribution:world

In article <043439.10019@timbuk.cray.com> marc@sequoia.cray.com (Marc Bouron) writes:
>
> So, has anyone out there experienced such a problem when they attached a new
> HD? I've checked the obvious (cables and connections..) but nothing else is
> apparent - only the fact that there is a new piece of kit hanging off the back
> of the ST (520 with 2.5Mb).
>
> Any help or clues would be greatly appreciated. Cheers!
>
>
> [M][a][r][c]
>
>
> ###
> # # marc@sequoia.cray.com # . . #
> # Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_ #
> # Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_) #
> # +44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | | #
> # # ...!ukc!crayuk!M.Bouron (UUCP) # #
> ###

There is a Mod for this by ICD, they fit a small Cap to the Reset line
in the Host Adaptor, I think that this info has been posted befor
but I can't remember the Cap size...
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1788. Re: ST Pad specs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-28 16:53:46 UTC
From: pegram@kira.UUCP
Message-ID: <1991Mar28.165346.17417@uvm.edu>
Source record: 48728
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From article <27E916DD.17265@maccs.dcss.mcmaster.ca>,
by johns@maccs.dcss.mcmaster.ca (Conan the Barbarian):

most of article omitted...

> The CeBIT article came from a local BBS. The specs on the ST Pad
> and ST Book came from Atari's BBS here in Markham. They even set up a
> special area for these computers on the BBS already.
>

Speaking of CeBIT, what news of TT Sys V R4? I heard it was supposed
to be introduced there, I know Amiga Sys V R4 is there. I am just a
little cynical about an Atari Unix introduction any time soon - come
on guys, make me eat those words! 8-)

Ciao,
Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1789. Re: Using curses and termcap

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-28 18:27:01 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Mar28132701@acae127.cadence.com>
Source record: 48729

In article <1991Mar23.174530.23356@usenet.ins.cwru.edu> pietrzak@skybridge.SCL.CWRU.Edu (John Pietrzak) writes:

> I've recently been attempting to move a program which uses curses
> to my atari. I set up the GCC package from atari.archive, and (amazingly)

> the current directory, etc., but I still can't seem to get it (my
> tabs aren't working properly). Anyone know what I'm doing wrong?

I am replying here since i suspect lots of people are having this problem. Unfortunately, it is due to a small bug in addbytes.c, and is not connected to the termcap entry. i am including some diffs (from Patchlevel 5) and new Makefiles below . There us even a test now (testtab.c included below) for this bug.

BTW: i did send these patches to A.A to be included in the UPDATE sub-dir. somehow, it must have bit the old bit bucket. (i dont have FTP access anymore to send up things directly myself).

> Also, I'm running under msh of
> Mark Williams C fame.)
Shame on you :-) CWRU was the home of gulam, gcc and other neat hacks when we were around. we would have never stooped that low :-) :-)

```
#!/bin/sh
# This is a shell archive, meaning:
# 1. Remove everything above the #!/bin/sh line.
# 2. Save the resulting text in a file.
# 3. Execute the file with /bin/sh (not csh) to create the files:
# Makefile
# Makefile.mint
# diffs
# makefile.16
# makefile.32
# mincl
# testtab.c
# This archive created: Thu Mar 28 13:19:31 1991
# By: Jwahar R. Bammi(Cadence Design Systems)
# Usenet: uunet!cadence!bammi
# Internet: bammi@cadence.com
#
export PATH; PATH=/bin:$PATH
echo shar: extracting "'Makefile'" '(1164 characters)'
if test -f 'Makefile'
```

```
then
echo shar: over-writing existing file "'Makefile'"
fi
sed 's/^X//' << \SHAR_EOF > 'Makefile'
X#
X# Top level Makefile for TOS-Gcc curses library in unix hosted cross dev env.
X#
X
XCROSSDIR = /net/acae127/home/bammi/atari/cross-gcc
XCROSSLIB = $(CROSSDIR)/lib
XCROSSBIN = $(CROSSDIR)/bin
XCROSSINC = $(CROSSDIR)/include
X
XAR = $(CROSSBIN)/car
XCC = cgcc
XCPP = /lib/cpp
XAS = $(CC)
XLIB = $(CROSSLIB)
XINC = $(CROSSINC)
XMAKE = /util/gnu/bin/make
X
XMAKEFLAGS = CC=$(CC) CPP=$(CPP) AS=$(AS) AR=$(AR) XFLAGS=$(XFLAGS) \
X LIB=$(LIB) INC=$(INC)
X
X#all: lshort llong lgshort lglong
Xall: lshort llong
X
Xlshort:
X $(MAKE) -f makefile.16 clean
X $(MAKE) -f makefile.16 $(MAKEFLAGS) all
X $(MAKE) -f makefile.16 $(MAKEFLAGS) install
X
Xllong:
X $(MAKE) -f makefile.32 clean
X $(MAKE) -f makefile.32 $(MAKEFLAGS) all
X $(MAKE) -f makefile.32 $(MAKEFLAGS) install
X
Xlgshort:
X $(MAKE) -f gmakefile.16 clean
X $(MAKE) -f gmakefile.16 $(MAKEFLAGS) all
X $(MAKE) -f gmakefile.16 $(MAKEFLAGS) install
X
Xlglong:
X $(MAKE) -f gmakefile.32 clean
X $(MAKE) -f gmakefile.32 $(MAKEFLAGS) all
X $(MAKE) -f gmakefile.32 $(MAKEFLAGS) install
X
Xclean:
X $(MAKE) -f makefile.16 clean
X $(MAKE) -f makefile.32 clean
```

```
X
Xrealclean:
X $(MAKE) -f makefile.16 realclean
X $(MAKE) -f makefile.32 realclean
X rm -f core report
SHAR_EOF
if test 1164 -ne "`cat 'Makefile' | wc -c`"
then
echo shar: error transmitting "'Makefile'" '(should have been 1164 characters)'
fi
echo shar: extracting "'Makefile.mint'" '(1261 characters)'
if test -f 'Makefile.mint'
then
echo shar: over-writing existing file "'Makefile.mint'"
fi
sed 's/^X//' << \SHAR_EOF > 'Makefile.mint'
X#
X# Top level Makefile for TOS-Gcc curses library in unix hosted cross dev env.
X#
X
XCROSSDIR = /net/acae127/home/bammi/atari/cross-gcc
XCROSSLIB = $(CROSSDIR)/lib
XCROSSBIN = $(CROSSDIR)/bin
XCROSSINC = $(CROSSDIR)/include
X
XAR = $(CROSSBIN)/car
XCC = cgcc -nostdinc -I/net/acae127/home/bammi/atari/mint/mintlib/include -I.
XCPP = /lib/cpp
XAS = $(CC)
XLIB = $(CROSSLIB)
XINC = $(CROSSINC)
XMAKE = /util/gnu/bin/make
X
XMAKEFLAGS = CC='$(CC)' CPP='$(CPP)' AS='$(AS)' AR='$(AR)' \
X XFLAGS='$(XFLAGS)' LIB='$(LIB)' INC='$(INC)'
X
X#all: lshort llong lgshort lglong
Xall: lshort llong
X
Xlshort:
X $(MAKE) -f Mmakefile.16 clean
X $(MAKE) -f Mmakefile.16 $(MAKEFLAGS) all
X $(MAKE) -f Mmakefile.16 $(MAKEFLAGS) install
X
Xllong:
X $(MAKE) -f Mmakefile.32 clean
X $(MAKE) -f Mmakefile.32 $(MAKEFLAGS) all
X $(MAKE) -f Mmakefile.32 $(MAKEFLAGS) install
X
Xlgshort:
```

```
X $(MAKE) -f gMmakefile.16 clean
X $(MAKE) -f gMmakefile.16 $(MAKEFLAGS) all
X $(MAKE) -f gMmakefile.16 $(MAKEFLAGS) install
X
Xlglong:
X $(MAKE) -f gMmakefile.32 clean
X $(MAKE) -f gMmakefile.32 $(MAKEFLAGS) all
X $(MAKE) -f gMmakefile.32 $(MAKEFLAGS) install
X
Xclean:
X $(MAKE) -f Mmakefile.16 clean
X $(MAKE) -f Mmakefile.32 clean
X
Xrealclean:
X $(MAKE) -f Mmakefile.16 realclean
X $(MAKE) -f Mmakefile.32 realclean
X rm -f core report
SHAR_EOF
if test 1261 -ne "`cat 'Makefile.mint' | wc -c`"
then
echo shar: error transmitting "'Makefile.mint'" '(should have been 1261 characters)'
fi
echo shar: extracting "'diffs'" '(13190 characters)'
if test -f 'diffs'
then
echo shar: over-writing existing file "'diffs'"
fi
sed 's/^X//' << \SHAR_EOF > 'diffs'
X*** 1.3 1990/02/23 17:55:21
X--- ChangeLog 1990/11/28 14:12:18
X***************
X*** 25,27 ****
X--- 25,47 ----
X
X tstp.c:: ++jrb
X #if 0'ed out for now till be get the new signal code together
X+
X+ xconsole.c: ers
X+ Re-written to be compatible with lib/console.c. It should now
X+ work over the RS232 (not tested).
X+
X+ addbytes.c:: ++jrb
X+ corrected handling of tabs.
X+
X+ makefile* :: ++jrb
X+ adjusted to use common include file mincl (as per lib etc)
X+ (Delete old CMakefile.*). makefile.?? and gmakefile.?? new
X+ files.
X+
X+ tgetent.c:: ers
```

```
X+ allowed TERMCAP to have a drive specification, and got rid of
X+ the silly "strcmp(TERMCAP, TERM)" test when TERMCAP contains
X+ the definition directly (I think what's wanted is a check that
X+ the name in TERM matches the name in TERMCAP, but it shouldn't
X+ normally be a problem anyways)
X+ also: cleaned up the default definition somewhat.
X*** 1.3 1990/02/23 17:55:23
X--- PatchLevel.h 1990/11/28 14:12:19
X***************
X*** 1,5 ****
X /*
X! * PathLevel: 5
X *
X * the Patch Level above is to identify the version
X * of the all the files in this directory. given the above
X--- 1,5 ----
X /*
X! * PathLevel: 7
X *
X * the Patch Level above is to identify the version
X * of the all the files in this directory. given the above
X*** 1.2 1989/08/07 00:19:43
X--- addbytes.c 1990/11/28 14:12:20
X***************
X*** 46,56 ****
X c = *bytes++;
X switch (c) {
X case '\t':
X! SYNCH_IN();
X if (waddbytes(win, blanks, 8-(x%8)) == ERR) {
X return ERR;
X }
X! SYNCH_OUT();
X break;
X
X default:
X--- 46,56 ----
X c = *bytes++;
X switch (c) {
X case '\t':
X! SYNCH_OUT();
X if (waddbytes(win, blanks, 8-(x%8)) == ERR) {
X return ERR;
X }
X! SYNCH_IN();
X break;
X
X default:
X*** 1.1 1989/07/19 15:04:48
X--- termcap 1991/03/20 23:26:55
```

```
X***************
X*** 2,15 ****
X # Termcap entries for Atari STs' built in VT52 emulation.
X #
X s0|st52|Atari ST:\
X! :al=\EL:am:bs:cd=\EJ:ce=\EK:cl=\EE:cm=\EY%+ %+ :co#80:dl=\EM:\
X :do=^J:eo:ho=\EH:is=\Eq\EE\Ee\Ev:it#8:le=^H:li#25:ll=\EY9!:\
X :me=\Eq:mr=\Ep:nd=\EC:rc=\Ek:sc=\Ej:se=\Eq:so=\Ep:ta=^I:\
X! :up=\EA:ve=\Ee:vi=\Ef:
X #
X # Atari ST with Hi50 hack
X s1|st52l|Atari ST, 50 line screen:\
X! :al=\EL:am:bs:cd=\EJ:ce=\EK:cl=\EE:cm=\EY%+!%+!:co#80:dl=\EM:\
X :do=^J:eo:ho=\EH:is=\Eq\EE\Ee\Ev:it#8:le=^H:li#50:ll=\EY9!:\
X :me=\Eq:mr=\Ep:nd=\EC:rc=\Ek:sc=\Ej:se=\Eq:so=\Ep:ta=^I:\
X! :up=\EA:ve=\Ee:vi=\Ef:
X--- 2,62 ----
X # Termcap entries for Atari STs' built in VT52 emulation.
X #
X s0|st52|Atari ST:\
X! :al=\EL:am:bl=^G:bs:cd=\EJ:ce=\EK:cl=\EE:cm=\EY%+ %+ :co#80:dl=\EM:\
X :do=^J:eo:ho=\EH:is=\Eq\EE\Ee\Ev:it#8:le=^H:li#25:ll=\EY9!:\
X :me=\Eq:mr=\Ep:nd=\EC:rc=\Ek:sc=\Ej:se=\Eq:so=\Ep:ta=^I:\
X! :ti=\Eq\Ev\Ee:up=\EA:ve=\Ee:vi=\Ef:
X #
X # Atari ST with Hi50 hack
X s1|st52l|Atari ST, 50 line screen:\
X! :al=\EL:am:bl=^G:bs:cd=\EJ:ce=\EK:cl=\EE:cm=\EY%+!%+!:co#80:dl=\EM:\
X :do=^J:eo:ho=\EH:is=\Eq\EE\Ee\Ev:it#8:le=^H:li#50:ll=\EY9!:\
X :me=\Eq:mr=\Ep:nd=\EC:rc=\Ek:sc=\Ej:se=\Eq:so=\Ep:ta=^I:\
X! :ti=\Eq\Ev\Ee:up=\EA:ve=\Ee:vi=\Ef:
X! #
X! # Termcap entry contributed by Lars Bo Nielsen (lbn@iesd.auc.dk)
X! # Thanks!
X! #
X! #atari|vt52|AtariST:\
X! # (Meta key) (Auto margin (see :ti=)) (cols) (rows) (bell) (CR)
X! # :km:am:co#80:li#25:bl=^G:cr=^M:\
X! # Position cursor (x, y)
X! # :cm=\EY%+ %+ :\
X! # Cursor movement (Down) (Up) (Left) (Right)
X! # :do=\EB:up=\EA:le=\ED:nd=\EC:\
X! # Home cursor (clear screen) (don't clear screen)
X! # :cl=\EE:ho=\EH:\
X! # Send by BS key
X! # :kb=^H:\
X! # Save and restore cursor position
X! # :sc=\Ej:rc=\Ek:\
X! # Cursor appearance (normal) (invisible)
X! # :ve=\Ee:vi=\Ef:\
```

```
X! # Stand out mode (reverse video on) (reverse video off)
X! # :so=\Ep:se=\Eq:\
X! # Lines (Add line) (Clear to EOL) (Delete line)
X! # :al=\EL:ce=\EK:dl=\EM:\
X! # Clear to end of display
X! # :cd=\EJ:\
X! # Terminal initialization (auto-wrap since :am: set, cursor on)
X! # :ti=\Ev\Ee:\
X! # Scroll text down
X! # :sr=\EI:\
X! # Hardware tabs (send CTRL I) (8 space/tab) (has hardware tabs)
X! # :ta=^I:it#8:pt:
X! #
X! # ATARI ST termcap entry (without comments)
X! atari|vt52|AtariST:\
X! :km:am:co#80:li#25:bl=^G:cr=^M:\
X! :cm=\EY%+ %+ :\
X! :do=\EB:up=\EA:le=\ED:nd=\EC:\
X! :cl=\EE:ho=\EH:\
X! :kb=^H:\
X! :sc=\Ej:rc=\Ek:\
X! :ve=\Ee:vi=\Ef:\
X! :so=\Ep:se=\Eq:\
X! :al=\EL:ce=\EK:dl=\EM:\
X! :cd=\EJ:\
X! :ti=\Ev\Ee:\
X! :sr=\EI:\
X! :ta=^I:it#8:pt:
X*** 1.2 1989/08/07 00:20:23
X--- tgetent.c 1990/11/28 14:12:46
X***************
X*** 51,61 ****
X--- 51,65 ----
X * variable called TERMCAP to be the pathname of the desired
X * termcap file. This is useful for debugging new entries.
X * NOTE: the pathname MUST begin with a '/' character.
X+ * (Atari ST specific change: the pathname may begin with '\',
X+ * or with a drive letter followed by ':').
X *
X * Also, if the string assigned to TERMCAP does not begin with
X * a '/' and if the environment variable TERM matches <name> then
X * the string assigned to TERMCAP is copied to buffer <bp>
X * instead of reading a termcap file.
X+ * (Atari ST specific change: TERM is no longer checked (the
X+ * check was buggy).
X *
X * Modification by ERS: if no termcap file can be found, then
X * a default termcap is used (this is for GEMDOS).
X***************
X*** 224,232 ****
```

```
X *
X */
X
X! static char term_default[] = "s0|st52|Atari ST\
X :al=\\EL:am:bs:cd=\\EJ:ce=\\EK:cl=\\EE:cm=\\EY%+ %+ :co#80:dl=\\EM\
X! :do=^J:eo:ho=\\EH:is=\\Eq\\EE\\Ee\\Ev:it#8:le=^H:li#25:ll=\\EY9!\
X :me=\\Eq:mr=\\Ep:nd=\\EC:rc=\\Ek:sc=\\Ej:se=\\Eq:so=\\Ep:ta=^I\
X :up=\\EA:ve=\\Ee:vi=\\Ef:";
X
X--- 228,236 ----
X *
X */
X
X! static char term_default[] = "df|default|Atari default\
X :al=\\EL:am:bs:cd=\\EJ:ce=\\EK:cl=\\EE:cm=\\EY%+ %+ :co#80:dl=\\EM\
X! :do=\\EB:eo:ho=\\EH:is=\\Eq\\EE\\Ee\\Ev:it#8:le=^H:li#25:ll=\\EY9!\
X :me=\\Eq:mr=\\Ep:nd=\\EC:rc=\\Ek:sc=\\Ej:se=\\Eq:so=\\Ep:ta=^I\
X :up=\\EA:ve=\\Ee:vi=\\Ef:";
X
X***************
X*** 238,253 ****
X
X if ((cp = getenv("TERMCAP")) != NULL) {
X if (*cp != '\0') {
X! if (*cp == '/' || *cp == '\\') {
X if ((fp = fopen(cp,"r")) != NULL) {
X return(fp);
X }
X } else {
X if ((ncp = getenv("TERM")) != NULL) {
X- if (strcmp(cp,ncp) == 0) {
X strcpy(bp,cp);
X return((FILE *)NULL);
X- }
X }
X }
X }
X--- 242,255 ----
X
X if ((cp = getenv("TERMCAP")) != NULL) {
X if (*cp != '\0') {
X! if (*cp == '/' || *cp == '\\' || (cp[1] == ':')) {
X if ((fp = fopen(cp,"r")) != NULL) {
X return(fp);
X }
X } else {
X if ((ncp = getenv("TERM")) != NULL) {
X strcpy(bp,cp);
X return((FILE *)NULL);
X }
```

```
X }
X }
X*** 1.2 1989/08/07 00:20:27
X--- tgoto.c 1990/11/28 14:12:48
X***************
X*** 134,139 ****
X--- 134,140 ----
X process();
X }
X }
X+ *out = 0;
X return(output);
X }
X }
X*** 1.1 1989/07/19 15:04:55
X--- xconsole.c 1990/11/28 14:12:52
X***************
X*** 1,20 ****
X /* Replacement console read/write routines that allow for key
X remappings */
X! /* Written by Eric R. Smith for the Atari ST computer, and placed
X! in the public domain */
X
X #include <osbind.h>
X #include <support.h>
X- #include <keycodes.h>
X #include <stdlib.h>
X! #include <string.h>
X
X #define S_SHIFT 0x03
X #define S_CNTRL 0x04
X #define S_ALT 0x08
X
X! static char *__strdup(char **, char *);
X! #define STRDUP(x, y) __strdup(&x, y)
X
X /* arrays to hold keyboard strings */
X
X--- 1,33 ----
X /* Replacement console read/write routines that allow for key
X remappings */
X! /*
X! * console input/output routines.
X! * written by Eric R. Smith and placed in the public domain
X! */
X!
X! /*
X! * BUGS: assumes all input is coming from the same place;
X! * this bug shows up only when keys are remapped, though.
X! */
```

```
X
X #include <osbind.h>
X #include <support.h>
X #include <stdlib.h>
X! #include <ioctl.h>
X! #include <tchars.h>
X! #include <signal.h>
X! #include <unixlib.h>
X! #include <keycodes.h>
X!
X! extern char *strdup();
X! #define STRDUP(x,y) if (x) free(x); x = strdup(y);
X
X #define S_SHIFT 0x03
X #define S_CNTRL 0x04
X #define S_ALT 0x08
X
X! extern int _console_dev; /* in main.c */
X! int __check_signals = 0;
X
X /* arrays to hold keyboard strings */
X
X***************
X*** 30,36 ****
X
X if (regular) {
X if (!*regular) regular = 0;
X! STRDUP(kb_unshft[keycode], regular);
X }
X if (shifted) {
X if (!*shifted) shifted = 0;
X--- 43,49 ----
X
X if (regular) {
X if (!*regular) regular = 0;
X! STRDUP(kb_unshft[keycode],regular);
X }
X if (shifted) {
X if (!*shifted) shifted = 0;
X***************
X*** 48,61 ****
X }
X }
X
X! /* NOTE: all input is assumed to come from the standard input */
X
X unsigned int console_read_byte(handle)
X int handle;
X {
X! long r;
```

```
X unsigned scan, key, shft;
X
X if (_str) {
X if (*_str)
X return *(unsigned char *)_str++;
X--- 61,164 ----
X }
X }
X
X! #define KBUFSIZ 80
X! #define NUMDEV 3
X! /* 0 == prn:, 1 == aux:, 2 == con: */
X!
X! typedef struct _buffer {
X! short head, tail;
X! long buffer[KBUFSIZ];
X! } k_buf;
X!
X! k_buf in_buf[NUMDEV];
X! #define IN_BUF(dev) (&in_buf[(dev) > 2 ? _console_dev : (dev)])
X!
X! /*
X! * what handle means:: 0-2: BIOS handle, 3: stdout, 4: stderr
X! */
X!
X! static short
X! LOOKUP(handle)
X! short handle;
X! {
X! switch(handle) {
X! case -3:
X! case -2:
X! case -1:
X! case 0:
X! return handle + 3;
X! case 2:
X! return 4;
X! case 1:
X! if (isatty(0)) return 3;
X! if (isatty(2)) return 4;
X! /* else fall through */
X! default:
X! return _console_dev;
X! }
X! }
X!
X! /*
X! * raw i/o routines
X! */
X!
```

```
X! static long
X! raw_in(dev)
X! int dev;
X! {
X! if (dev < 3)
X! return Bconin(dev);
X! else if (dev == 3)
X! return Crawcin();
X! else
X! return Cauxin();
X! }
X!
X! static void
X! raw_out(dev, c)
X! int dev, c;
X! {
X! if (dev < 3)
X! Bconout(dev, c);
X! else if (dev == 3)
X! Crawio(c);
X! else
X! Cauxout(c);
X! }
X!
X! static long
X! raw_instat(dev)
X! int dev;
X! {
X! if (dev < 3)
X! return Bconstat(dev);
X! else if (dev == 3)
X! return Cconis();
X! else
X! return Cauxis();
X! }
X!
X! /*
X! * somewhat less raw i/o routines. The main difference is that these ones
X! * will check for pending input before doing output, to see if a signal
X! * needs to be raised. This is only done if __check_signals is non-zero;
X! * signal() should set __check_signals when the user attempts to catch
X! * SIGINT or SIGQUIT. We don't do this checking all the time because
X! * the user may be typing ahead input for another program (e.g. if this
X! * is a little utility of some sort) and we shouldn't steal keystrokes
X! * unless necessary.
X! */
X
X unsigned int console_read_byte(handle)
X int handle;
X {
```

```
X! k_buf *p;
X! short i, j, dev;
X unsigned scan, key, shft;
X+ long r;
X
X+ dev = LOOKUP(handle);
X+
X if (_str) {
X if (*_str)
X return *(unsigned char *)_str++;
X***************
X*** 62,68 ****
X else
X _str = 0;
X }
X! r = Crawcin();
X scan = (r & 0x00ff0000) >> 16;
X key = r & 0x00ff;
X if (scan > 0 && scan < N_KEYCODES) {
X--- 165,182 ----
X else
X _str = 0;
X }
X!
X! p = IN_BUF(dev);
X! if ( p->head != (i = p->tail)) {
X! j = p->tail + 1;
X! if (j >= KBUFSIZ)
X! j = 0;
X! p->tail = j;
X! r = p->buffer[i];
X! }
X! else
X! r = raw_in(dev);
X!
X scan = (r & 0x00ff0000) >> 16;
X key = r & 0x00ff;
X if (scan > 0 && scan < N_KEYCODES) {
X***************
X*** 81,90 ****
X int console_input_status(handle)
X int handle;
X {
X! return (_str && *_str) ? 1 : Cconis();
X! }
X
X! /* The write routine, on the other hand, is completely general */
X
X void
X console_write_byte(handle, n)
```

```
X--- 195,208 ----
X int console_input_status(handle)
X int handle;
X {
X! short dev;
X! k_buf *p;
X
X! if (_str && *_str) return 1;
X! dev = LOOKUP(handle);
X! p = IN_BUF(dev);
X! return (p->head != p->tail) || raw_instat(dev);
X! }
X
X void
X console_write_byte(handle, n)
X***************
X*** 91,113 ****
X int handle;
X int n;
X {
X! char c = (char) n;
X! Fwrite(handle, 1L, &c);
X! }
X!
X! /* routine to duplicate a string for the console input routines */
X!
X! static
X! char *__strdup(char **x, char *y)
X! {
X! char *s = *x;
X!
X! if (s) free(s);
X! if (y) {
X! s = malloc(strlen(y)+1);
X! strcpy(s, y);
X }
X! else
X! s = 0;
X! *x = s;
X }
X--- 209,253 ----
X int handle;
X int n;
X {
X! long c;
X! short i, j, waiting = 0;
X! char ch;
X! k_buf *p;
X! short dev;
X!
```

```
X! dev = LOOKUP(handle);
X! p = IN_BUF(dev);
X! restart:
X! while (__check_signals && (raw_instat(dev) || waiting)) {
X! c = raw_in(dev);
X! if (!(__ttymode & RAW)) {
X! ch = c & 0xff;
X! if (ch == ('S'-'@')) {
X! waiting = 1;
X! }
X! else if (ch == ('Q'-'@')) {
X! waiting = 0;
X! }
X! else if (ch == __tchars[TC_INTRC]) {
X! p->head = p->tail;
X! raise(SIGINT);
X! }
X! else if (ch == __tchars[TC_QUITC]) {
X! p->head = p->tail;
X! raise(SIGQUIT);
X! }
X! else if (!waiting) {
X! i = p->head;
X! j = i + 1;
X! if (j >= KBUFSIZ) j = 0;
X! if (j != p->tail) {
X! p->buffer[i] = c;
X! p->head = j;
X! }
X! }
X! }
X }
X! /* raw_out(dev, n); */
X! ch = n;
X! Fwrite(handle, 1L, &ch);
X }
SHAR_EOF
if test 13190 -ne "`cat 'diffs' | wc -c`"
then
echo shar: error transmitting "'diffs'" '(should have been 13190 characters)'
fi
echo shar: extracting "'makefile.16'" '(832 characters)'
if test -f 'makefile.16'
then
echo shar: over-writing existing file "'makefile.16'"
fi
sed 's/^X//' << \SHAR_EOF > 'makefile.16'
X# Makefile for the GCC curses/termcap library (16 bit int default)
X
XCC= d:\gnu\bin\gcc.ttp
```

```
XCPP=d:\gnu\bin\gcc-cpp.ttp
XAR= d:\gnu\bin\gcc-ar.ttp
XAS= $(CC)
XLIB = d:\gnu\lib
XINC = d:\gnu\include
X
XMODEL = -mshort
XDEFINES = -DDGK -DGEMDOS
XCOPTS= -O -fomit-frame-pointer -fcombine-regs -fstrength-reduce \
X -DNDEBUG $(DEFINES) $(XFLAGS)
X
X# normal CFLAGS
XCFLAGS= $(MODEL) $(COPTS)
X
X# CFLAGS sans -fomit-frame-pointer
XCFFLAGS = $(MODEL) -O -DNDEBUG $(DEFINES)
X
X# cflags for stuff that needs to be compiled with 32 bit ints
XCLFLAGS= $(COPTS) -DSHORTLIB
X
X# flags to $(CC) when it runs the assembler only
XASFLAGS= -c
X
X# pre-processor flags
XPPFLAGS= -P -D__MSHORT__ -DNDEBUG
X
X# library targets
XCURSES= curses16.olb
XTERMCAP = termcap16.olb
X
X# the stuff to make
XALL= $(CURSES) $(TERMCAP)
X
XTESTS = testtcp.ttp twinkle.ttp worms.ttp
X
Xinclude mincl
SHAR_EOF
if test 832 -ne "`cat 'makefile.16' | wc -c`"
then
echo shar: error transmitting "'makefile.16'" '(should have been 832 characters)'
fi
echo shar: extracting "'makefile.32'" '(837 characters)'
if test -f 'makefile.32'
then
echo shar: over-writing existing file "'makefile.32'"
fi
sed 's/^X//' << \SHAR_EOF > 'makefile.32'
X# Makefile for the GCC curses/termcap library (32 bit int default)
X
XCC= d:\gnu\bin\gcc.ttp
```

```
XCPP=d:\gnu\bin\gcc-cpp.ttp
XAR= d:\gnu\bin\gcc-ar.ttp
XAS= $(CC)
XLIB = d:\gnu\lib
XINC = d:\gnu\include
X
XMODEL =
XDEFINES = -DDGK -DGEMDOS
XCOPTS= -O -fomit-frame-pointer -fcombine-regs -fstrength-reduce \
X -DNDEBUG $(DEFINES) $(XFLAGS)
X
X# normal CFLAGS
XCFLAGS= $(MODEL) $(COPTS)
X
X# CFLAGS sans -fomit-frame-pointer
XCFFLAGS = $(MODEL) -O -DNDEBUG
X
X# cflags for stuff that needs to be compiled with 32 bit ints
X# (this def is needed for the common include file)
XCLFLAGS= $(CFLAGS)
X
X# flags to $(CC) when it runs the assembler only
XASFLAGS= -c
X
X# pre-processor flags
XPPFLAGS= -P -DNDEBUG
X
X# library targets
XCURSES= curses.olb
XTERMCAP = termcap.olb
X
X# the stuff to make
XALL= $(CURSES) $(TERMCAP)
X
XTESTS = testtcp.ttp twinkle.ttp worms.ttp
X
Xinclude mincl
SHAR_EOF
if test 837 -ne "`cat 'makefile.32' | wc -c`"
then
echo shar: error transmitting "'makefile.32'" '(should have been 837 characters)'
fi
echo shar: extracting "'mincl'" '(1111 characters)'
if test -f 'mincl'
then
echo shar: over-writing existing file "'mincl'"
fi
sed 's/^X//' << \SHAR_EOF > 'mincl'
XCURSEOBJ = addbytes.o addch.o addstr.o box.o clear.o clrtobot.o clrtoeol.o \
X cr_put.o cr_tty.o curses.o delch.o deleteln.o delwin.o endwin.o \
```

```
X erase.o fullname.o getch.o getstr.o id_subwin.o idlok.o \
X initscr.o insch.o insertln.o longname.o move.o mvprintw.o \
X mvscanw.o mvwin.o newwin.o overlay.o overwrite.o printw.o \
X putchar.o refresh.o scanw.o scroll.o standout.o toucholap.o \
X touchwin.o tstp.o unctrl.o
X
XTERMOBJ = tgetent.o tgetflag.o tgetnum.o tgetstr.o tgoto.o \
X tputs.o isdigit.o fgetlr.o
X
XOTHER = xconsole.o
X
Xall: $(ALL)
X
X$(CURSES) : $(CURSEOBJ) $(TERMOBJ) $(OTHER)
X rm -f $@
X $(AR) rs $@ $^
X
X$(TERMCAP): $(TERMOBJ) $(OTHER)
X rm -f $@
X $(AR) rs $@ $^
X
Xinstall: $(ALL)
X cp $(ALL) $(LIB)
X cp curses.h $(INC)
X
X
Xclean :
X rm -f $(CURSEOBJ) $(TERMOBJ) $(OTHER) $(TESTS)
X
Xrealclean : clean
X rm -f $(ALL) report core
X
Xtests: $(TESTS)
X
Xtesttcp.ttp: testtcp.o
X $(CC) $(MODEL) -o testtcp.ttp testtcp.o -l$(CURSES)
X
Xtwinkle.ttp: twinkle.o
X $(CC) $(MODEL) -o twinkle.ttp twinkle.o -l$(CURSES)
X
Xworms.ttp: worms.o
X $(CC) $(MODEL) -o worms.ttp worms.o -l$(CURSES)
X
X.PHONY: install clean realclean tests all
SHAR_EOF
if test 1111 -ne "`cat 'mincl' | wc -c`"
then
echo shar: error transmitting "'mincl'" '(should have been 1111 characters)'
fi
echo shar: extracting "'testtab.c'" '(409 characters)'
```

```
if test -f 'testtab.c'
then
echo shar: over-writing existing file "'testtab.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'testtab.c'
X#include <curses.h>
X
Xmain()
X{
X initscr();
X clear();
X move(9,0);
X addstr("12345678123456781234567812345678123456781234567812345678");
X
X move(10,0);
X addch('\t'); addch('8'); addch('\t'); addch('8'); addch('\t'); addch('8');
X addch('\t'); addch('8');
X
X move(15,0);
X addstr("\t8\t8\t8\t8");
X
X move(17,0); addstr("hit return to finish -->");
X refresh();
X getch();
X endwin();
X}
X
X
SHAR_EOF
echo shar: a missing newline was added to "'testtab.c'"
if test 409 -ne "`cat 'testtab.c' | wc -c`"
then
echo shar: error transmitting "'testtab.c'" '(should have been 409 characters)'
fi
# End of shell archive
exit 0
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
```

1790. Re: bug in GNU library

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-28 19:48:23 UTC
From: rcb@netcom.COM
Message-ID: <1991Mar28.194823.2209@netcom.COM>
Source record: 48730

In article <1991Mar27.152726.8444@doe.utoronto.ca> david@doe.utoronto.ca (David Megginson) writes:
>
>In <1991Mar27.030421.587@netcom.COM>, Roy Bixler writes:
>>
>> I've found a bug (or at least an unintuitive feature :-)) in the
>> library supplied with GNU C 1.37.1 found on atari.archive. When I
>> make a call to stat(), after the call, the address returned by
>> Fgetdta() is different than it was before the call. Is this a bug?
>> If so, why would it be desirable for stat() to have this side-effect?
>>
>> --
>> Roy Bixler
>> rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
>
>That's precisely why you have to call Fgetdta(). Usually, you would not
>want to mix Unix-type calls (stat()) and TOS-type calls (Fsfirst()/Fsnext())
>in the same program anyway, but if you have to, always check.

I would argue that the stat() and all other such functions should have
an Fgetdta() in the 1st line of their code and an Fsetdta() in the
last. That is just good practice. Probably a moot point, since GCC
library is free and you get what you pay for.

[reasons for stat() et al's unfriendly behavior deleted]

>In general, you might want to switch to Eric Smith's MiNT library. It
>is an update and improvement on the standard GCC library, and is
>also available on atari.archive.

Yes, but you need MiNT to run a program compiled with that library,
correct? If not, that is definitely a win-win situation!

>
>
>--
>//
>/ David Megginson david@doe.utoronto.ca /
>/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
>//

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb

1791. Atari ST Graphics and C

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-28 20:48:40 UTC
From: ad0834@leah.albany.edu
Message-ID: <1991Mar28.204840.4726@sarah.albany.edu>
Source record: 48731
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello -

I'm wondering if anyone could give me some information on
Atari ST AES/VDI calls. I am using the Sozobon C development system
and I have the bindings for these calls, but I can't seem to find
anything on what the calls actually are! Everything I read seems to
assume that I own a copy of the ST Development Toolkit, which I don't.

Does anyone know of any documentation I might be able to find
online which would explain how to use these calls?

- Thanks

Andy Dickinson

--
Internet : ad0834@leah.albany.edu Bitnet : AD0834@ALBNYVMS.BITNET
USMail : 161 Lark St., Albany NY 12210 - 1427 Ph : (518) 426 - 7907
* * * SUNY Albany Coalition to End the Gulf War : [Info : (518) 426 - 7907]
* * Capital Dist. Draft and Milatary Counselors : [Info : (518) 434 - 4037]

1792. Re: Connecting to a Non-atari monitor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-28 23:46:02 UTC
From: bill@mwca.UUCP
Message-ID: <1831@mwca.UUCP>
Source record: 48732
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <246@jupiter.sae.com> malay@sae.com (Bob Malay) writes:
>Help! How can I connect a Zenith Data Systems ZVM-135 RGB Monitor to an
>Atari 1040STE?
[specs deleted]

Whether this will work depends on what sync rates it is capable of supporting;
it certainly has the right connections. Judging by the model number (135) and
supported modes, it almost sounds like the Philips/Magnavoc CM135 which is now
being sold by Atari (minus the composite and digital RGB options) as the
SC1435...
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
######Opinions expressed are my own, though you'd be wise to adopt them!######

1793. Re: HD and DD floppies (Was: FTP problems)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-29 01:04:00 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Mar29.010400.22832@jato.jpl.nasa.gov>
Source record: 48733

In article <MbvwaYm00VIE08N4wf@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>> Excerpts from netnews.comp.sys.atari.st.tech: 25-Mar-91 HD and DD
>> floppies (Was: FT.. John Janssen@hijg.prl.ph (1804)
>
>> 2. The material structure of the floppies is somewhat
>> different. (Note: I'm not an expert in this latter area).
>
>Nope, on both counts. You are not an expert :^), and there is absolutely
>no material difference between the two disks. This is a big lie from the
>disk makers to charge way too much for DS/HD disks.... [stuff deleted]

On 5.25 inch disks, DS/DD (360K) and DS/HD (1.2M) use different coercivity
media, 300 Oersted media for DS/DD and 600 Oersted for DS/HD. If you put
a DS/HD disk in a DS/DD drive, you might fry the heads.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1794. ST BibTeX v0.99c 'Features'

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-29 04:09:31 UTC
From: latornel@unixg.ubc.ca
Message-ID: <1991Mar29.040931.24686@unixg.ubc.ca>
Source record: 48734

The version of BibTeX (0.99c, I think) that I got from
dsrgsun.ces.CWRU.edu about a year ago with the rest of the TeX stuff
that I use has a couple of (for me) annoying 'features':
1) The environment variables TEXBIB and TEXINPUTS may only be
set to a single path, not a series of paths separated by ;s.
2) BibTeX chakes when it finds a path with /s as separators
(rather than \s) in a .aux file.
Both of these make this version of BibTeX slightly incompatible with
the ST port of TeX v2.9. I've worked around them by some creative
script writing in Gulam but I'd like to do better.

Hence, can anyone direct me to a version of BibTeX for the ST that
overcomes the above limitations? I've checked the version at
atari.archive and it appears to suffer from the same problems. If
such a beast doesn't exist, can anyone point me in the direction of
the sources so that I can fix them myself (you'd think I had time on
my hands or something... :-). I know I could start over again from
the MS-DOS Turbo C sources that Jeffery Long (who no longer seems to
exist at the email address given in his docs) used for the port to the
ST but that would definitely be reinventing the wheel (or at least
retreading the tire...)
--
Doug Latornell
CAM/Robotics Lab --- Mech. Eng. Dept. <latornell@mech.ubc.ca> <-- preferred
University of British Columbia <latornel@unixg.ubc.ca>
Vancouver, British Columbia, Canada

1795. Re: Re: Atari ST Graphics and C

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-29 05:51:06 UTC
From: steve@thelake.mn.org
Message-ID: <A3194164860@thelake.mn.org>
Source record: 48735
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

[In article <1991Mar28.204840.4726@sarah.albany.edu>,
ad0834@leah.albany.edu (Andy Dickinson) writes ...]

> I'm wondering if anyone could give me some information on
> Atari ST AES/VDI calls. I am using the Sozobon C development system
> and I have the bindings for these calls, but I can't seem to find
> anything on what the calls actually are! Everything I read seems to
> assume that I own a copy of the ST Development Toolkit, which I don't.
>
> Does anyone know of any documentation I might be able to find
> online which would explain how to use these calls?

Online? Not much. The Tim Oren ``Pro GEM'' series should be available
at atari.archive.umich.edu; it's a GEM programming tutorial. You also
should make a point of grabbing all the GEM C code you can find.

(This is a good point at which to insert another appeal for authors
of PD programs to publish their source code.)

Books to look for include the Abacus ``Atari ST GEM Programmer's
Reference'' and Bantam's ``Atari ST Application Programming'' (which is
out of print).

Try your college library and don't forget about interlibrary loans.

Using the Bantam book as a guide, I wrote a set of AES bindings a couple
of years ago and fully intended to complete the job with VDI bindings and
documentation, but set the project aside when Ian Lepore's GEMfast
libraries appeared. Maybe I should have done the docs anyway.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
GEnie: S.YELVINGTO2 Delphi: YELVINGTON

1796. Re: bug in GNU library

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-29 11:57:43 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Mar29.115743.19167@doe.utoronto.ca>
Source record: 48736

In <1991Mar28.194823.2209@netcom.COM>, Roy Bixler writes:
>
> Yes, but you need MiNT to run a program compiled with that library,
> correct? If not, that is definitely a win-win situation!
>

You don't need MiNT, unless your program is doing stuff that TOS really
doesn't support, like forking.

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1797. Re: Megafile 44 slowing down...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-29 14:36:45 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar29.143645.17980@actrix.gen.nz>
Source record: 48737

Distribution:world

In article <484@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
> In <3127@laura.UUCP> klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:
>
> >In article <1495@ahds.UUCP>, dick@ahds.UUCP (Dick Heijne CCS/TS) writes:
> >|> ... under TOS I have a severe problem of VVVEEERRRRYYYY slow performance
> >|> when
> >|> I want to ADD a file on the partition and it's still decreasing....
> >|>
>
> >You aren't using TOS 1.4, are you? Get it and your problem will vanish.
>
> Or, try out TURBODOS (it is on atari.archive).
>
> A word of warning though: I used TURBODOS for 2 years, and I experienced
> occasional problems with files, and eventually had corrupted files. This
> may have just been a bad sector in an unfortunate place, who knows, but
> now I've got TOS 1.4, so I'll never know.
>
> If you try it, you'll like it - it speeds things up HEAPS.
>
> Warwick.
> --
> _--_|\ warwick@cs.uq.oz.au
> / * <-- Computer Science Department,
> _.--._/ University of Queensland,
> v AUSTRALIA.

Don't ever use TURBODOS, its VERY buggy, even Atari does not recomend it.

From what I have read, it was compiled with Turbo 'C' Version 1.0,
this I believe has/had bugs in its libraries.

Far better to go and get TOS 1.4, and possibly try a Optomiser
on your Partitions..
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1798. Re: Re: Atari ST Graphics and C

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-29 16:25:23 UTC
From: ad0834@leah.albany.edu
Message-ID: <1991Mar29.162523.15852@sarah.albany.edu>
Source record: 48738

In article <A3194164860@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:

>Online? Not much. The Tim Oren ``Pro GEM'' series should be available
>at atari.archive.umich.edu; it's a GEM programming tutorial. You also
>should make a point of grabbing all the GEM C code you can find.

Yeah -- I was looking for the Pro Gem series... Does anyone know where
it is? I can't seem to find it on atari.archive.umich.edu...

I did find a program at archive-server@panarthea.sun.com called
fract.c which had some excelent line-a opcode bindings in it.

- Andy Dickinson

--
Internet : ad0834@leah.albany.edu Bitnet : AD0834@ALBNYVMS.BITNET
USMail : 161 Lark St., Albany NY 12210 - 1427 Ph : (518) 426 - 7907
* * * SUNY Albany Coalition to End the Gulf War : [Info : (518) 426 - 7907]
* * Capital Dist. Draft and Milatary Counselors : [Info : (518) 434 - 4037]

1799. Re: Basic hardware upgrade help / resources sought

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-29 19:17:17 UTC
From: bill@mwca.UUCP
Message-ID: <1832@mwca.UUCP>
Source record: 48739
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1991Mar26.174120.47166@cc.usu.edu> slp9m@cc.usu.edu writes:
>...Here are the most urgent issues:
>...
>4. Mouse alternatives. I hate the switches in my original Atari
>mouse. Are there other mice that work?

For those of you who aren't aware, Logitech has come out with the "Logitech ST" mouse - I know that B&C Computervisions in Santa Clara has it ($59.95), and Microtyme advertised it recently in one of the magazines. The Logitech mice for the PC are well-regarded, I have no reason to believe the ST mouse isn't equally nice. It's good to see a major company jumping into the ST marketplace...

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
######Opinions expressed are my own, though you'd be wise to adopt them!######

1800. Re: MACH for a TT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-29 19:30:20 UTC
From: pietrzak@skybridge.SCL.CWRU.Edu
Message-ID: <1991Mar29.193020.28921@usenet.ins.cwru.edu>
Source record: 48740

In article <1991Mar28.083305.11888@jato.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>Bleah. As you may recall, the original NeXT cube used a 25MHz 68030 and
>MACH. As you may also recall, the original NeXT cube ran at blazing slug-like
>speeds.

'Course, you must remember that most of the time when people were showing off the NeXT, Mach was pushing this little program called display postscript to put absolutely anything at all on the screen. I think this probably put a damper on its top speed...

John Pietrzak

1801. Re: HD and DD floppies (Was: FTP problems)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-30 03:10:21 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <8bx06Ry00WAw88BWUu@andrew.cmu.edu>
Source record: 48641

> Excerpts from netnews.comp.sys.atari.st.tech: 29-Mar-91 Re: HD and DD
> floppies (Was.. Van Snyder@jato.jpl.nasa (836)

> On 5.25 inch disks, DS/DD (360K) and DS/HD (1.2M) use different
> coercivity
> media, 300 Oersted media for DS/DD and 600 Oersted for DS/HD. If you put
> a DS/HD disk in a DS/DD drive, you might fry the heads.

This is not the case with 3.5 inch disks, however. Several articles have
been written about the subject in many magazines, and when asked, the
disk manufacturers admit as much. They try to add stuff about non-tested
reliability, but what it comes down to is that the disks are identical,
and if it formats and works O.K., then it has just passed the test. You
save by doing the test yourself.

1802. Re: HD and DD floppies (Was: FTP problems)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-30 13:34:47 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991Mar30.133447.26083@actrix.gen.nz>
Source record: 48642

Distribution:world

In article <8bx06Ry00WAw88BWUu@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
> > Excerpts from netnews.comp.sys.atari.st.tech: 29-Mar-91 Re: HD and DD
> > floppies (Was.. Van Snyder@jato.jpl.nasa (836)
>
> > On 5.25 inch disks, DS/DD (360K) and DS/HD (1.2M) use different
> > coercivity
> > media, 300 Oersted media for DS/DD and 600 Oersted for DS/HD. If you put
> > a DS/HD disk in a DS/DD drive, you might fry the heads.
>
> This is not the case with 3.5 inch disks, however. Several articles have
> been written about the subject in many magazines, and when asked, the
> disk manufacturers admit as much. They try to add stuff about non-tested
> reliability, but what it comes down to is that the disks are identical,
> and if it formats and works O.K., then it has just passed the test. You
> save by doing the test yourself.

Well here is my .02 cents worth, why is it that a lot of HD disks fail
when Formating on DD drives ??
I am of the same opinion that HD disks do have a higher Oersteds than
DD disks.

Also if HD disks have been Formated on a HD drive to 1.4 megs,
they can't be used on a DD drive, because of the lower Erase Flux of
DD drives.
They can't Erase the data, because of the higher Oersted of the disk media
This has happened...

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

1803. Mega expansion bus card

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-30 18:25:30 UTC
From: jhp@sactoh0.sac.ca.us
Message-ID: <1991Mar30.182530.6875@sactoh0.sac.ca.us>
Source record: 48643

A few months ago I left a message inquiring about the specs for the
Mega bus. I received the information and hope to put it to use.
One question I forgot to ask was :

Does anyone know where to purchase the plug-in card for the board?

Thanks. Again.

--

- Usenet : jhp@sactoh0.SAC.CA.US -
- UUCP : ames!pacbell!sactoh0!jhp (or so I've been told) -
"There's a lesson here somewhere." --Space Ghost

1804. Re: Need a cooling fan for my 1040ST with ZRAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-31 00:23:00 UTC
From: adamd@rhi.hi.is
Message-ID: <2994@krafla.rhi.hi.is>
Source record: 48644
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1991Mar26.192606.8264@cs.wayne.edu> pbh@jake.cc.wayne.edu (Patrick Haggood) writes:

>> J. Harris writes about how his ST with ZRAM stops running after a few
>> hours, then when left off for 2-3 hours, boots fine.

>I've been having the same problems with my ST. I figured it was heat,

It could be heat affecting the memory board, heat from the power supply
spreading through the metal shielding and motherboard, or the Atari power
supply is pushing its limits.

By far the most heat in the computer is the power supply. I haven't
calculated the power loss in that supply but it doesn't look very efficient.
There are two choices available. A fan was already mentioned. The best place
in a 1040 for a fan is just to the right of the power supply, blowing upwards.
A good fan would draw most of its air from the side where the power supply is.
Venting slats also have to be opened up in order to get a reasonable airflow.

I chose the other (and probably simpler) solution. I removed the power supply
altogether and fitted a diskdrive power connector where the switch used to be.
Plug in any off-the-shelf power supply and go. All the heat is outside where it
belongs, also there is no danger of accidently pulling out the (DC) power cord
because it is a snap fit. I have room in the computer box now for an internal
hard disk and am not restricted to using the standard Atari PSU with all its
shortcomings. If the standard PSU must be used it can be mounted in an aluminum
box. To avoid RFI leakage it is a good idea to use a screened cable for the DC
power and close with metal the hole where the AC power cord used to plug in.

I hope this will help someone.
--
Adam David. (adamd@rhi.hi.is)

1805. Ptermres()

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-31 01:59:05 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Mar31015905@wookumz.gnu.ai.mit.edu>
Source record: 48647

If I want a program to malloc() some memory (which I want to stay around after exiting) can I then do a Ptermres(0, 0) or do I still have to save the whole program in memory in order to keep that malloc'ed memory around? Or should I do Ptermres(256, 0) to keep only the basepage? Is it legal to only keep part of the program from the top to a certain point in the middle? What is the proper way to calculate the first parameter for Ptermres to keep the whole thing? I'm currently doing Ptermres((base->hitpa - base->lowtpa), 0).

Thanks,
entropy

1806. Re: Type faster than write? (was Re: ST Pad specs)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-31 04:45:43 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <1991Mar30.234656.24009@news.cs.indiana.edu>
Source record: 48645
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Once you get use to TeX you can type math faster and neater than you can write it long hand. Also, although text editors are not good symbolic algebra systems, they can go substitutions so they are of some use.

1807. Okami Shell

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-31 05:24:00 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Mar31.002400.14269@mailer.cc.fsu.edu>
Source record: 48646

Ok, last chance (for me :-)). Does anyone have this package? Can I get it (and put it on atari.archive) via email or ftp from anywhere? If not, I am going to try to send a SASE to Germany.

In case you missed out on the posts about this package, it is reputed to be a Unix-like shell for the ST, complete with piping and a collection of Unix-like utilities. I use Gulam a lot, and this sounds even better . . .

--

Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |

1808. Re: ST Pad specs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-31 10:52:27 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b4p1pw@jonh.wimsey.bc.ca>
Source record: 48648
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1991Mar28.165346.17417@uvm.edu>, Robert B. Pegram writes:
>
>Speaking of CeBIT, what news of TT Sys V R4? I heard it was supposed
>to be introduced there, I know Amiga Sys V R4 is there. I am just a
>little cynical about an Atari Unix introduction any time soon - come
>on guys, make me eat those words! 8-)

I understand there's some screen-shots of the TT running Atari
Unix up on GEnie. A friend of mine said it was shipping, and requires
8 meg and 100+ meg of hard drive (what, no floppy version? ;-}).
The TTx has not been announced yet. Please note, this information
is from Canada, and so may not accurately reflect conditions in the U.S.

--
John Henders jhenders@jonh.wimsey.bc.ca
MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
Vancouver,B.C

1809. Re: Need a cooling fan for my 1040ST with ZRAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-31 20:27:42 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <7869@jhunix.HCF.JHU.EDU>
Source record: 48649
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>> J. Harris writes about how his ST with ZRAM stops running after a few
>> hours, then when left off for 2-3 hours, boots fine.
>
>I've been having the same problems with my ST. I figured it was heat,
>but I can't seem to find a fan for the thing. I remember a device
>called COM-COOL that sat on top of the Commodore 1541 disk drive, someone
>recommended that I get this as it fit nicely on a 1040. But, I CANT
>FIND ONE ANYWHERE! I need a fan that sits right over the power supply
>on the 1040 (where I could probably fry eggs if I wanted to), but the
>supply also has to have its own power pack, as I don't want to tax the
>power supply any more than I am already.

[stuff deleted...]

>Patrick B. Haggood
>Wayne STate University
>Detroit, MI
>Physics - Class of 1991 (-2?)

This was posted some time ago on comp.sys.atari.st.

--------------------------------------------------------------------------------

Installing a fan on my 1040ST was a sinch. First, I took the sucker apart.
(Warranty??? What warranty??? Oh yeah, do this 91 days after you buy the
machine.) There is a beautiful place to mount the fan between the power
supply and the disk drive right on top of the RF shielding. I just cut a
hole there about 2"x2" and mounted the fan with 4 screws. Since it was
a 12V DC fan, I just connected one wire to the +12V spot on the power supply
and the other to the negative spot. These are labeled on the power supply
so you should have no trouble finding them. Then I put the thing back
together. It fits perfectly. Just go to your local Radio Shack and buy
the fan. I think they have 2 models that will fit in this small space. I
can't remember the part number. It is about 3"x3"x1.5". It is really
quiet too if you put a small resistor inline or a potentiometer to slow the
fan down a bit. Even at full speed, however, the bugger is relatively
quiet compared to a pee cee fan. Bonne chance!

Chris Mauritz
cmm1@cunixa.cc.columbia.edu

--------------------------------------------------------------------------------

Hope this helps!
```

Dom Alvear
d_alvear@jhunix.hcf.jhu.edu
alvear@crabcake.cs.jhu.edu

1810. Re: MEGA STE INFO(Hardware Part 2)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-03-31 23:59:16 UTC
From: bgr@uncle-bens.rice.edu
Message-ID: <1991Mar31.235916.5626@rice.edu>
Source record: 48650
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Mar31.181651.9813@daffy.cs.wisc.edu>, carter@cat23.cs.wisc.edu (Gregory Carter) writes:
>
> I didn't think I had a 68881, but I do. WHY, and if it will ever be of
> any use, who knows. I think Atari could have saved themselves some money
> though by dumping the blitter and math coprocessor. It really is stupid
> on a 16MHz M68000.
>
I disagree. The software floating point routines even at 16 MHz could easily take 5 or 10 times as long as the 68881, and you will find that any computer that is halfway serious about graphics has a blitter or graphics engine that does BitBLT.

1811. ftp sites

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-01 02:29:10 UTC
From: nils@ooc.uva.nl
Message-ID: <19069@slice.ooc.uva.nl>
Source record: 48651

I don't know if this is the right newsgroup to post this message, but
I need to get hold of some atari ftp sites, since I am looking for certain
programmes. could anybody help me out???

nils@ooc.uva.nl

1812. Turbo C's Wierd Behavior

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-01 06:51:27 UTC
From: carter@cat34.cs.wisc.edu
Message-ID: <1991Apr1.065127.11604@daffy.cs.wisc.edu>
Source record: 48652
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Cold anybody explain why Turbo C 2.0 takes a long constant like this:

ffff8e20 and turns it into -> 8e20 then takes
00ff8e20 -> ffff8e20???

I had this occur when I was working on my app program..MOST ANNOYING.

It seems to only generate the correct address when you insert the two 00's
????

--Gregory

1813. Re: bug in GNU library

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-01 20:02:48 UTC
From: apratt@atari.UUCP
Message-ID: <2888@atari.UUCP>
Source record: 48653

>In <1991Mar27.030421.587@netcom.COM>, Roy Bixler writes:
>>
>> I've found a bug (or at least an unintuitive feature :-)) in the
>> library supplied with GNU C 1.37.1 found on atari.archive. When I
>> make a call to stat(), after the call, the address returned by
>> Fgetdta() is different than it was before the call. Is this a bug?

Yes. Every library call which changes something like the DTA address
should change it back. Most of them do; this one doesn't. I think it
only doesn't under some circumstances, like when the file doesn't exist.

david@doe.utoronto.ca (David Megginson) writes:

>In general, you might want to switch to Eric Smith's MiNT library. It
>is an update and improvement on the standard GCC library, and is
>also available on atari.archive.

And furthermore it incorporates bugfixes which have percolated into both
libraries over the time since the 1.37.1 port for the ST was released.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1814. Sozobon C, Floating point

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-01 20:42:44 UTC
From: ad0834@leah.albany.edu
Message-ID: <1991Apr1.204244.25037@sarah.albany.edu>
Source record: 48654
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello -

Does anyone out there have any experience with the Sozobon C compiler? I'm trying to write a program which uses a good deal of floating point math to produce fractals and I just can't get it to work. The program seems to compile fine, but when I try to run it I keep getting a "Stack Overflow" error. I have ported the program to other systems (UNIX, MS-DOS) and it runs fine, but the atari just won't do it.

Help!

- Andy Dickinson

--
Internet : ad0834@leah.albany.edu Bitnet : AD0834@ALBNYVMS.BITNET
USMail : 161 Lark St., Albany NY 12210 - 1427 Ph : (518) 426 - 7907
* * * SUNY Albany Coalition to End the Gulf War : [Info : (518) 426 - 7907]
* * Capital Dist. Draft and Milatary Counselors : [Info : (518) 434 - 4037]

1815. Re: ftp sites

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-01 22:40:23 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr1.171231.7948@mailer.cc.fsu.edu>
Source record: 48655

In article <19069@slice.ooc.uva.nl>, nils@ooc.uva.nl (Nils Arbeitstein) writes:
>I don't know if this is the right newsgroup to post this message, but
>I need to get hold of some atari ftp sites, since I am looking for certain
>programmes. could anybody help me out???
>
>nils@ooc.uva.nl

Here are some sites that have a large list of ftp sites available. It is
updated every month. The file is usually called anon.ftp.sites.Z (so you
need to uncompress it, etc). Just type "grep atari <ftplistname>" to get
all the ones that have ST stuff.

acns.nwu.edu 129.105.49.1
pine.circa.ufl.edu 128.227.128.55
ssyx.ucsc.edu 128.114.133.1
mailrus.cc.umich.edu 35.1.1.26
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

1816. 8bit <--> ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-01 23:41:32 UTC
From: twmanino@eos.ncsu.edu
Message-ID: <1991Apr1.234132.3217@ncsu.edu>
Source record: 48656
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

I am attempting to transfer files between my 800 and my 1040ST.
I have made a null modem cable with pins 2-3, 3-2, 7-7.
I am using Omnicomm on the 800 side, and Uniterm on the ST side. I am getting
timout errors and such. Am I missing something? I know people have
had success doing this sort of thing. Could one of you kind souls tell
me what incantations I must use in order to get this to work?

Thanks to all,
Tony
twmanino@eos.ncsu.edu

1817. Parameters of hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-02 00:47:10 UTC
From: bill@mwca.UUCP
Message-ID: <1833@mwca.UUCP>
Source record: 48657

I have reason to think I've mis-set the number of sectors my Micropolis
1375 SCSI hard disk (~150 MB) has - does anyone know exactly how many
sectors it should have? Post or e-mail please!
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
######Opinions expressed are my own, though you'd be wise to adopt them!######

1818. Re: bug in GNU library

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-02 02:32:35 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Apr1.213235.8915@uwovax.uwo.ca>
Source record: 48658

```
>>> I've found a bug (or at least an unintuitive feature :-) ) in the
>>> library supplied with GNU C 1.37.1 found on atari.archive. When I
>>> make a call to stat(), after the call, the address returned by
>>> Fgetdta() is different than it was before the call. Is this a bug?
>>> If so, why would it be desirable for stat() to have this side-effect?

> I would argue that the stat() and all other such functions should have
> an Fgetdta() in the 1st line of their code and an Fsetdta() in the
> last. That is just good practice.
>
You're quite correct. Actually, in the latest version of the GCC library
this *is* done, except that the function returns prematurely if the
file is not found (i.e. the DTA pointer is messed up if you do a stat()
on a file that doesn't exist). The MiNT library also has this bug at
patchlevel 7; it (and lots of other bugs) are fixed in patchlevel 8,
which is now available at atari.archive.

>>In general, you might want to switch to Eric Smith's MiNT library. It
>>is an update and improvement on the standard GCC library, and is
>>also available on atari.archive.
>
> Yes, but you need MiNT to run a program compiled with that library,
> correct? If not, that is definitely a win-win situation!
>
No, not correct. The library works under TOS, except that some functions
that are MiNT specific (e.g. fork, pipe, spawnve(P_NOWAIT,...)) will
fail -- if you avoid those kinds of functions, e.g. by writing standard
ANSI C, then your program will work fine under either TOS or MiNT.

(NetHack 3.0j was compiled with the MiNT library, for example, and that
certainly exercises a lot of functions!)
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet
```

1819. MiNT library patchlevel 8

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-02 02:40:16 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Apr1.214016.8916@uwovax.uwo.ca>
Source record: 48659

Patchlevel 8 of the MiNT library is now available for anonymous FTP
from atari.archive. The files:
mntlib8.zoo -- library source code
mntinc8.zoo -- include files; you'll need these!
mntolb8.zoo -- compiled .olb library binaries
may be found in the "mint" directory.

Some fairly serious bugs (spawnve() was putting the wrong value in for
argv[0], and crt0.s was using an incorrect test for whether a program
was launched as a .ACC or .PRG) were fixed, so you probably should get
this if you use the gcc and MiNT. (Even if you don't use MiNT, you can
still use the libraries to compile TOS programs that will work nicely for
MiNT users).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

1820. Gulam command-line parsing - how does it do it?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-02 04:00:23 UTC
From: rcb@netcom.COM
Message-ID: <1991Apr2.040023.20267@netcom.COM>
Source record: 48660

I have Gulam version 1.04.05 and just recently noticed some anomalous behavior. For example,

dcp foo bar '-*.o'

passes "foo bar '-*.o'" to the program, while

.\dcp foo bar '-*.o'

passes "foo bar -*.o" instead. I would prefer the latter rendering, but if I leave out the single quotes, Gulam says "'-*.o' failed" and never executes the program. Can anyone make sense out of this or offer any suggestions that would, no matter how the program is invoked, guarantee the second expansion? Of course, this begs the question: is there a (more recent) version of Gulam which behaves more consistently?

Now that we have MiNT and Bash/ksh, this becomes merely a curiosity, but I am curious all the same! Actually, more than curious, because I plan to release this program as shareware soon and would like to have a good answer for Gulam users.

'Thank you for your support.'

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
"Just when you think you know it all, it changes!"

1821. MIDI time code spec

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-02 04:01:29 UTC
From: swanee@megadata.mega.oz.au
Message-ID: <1991Apr2.040129.29274@megadata.mega.oz.au>
Source record: 48661
Cross-posted to: comp.music,comp.sys.atari.st.tech,rec.music.synth

Does anyone out there know where I could lay my hands on a copy of
the MIDI time code synchronisation specification?

Sla/n go fo/ill,

Geoff Swan ... swanee@megadata.oz (Sydney, Australia)

```
||||| ||||| |||||
< * * > < * * > < * * >
\ - / \ - / \ - /
~~~ ~~~ ~~~
```

1822. Re: Megafile 44 slowing down...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-02 09:04:12 UTC
From: hvaalde@cs.vu.nl
Message-ID: <9516@star.cs.vu.nl>
Source record: 48662

Roger.Sheppard@bbs.actrix.gen.nz writes:

>Don't ever use TURBODOS, its VERY buggy, even Atari does not recomend it.

TURBODOS crashed my HD several times
but if you don't want to buy TOS1.4 at the moment you could try FATSPEED
I have used FATSPEED for some years know with AHDI 3.01 never had any troubles

Harold van Aalderen (hvaalde@cs.vu.nl)

1823. Bug fix for Sozobon cc.c (and p2.c ?)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-02 11:12:52 UTC
From: ramaer@cs.utwente.nl
Message-ID: <1991Apr2.131252@cs.utwente.nl>
Source record: 48663

```
There is a bug in the compiler driver for Sozobon C which causes it to append
weird non ascii characters to filenames.
See the source file tools\cc.c , function: chsuf()
just before the `return' it sais
*suf = '\0'
and this should be
*p = '\0'

Bug2: i am not certain about the fix here,
hcc gives a bus error if you feed it
struct kdhjvcsjhzgxcv {
int x: /* colon instead of semicolon */
} abc;
or the following illegal C-code:
f(a)
int a;
{
int xs[] = {a,-a,0};
do_something(xs);
}

The first bur error occurs hcc\p2.c , function: conlval()
i changed
if (nd->e_token == ICON)
into
if (nd && nd->e_token == ICON)
and now hcc reports "need const expr" which is much more informative :-)

Do the authors read this newsgroup, or does anyone know an e-mail address
where to send the bug report?

Mark Ramaer
```

1824. Re: Ptermres()

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-02 11:14:27 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr2.111427.27780@informatik.uni-erlangen.de>
Source record: 48664

entropy@gnu.ai.mit.edu (entropy) writes:

>If I want a program to malloc() some memory (which I want to stay
>around after exiting) can I then do a Ptermres(0, 0) or do I still have
>to save the whole program in memory in order to keep that malloc'ed
>memory around? Or should I do Ptermres(256, 0) to keep only the

When you exit a program via Ptermres() everything you have malloc'ed
stays resident even if you say Ptermres(0,0). If you want to keep
your code resident, too, you'll have to reserve it via Ptermres().
It is legal to keep the start of your program resident and throw
the rest away.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

1825. Re: MIDI time code spec

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-02 18:32:49 UTC
From: gints@prophet.esd.sgi.com
Message-ID: <1991Apr2.183249.2733@odin.corp.sgi.com>
Source record: 48665
Cross-posted to: comp.music,comp.sys.atari.st.tech,rec.music.synth

>In article <1991Apr2.040129.29274@megadata.mega.oz.au>,
swanee@megadata.mega.oz.au >(Geoff Swan) writes:
>Does anyone out there know where I could lay my hands on a copy of
>the MIDI time code synchronisation specification?

You can get it in the MIDI 1.0 Detailed Specification available from:

The International MIDI Association
5316 W. 5th Street
Los Angeles, CA 90056 USA
(213) 649 - 6434

1826. Miscelaneous ST Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-02 19:54:51 UTC
From: efaskha@eniac.seas.upenn.edu
Message-ID: <40292@netnews.upenn.edu>
Source record: 48666

I'm new to the net, and I have several questions for you guys out there.
Feel free to answer any one or all of the following:

1) How do you get PC-Speed (yeah, i regret not getting the supercharger) to
recognize the ST mouse as Microsoft?

2) Do you know of a place that buys Spectre 128 cartridges? (I want to sell
mine if anyone wants it, I'll go for Spectre GCR)

3) Anyone wants to buy a Discovery Cartridge with Option 2?
Anyone knows of a place that buys them?

4) Can a parked hard disk withstand the X-ray machines at airports?
I have a Supra 30MB and when I travel for a month or longer, I want to take
it with me, but if I want to get it pass security, they make me open it
and turn it on, which effectively de-parks the head! Anyone out there
knows what to do?

Thanks!
Eli

1827. Abacus internals ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-02 20:21:52 UTC
From: gints@prophet.esd.sgi.com
Message-ID: <1991Apr2.202152.5522@odin.corp.sgi.com>
Source record: 48667

Hi !!!!!

Where may I obtain copies of the abacus internals? Later.

1828. Re: Megafile 44 slowing down...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-02 21:18:49 UTC
From: bart@bluemoon.uucp
Message-ID: <32osZ1w163w@bluemoon.uucp>
Source record: 48668

> For example, when I copy a file from a flop or from some directory into
> particular folder on the TOS (drive C) partition, the harddisk moves (it
> sounds and the orange BUSY light flashes once briefly), and than the ora
> BUSY led starts blinking with a frequency of approx. 1 blink/sec for abo
> (now) 19 times, after which the disk rattles again and stores the file i
> the appropriate place.

Try using FATSPEED.prg - speeds up dir search/access - instead of
blinking, it will light up, and stay lit up for a second or two, until it
finds a place for the file.

1829. MAC Printer Driver for OKIDATA 292/IBM Graphics?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-02 23:38:57 UTC
From: kron@netcom.COM
Message-ID: <1991Apr2.233857.18872@netcom.COM>
Source record: 48669
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've tried all of the vendors in the GCR Manual and none of them do the OKI 292 and local vendors. Any ideas?

Grappler says they are not compatible with any Atari/Amiga emulators. Has anyone tried them?

Printworks phone is no longer in service and

GDT Sofworks doesn't support the 292 (only 300 and up).

BTW -- I have a printworks printer driver for sale (originally $75) will take best offer.

--
Kenneth Kron kron@netcom.COM

1830. Re: Graphics and C on the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-02 23:48:47 UTC
From: crichmon@digi.lonestar.org
Message-ID: <1991Apr2.234847.18234@digi.lonestar.org>
Source record: 48670

> I'm wondering if anyone could give me some information on
> Atari ST AES/VDI calls. I am using the Sozobon C development system
> and I have the bindings for these calls, but I can't seem to find
> anything on what the calls actually are! Everything I read seems to
> assume that I own a copy of the ST Development Toolkit, which I don't.
>

The following books contain information about the GEM AES and VDI calls.
I think these books are more clear in some ways that the Abacus books.

Programmer's Guide to GEM, by Balma and Fitler, SYBEX Books
ISBN 0-89588-297-3

Compute!'s Techincal Reference Guide to the Atari ST (three volumes)
by Sheldon Leemon, Compute! Books

Volume One: VDI ISBN 0-87455-149-8

Volume Two: AES ISBN 0-87455-093-9

Volume Three: TOS ISBN 0-87455-114-5

The Balma and Fitler book refers to GEM for the PC as well as the ST.
The last three books were put out by the COMPUTE! magazine people (you
may remember the COMPUTE! Atari ST magazine). COMPUTE! magazine might
still have some copies, if your local tech bookstore cannot order them.

Hope this helps.

- -
Charles Richmond crichmon@digi.lonestar.org

1831. New mechanism in Megafile 20

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-03 00:01:50 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991Apr3.000150.16688@cs.ucla.edu>
Source record: 48671

Hello, Netters!

I'm planning to replace the 20MB ST225 5-1/4" MFM hard disk mechanism
in my Megafile 20 with another Segate model (ST251-1, 42MB MFM)... I'd like
to continue to use Atari's hard disk software, but in order to format the
disk with HDX, I need to modify the WINCAP file so that it correctly represents
the new drive. Anyone know how to do such a thing?

If not, what software do you recommend I format it with?

Thanks,

Steve

--
Steve Whitney "It's never _really_ the last minute" ())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

1832. Re: Turbo C's Wierd Behavior

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-03 00:21:51 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Apr3.002151.178@jato.jpl.nasa.gov>
Source record: 48672
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Apr1.065127.11604@daffy.cs.wisc.edu>
carter@cat34.cs.wisc.edu (Gregory Carter) writes:
>
>Cold anybody explain why Turbo C 2.0 takes a long constant like this:
>
>ffff8e20 and turns it into -> 8e20 then takes

It's an optimization. Remember, word-length values loaded into address
registers are automatically sign-extended, so you can store addresses
0000-7fff and ffff8000-ffffffff in only 16 bits. This saves 2 bytes and
a couple cycles every time you reference those addresses. It is also
completely legal/correct.

>00ff8e20 -> ffff8e20???

Dunno, maybe to try to take advantage of the above optimization. It's
also perfectly legal. In fact most of my docs list the hardware register
addresses as ffffxxxx, not 00ffxxxx. Can't think why you'd want to use
4 bytes to store a value when you only need 2, and using 4 slows you
down...
>
>I had this occur when I was working on my app program..MOST ANNOYING.

Nothing to fret about whatsoever...
>
>It seems to only generate the correct address when you insert the two 00's
>????

The address will be correct when the code actually executes. Leave it
alone...

Hey, what's any of this got to do with the Mega STE? (Why was Mega STe in
the keywords of your posting?)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

1833. Re: New mechanism in Megafile 20

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-03 07:17:52 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Apr3011752@wookumz.gnu.ai.mit.edu>
Source record: 48673

In article <1991Apr3.000150.16688@cs.ucla.edu> stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
> Hello, Netters!
> I'm planning to replace the 20MB ST225 5-1/4" MFM hard disk mechanism
> in my Megafile 20 with another Segate model (ST251-1, 42MB MFM)... I'd like
> to continue to use Atari's hard disk software, but in order to format the
> disk with HDX, I need to modify the WINCAP file so that it correctly represents
> the new drive. Anyone know how to do such a thing?

Could someone perhaps post what the meanings of all the entries are?
I'm sure it would be of general interest to most users.

Muchas gracias,
entropy

1834. Re: Re: Atari ST Graphics and C

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-03 10:32:21 UTC
From: Alex.Valdez@bbs.actrix.gen.nz
Message-ID: <1991Apr03.103221.14426@actrix.gen.nz>
Source record: 48674

In article <A3194164860@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <1991Mar28.204840.4726@sarah.albany.edu>,
> ad0834@leah.albany.edu (Andy Dickinson) writes ...]
>
> > I'm wondering if anyone could give me some information on
> > Atari ST AES/VDI calls. I am using the Sozobon C development system
... stuff deleted...
>
> Books to look for include the Abacus ``Atari ST GEM Programmer's
> Reference'' and Bantam's ``Atari ST Application Programming'' (which is
> out of print).
... more stuff deleted...
>
> ----
> Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
> INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
> GEnie: S.YELVINGTO2 Delphi: YELVINGTON

I have not seen the Bantam book but I found the Abacus one not very helpful.
The Compute "Technical Reference Guide to the Atari ST" series of
books were much better. It comes in 3 volumes - VDI, AES and TOS.

std.disclaimer: I'm not related in any way to Compute! Books but merely
a satisfied customer.
--
==========Alex Valdez==========
"Alas sais na naman, oras ng pagdidili-dili...
Isaisip ang mabuti, ang masama'y iwaksi..."

1835. Re: HD and DD floppies (Was: FTP problems)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-03 11:46:23 UTC
From: johnj@hijg.prl.philips.nl
Message-ID: <2649@prles2.prl.philips.nl>
Source record: 48616

In article <MbvwaYm00VIE08N4wf@andrew.cmu.edu> you write:
>> Excerpts from netnews.comp.sys.atari.st.tech: 25-Mar-91 HD and DD
>> floppies (Was: FT.. John Janssen@hijg.prl.ph (1804)
>
>> 2. The material structure of the floppies is somewhat
>> different. (Note: I'm not an expert in this latter area).
>
>Nope, on both counts. You are not an expert :^),

Yep you are right, I am not a material engineer, just
an hardware and software engineer.

and there is absolutely
>no material difference between the two disks. This is a big lie from the
>disk makers to charge way too much for DS/HD disks. The only difference
>between the two, besides the extra hole, is that there are *sometimes*
>extra quality check on the DD and HD disks.

I think you are wrong here!

There are differences, as I work a lot with both HD and DD floppies and
floppy drives, and their differences drives me crazy-).

It is almost impossible to use HD floppies with DD drives. You are
really asking for troubles.

Ok, I know there are exceptions, dependent on the brand. The only
good results I had were with '3M' HD floppies, but then (see my original
posting) format them with a DD drive, as this seems very important.

I am talking about *REAL* experiences, and that learned me that most
brands have different type of floppies for DD and HD.

You do not need to take my advice, and learn it the hard way if
that's what you want. My advice was only for all other souls around,
who doesnot want to loose important files and waste their time by
finding it out eventually.

Actually, even SS disks are
>the same. If they are given the hole, you can format SS disks to HD with
>no porblems. They (disk makers) just manufacture a batch of floppies,
>set aside a bunch to fill the SS order, and then test them for SS
>integrity. Then they fill their DD order, and test them,

Yep you are right here, but I was not talking about Single and Double
Sided (SS and DS respectively), but about Double Density and High
Density (DD and HD resp.).

then they fill
>their HD order, and test them, all from the same batch. As the error
>rate in manufacture is fairly constant, the chances of a SS disk going
>bad are not that much more than off the shelf HD disks.

And here you go wrong again imo (see above).

This is why
>large fortune 500 corporations use devices like DiskDoubler to save
>money, and buy SS or DD disks.
> -geisha-

Yep you are right again, as i think you are talking about one or
two sides again.

Note: a lot of different computers, a lot of different drives, a
lot of different floppies, all from different brands were involved
in our experience over a period from more than a year.

So again, believe it or not. It's up to you!
I only know the problems we had and the way we found (see original
posting) to continue our actual work (which had nothing more to
do with floppies than just being a storage medium). I just wanted to
share our experience for those who wanted it.

Success,

John

--
John Janssen Check the email address in the header, as this
J.v.Deventerstr.1 may have been filled in wrong by the system.
Venlo Holland
+31 77 513177 Reply to: johnj@idms.prl.philips.nl

1836. *** WANTED *** 3.5" DS-DD Floppy drive for an Atari 520ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-03 11:48:16 UTC
From: bagdy@dweezl.enet.dec.com
Message-ID: <21676@shlump.nac.dec.com>
Source record: 48675
Cross-posted to: misc.forsale,comp.sys.atari.st,comp.sys.atari.st.tech

V'z ybbxvat sbe n hfrq naq snveyl purnc (jryy, ubj nobhg ernfbanoyl cevprq) 3.5" 720Xo be 1.44Zo sybccl qevir sbe zl Ngnev 520FG. Jbhyq cersre gur rdhvczrag or cyht naq puht sbe gur flfgrz vs ng nyy cbffvoyr.

Nz nyfb vagrerfgrq va nal 5/10/20Z uneq qevirf gung znl/znl abg or va jbexvat beqre. Nyfb arrqf gb or ernfbanoyl cevprq cyrnfr.

Cyrnfr fraq Znvy. . .Gunaxf !

+---+
| Zngg Ontql ontql@qjrrmy.rarg.qrp.pbz |
| Fbhgu Oheyvatgba, IG |
+---+

1837. Address/phone numbers of Atari based publications request

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-03 13:02:17 UTC
From: bagdy@dweezl.enet.dec.com
Message-ID: <21683@shlump.nac.dec.com>
Source record: 48676

It seems like there are magazines out there that are Atari based. Unfortunately, Vermont doesn't see that many. (More cows than computers. :^)) What I'm looking for is addresses or phone numbers of any of these publications, such as STart or any others that people know about. It would be greatly appreciated.

+---+
| Matt Bagdy bagdy@dweezl.enet.dec.com |
| South Burlington, VT |
| |
| Dense Fog = One heavy air guitar ! |
+---+

1838. info wanted on Adaptec ACB4000

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-03 13:11:45 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <1252@idcapd.idca.tds.philips.nl>
Source record: 48677

Recently I got hold of an Adaptec 4000 controller board. Since I understand
that this board is used in Atari products, I wonder if someone can provide me
with some more info on this controller. Specifically on the jumpers
present on the board. Of course my board came without ANY docs :-(

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: +31 55-432372 fax: +31 55-432103
"Do, or do not. There is no 'try'" Yoda - The Empire Strikes Back

---

1839. Re: New mechanism in Megafile 20

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-03 13:55:14 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.91Apr3135514@zappa.FtCollins.NCR.com>
Source record: 48678

>>>>> On 3 Apr 91 00:01:50 GMT, stephen@oahu.cs.ucla.edu (Steve Whitney) said:

> I'm planning to replace the 20MB ST225 5-1/4" MFM hard disk mechanism
> in my Megafile 20 with another Segate model (ST251-1, 42MB MFM)... I'd like
> to continue to use Atari's hard disk software, but in order to format the
> disk with HDX, I need to modify the WINCAP file so that it correctly represents
> the new drive. Anyone know how to do such a thing?

Yep. I replaced the drive mech in my Megafile 30 (RLL) with a 120Mb unit.
Basically, all I did was pull the old drive out, plug the new one in and
update the WINCAP file to reflect the new drive's specs. Then formatted
it with HDX-3.01 (I think that's the version #)

If you pull up the WINCAP file in a text editor, you'll see that it has
comments inside it documenting how the different HD specific things are
represented. It's really pretty easy provided you have all the technical
info on your HD type sitting in front of you...

From memory, here are some of the major things you'll need to know about
the new mech:

# of cylinders
# of heads
# of sectors per track
Landing zone
Pre-comp cylinder (Can't remember exactly if this is what it's called)

Of course, I have a _sample_ home brew WINCAP entry at home... :^)

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollins.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * (303) 223-5100 X-319 */
/***/
Fortune:
President Reagan has noted that there are too many economic pundits and
forecasters and has decided on an excess prophets tax.

1840. Hardware -vs- Software Scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-03 19:37:46 UTC
From: wniren@pyrtech.pyramid.com
Message-ID: <150708@pyramid.pyramid.com>
Source record: 48679

Greetings,

I'm planning on designing an application which will use scrolling. I would like to build it on a TT but since it will be a while until the TT's arrive, I would like to get a head start using an older system. As most of you know, the 1040STe and the TT have hardware scrolling while the other models don't.

My question is what's the difference between scrolling routines written for an older system and a new system with hardware scrolling? Would I have to completely rewrite them to take advantage of the hardware or would it be a minor modification?

If it's going to be difficult, I will either buy a 1040STe or wait for the TT to come out.

Any help would be appreciated, thanks.

Walter Nirenberg
wniren@pyramid.com
wniren@pyrtech.pyramid.com
415/335-8730w

1841. Re: New mechanism in Megafile 20

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-03 22:26:01 UTC
From: onders@degas.ipl.rpi.edu
Message-ID: <bx_gzpc@rpi.edu>
Source record: 48680

Swapping mechanisms is a very satisfying way to upgrade you HD space.
I've got a 75 meg SH-204 myself :) (SH-204 w/ a Priam 75 MBy drive)

Hardware-wise, all that must be done is to swich the drives. For
editing the WINCAP file, most of the directions are in the file
itself. The necessary information can usually be had by calling your
drive's manufacturer's techicnal support department. If you don't want
to do that, the Supra drive utilities also work, and have information
for most common drives.
-Tim

1842. Strange .RSC files for Rufus, Gemini

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-03 22:32:32 UTC
From: Mark.Onyschuk.Of.250/744@f744.n250.z1.FidoNet.Org
Message-ID: <670809257.0@egsgate.FidoNet.Org>
Source record: 48609

Someone posted asking about the peculiar resource files used by programs like Rufus and Gemini. I've done some work with user-defined objects for some in-house and other custom projects. This is what's being done here:

The resource file is loaded, as it normally is. The program then searches the various object trees for objects sporting a particular extended object number. If an object is found then it's ob_spec value is swapped out for a pointer to a USER_BLK structure which contains a pointer to new code that draws the object. It also contains space for a 4 byte word where you can place whatever value you had in ob_spec (if you need it).
This new object drawing code is passed a PARM_BLK whenever the object requires redrawing. The PARM_BLK contains information about the state of the object, the clipping rectangle into which the object must be drawn, etc. One nie feature of the OS is that you don't have to worry about drawing objects in "greyed-out" (ob_state = DISABLED) - this is done for you.
I will pass on source code to an archive at the first opportunity. I've written canned routines to load and automatically patch resources with extended objects, as well as to replace calls such as rsrc_gaddr. To implement some of the things you'll find in Gemini, you'll also have to develop your own form handlers. I have source for this as well.

Best Regards,
Mark

1843. Re: New mechanism in Megafile 20

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-03 22:46:29 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991Apr3.224629.24410@cs.ucla.edu>
Source record: 48681

In article <bx_gzpc@rpi.edu> onders@degas.ipl.rpi.edu (Timothy E. Onders) writes:
>Swapping mechanisms is a very satisfying way to upgrade you HD space.
>I've got a 75 meg SH-204 myself :) (SH-204 w/ a Priam 75 MBy drive)

My drive fills up every two days or so. I'm going to _enjoy_ this! Faster
too!

>Hardware-wise, all that must be done is to swich the drives. For
>editing the WINCAP file, most of the directions are in the file
>itself. The necessary information can usually be had by calling your
>drive's manufacturer's techicnal support department...

Thanks for the info, Tim. Some of the wincap parameters are nice normal
parameters like number of heads, number of cylinders, etc., but some of 'em
are weird: test pattern? (or something like that) It's different for many
of the drives listed in the wincap, but I don't understand why. The ST225
that was originally in there uses the defaults for all of the parameters
besides the weird test pattern thing.

So far, I haven't received any e-mail responses, but if I do, I'll post
a summary.

> -Tim
--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

1844. Re: Hardware -vs- Software Scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-03 23:07:28 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr3.230728.17011@jato.jpl.nasa.gov>
Source record: 48682

In article <150708@pyramid.pyramid.com> wniren@pyrtech.pyramid.com (Walter "Crash" Nirenberg) writes:
>My question is what's the difference between scrolling routines written
>for an older system and a new system with hardware scrolling? Would I have
>to completely rewrite them to take advantage of the hardware or would it be
>a minor modification?
I've been using the raster operations in VDI and LineA, in the hope that the OS will automatically take advantage of the hardware when it's there. If I'm wrong, will somebody please post?

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1845. Atari 8-BIT->16-BIT file transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-04 01:28:44 UTC
From: miskinis@aisg.enet.dec.com
Message-ID: <4287@ryn.mro4.dec.com>
Source record: 48683

Hi,

I've done this several times. I don't think I used a NULL MODEM
cable though...

I also don't have omnicom, I used a BASIC program I downloaded
several years ago, called AMODEM...

If you don't get any further information, I'll try to grab omnicom,
and try it out with several cable options, etc.

John "24 bitter (16+8)"

Hopefully a 56 bitter soon (32+16+8)

1846. Re: 8bit <--> ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-04 04:05:27 UTC
From: snyder@chopin.udel.edu
Message-ID: <16849@chopin.udel.edu>
Source record: 48684
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

In article <1991Apr1.234132.3217@ncsu.edu> twmanino@eos.ncsu.edu (TONY W MANINO) writes:
>I am attempting to transfer files between my 800 and my 1040ST.
>I am using Omnicomm on the 800 side, and Uniterm on the ST side. I am getting
>timout errors and such. Am I missing something? I know people have
>had success doing this sort of thing. Could one of you kind souls tell
>Thanks to all,
>Tony
>twmanino@eos.ncsu.edu

use omnicom to call a unix system...but have never been able to get it to work
i got this copy from umich,but i use bobterm to do u/d xfers...it works great and has vt52
emulation (o/e parity too...)

my suggestion would be to try something other than omnicom...(unless you know
it works ok....)

Sloopy X Malibu snyder@chopin.udel.edu
(chris) snyder@mocha.acs.udel.edu

1847. Flicker Palettes [was Re: Graphics on the STE...]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-04 05:25:19 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Apr4.052519.9240@wam.umd.edu>
Source record: 48685
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes (in response to John Logajan):
>>My guess would be that flicker and pseudo-shadow movements would be
>>quite severe. So how does it really look?
>
>Try it and see, eh? }-) The color scheme I chose above gives the
>entire 256 color palette of the PC w/VGA. Try other setups....

I did try out the Fractint you posted ages ago that used flicker palettes, and it didn't flicker too badly. I bet some of the combinations you'll get with the two palettes you posted are pretty terrible though.

I've played with this technique several different times and have never really been satisfied with the results. I'll load up my animation editor and try out color combinations at 60Hz -- some combinations seem to "fuse," i.e,. blend perfectly. In these cases you simply cannot tell that it's swapping between two colors. In many other cases, however, the colors don't fuse at all, and you get horrible, headache-inducing flicker. Mixing 000 and 777, e.g., is totally unbearable, at least on my monitor. I made a little demo that just mixed all combinations of colors in the default NEOchome palette. I got 256 colors on the screen. Yup. But you had to look at it from across the room, with the contrast all the way down, and squinting, or your eyes would turn to jelly and ooze out your head. (Neither was a pretty sight.) :-)

I tried to come up with a formula or set of criteria that would predict which colors would fuse and which would flicker, but never could see a pattern. I did notice that some combinations look OK if the "blending area" is small, but not when you swap, e.g., two solid-color screens. In general, the larger the area, the more flicker. I also wonder if it's monitor-dependent.

Anybody know how to algorithmically pick colors that always blend? Given such an algorithm, one could write a program to find an "optimal flicker palette" -- one where the most combinations possible were rock-solid. This would yield more colors on the screen at once with little flicker and not much CPU overhead. As Howard pointed out, such a screen mode would be superior to Spectrum 512 because each of the N different colors could appear anywhere on the screen. You could probably even do interactive animation (read: GAMES) with this mode, although all your raster operations would be only half as fast.

Even if you couldn't find two palettes in which all combinations blended, finding enough to get 32 solid combinations would be better

than what we've got now: 16 colors, Spectrum 512, or brain-melting flicker.

Maybe if we assigned everyone reading this newsgroup a color combination to try and compiled the results... (Heck, there are only 262,144 different combinations. Aren't there supposed to be tens of thousands reading this group? Well then, that's only, what, 10-20 per person? I'll start the ball rolling with 000 and 001...)

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

1848. Overscan help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-04 09:15:27 UTC
From: rfschaa@cs.vu.nl
Message-ID: <9546@star.cs.vu.nl>
Source record: 48686

I have a simple problem: I have a program that requires more than
the standard 200 lines in color. I know it is possible to use the
bottom border, but how?
If there is anybody out there that can explain me how to do it, please
let me know.

Richard Schaaf (rfschaa@cs.vu.nl)

1849. Cooling fan easy and it works!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-04 13:00:21 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1991Apr4.130021.18125@cs.wayne.edu>
Source record: 48687
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I just installed a Radio Shack muffin fan (part # 273-243B) on my hot ST and I can report that it works like a charm. I left the machine on all night and it's still blowing cool air.

Installation was easy. I went for functional instead of pretty, so the fan is on top of the ST rather than inside. My ST would flake out after a couple of hours and the spot on top of the ST over the power supply would feel extremely hot. If I shut it down for 10 mins, it would work fine. I drilled two holes in the top of the ST over the power supply to screw the fan to the case. I drilled a third hole to run the wires through the top of the case. Then, I cut and soldered these wires:

```
-----red wire ------ / -------- red wire ---

---------black wire --- disk drive
fan power
connector
------ blue wire --- / -------- black wire ---

-------- black wire ---
```

The ST has stayed cool all night and I'll bet this even makes her last longer. Highly recommended for Z-ram owners. This cost me about $15; you can probably find a 3in 12V DC fan cheaper at a real electronics store, but they're hard to find around here so Radio Shack had to do.

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

1850. Re: Overscan help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-04 15:52:59 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr4.155259.15889@informatik.uni-erlangen.de>
Source record: 48688

rfschaa@cs.vu.nl (Schaaf R F) writes:

> I have a simple problem: I have a program that requires more than
>the standard 200 lines in color. I know it is possible to use the
>bottom border, but how?
> If there is anybody out there that can explain me how to do it, please
>let me know.

You'll have to toggle from 50 Hz to 60 Hz or vice versa in the right
moment. This is done by writing to a shifter register. The switch
direction depends on the frequency that is currently selected for
displaying screens. The right moment is at some time in the last
scan line, so you'll have to install some timer B routine to get an
interrupt in the desired scan line.

This is from memory; I'm not really an expert in things like this.
I played with it once on my ST, and I did some similar hacks to
my ol' 64, but I never completed the work.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

1851. Re: GCR + 1.44Mb floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-04 16:48:35 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Apr4174835@ghiggins.hpl.hp.com>
Source record: 48620
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Bob Pegram replied to my query:

> Anyone know whether Spectre GCR handles the 1.44Mb floppy ugrade?

++ In any case, Spectre GCR 3.0 doesn't support the high density mode,
++ even if it could read GCR disks in such a system.

It does indeed. Thanks to Bob and all who responded. My internal floppy
is getting a bit flaky and I was wondering whether to replace it with
a 1.44Mb drive. Now I know --- thanks.

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.

1852. Re: New mechanism in Megafile 20

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-04 18:52:28 UTC
From: hase@netmbx.UUCP
Message-ID: <2203@netmbx.UUCP>
Source record: 48595

stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
>Thanks for the info, Tim. Some of the wincap parameters are nice normal
>parameters like number of heads, number of cylinders, etc., but some of 'em
>are weird: test pattern? (or something like that) It's different for many
>of the drives listed in the wincap, but I don't understand why. The ST225
>that was originally in there uses the defaults for all of the parameters
>besides the weird test pattern thing.

The test pattern is used to test the drive for bad blocks (Physical Unit
Markbad).

These differ for RLL and MFM drives; the "worst" byte pattern - that is
the one hardest to store for the media - should be used here, but it
makes no big difference at all.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Hi! (Zaphod Beeblebrox)

1853. Re: info wanted on Adaptec ACB4000

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-04 18:59:04 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr4.185904.29630@jato.jpl.nasa.gov>
Source record: 48689

In article <1252@idcapd.idca.tds.philips.nl> wilko@idca.tds.PHILIPS.nl (W.C. Bulte) writes:
>Recently I got hold of an Adaptec 4000 controller board. Since I understand
>that this board is used in Atari products, I wonder if someone can provide me
>with some more info on this controller. Specifically on the jumpers
>present on the board. Of course my board came without ANY docs :-(

You probably don't want to call from the Netherlands, but other readers may care to know that Adaptec's literature department phone number is (US) 408/945-2579.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1854. Re: Hardware -vs- Software Scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-04 21:24:01 UTC
From: apratt@atari.UUCP
Message-ID: <2894@atari.UUCP>
Source record: 48597

>In article <150708@pyramid.pyramid.com> wniren@pyrtech.pyramid.com
>(Walter "Crash" Nirenberg) writes:
>>My question is what's the difference between scrolling routines written
>>for an older system and a new system with hardware scrolling? Would I have
>>to completely rewrite them to take advantage of the hardware or would it be
>>a minor modification?

vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:
>I've been using the raster operations in VDI and LineA, in the hope that the
>OS will automatically take advantage of the hardware when it's there. If
>I'm wrong, will somebody please post?

You're wrong. The only hardware that can help raster operations is a
blitter, and VDI/LineA automatically takes advantage of that when you
do those operations. But "hardware scrolling" means something else.
It operates on the entire display, not just pieces of memory.

Hardware scrolling means that you have a "virtual display" which is
larger than your physical screen. Imagine a large piece of paper with
a smaller piece of glass on it. Your screen is a "window" onto the
larger display. You can move the window around very quickly, in very
fine increments, and this is hardware scrolling. The point is that you
just bang a few registers rather than moving all 32K of screen memory
to accomplish the move. (On the TT it can be 150K of screen memory!)

(Of course, the piece of paper doesn't have to be as big as the world
you're scrolling around in; it can be just a little bigger, and you can
write the world in strips as it becomes visible.)

Both the TT and the STe can move the window vertically on single-line
boundaries, and the STe can move the window horizontally on
single-pixel boundaries, but the TT can only move horizontally on
8-byte boundaries. This is eight pixels in the 256-color mode, but
sixteen pixels in the 16-color modes, and sixty-four pixels in the
monochrome modes.

Hardware scrolling is only good for limited applications like paint
programs where you want a canvas larger than your screen, or games
where you want to scroll the player's view around in a larger world.

Hardware scrolling CAN be used to make whole-screen scrolling faster.
This is something you do in TOS programs when you're on the bottom line
of the screen and you hit return. But that's another specialized
operation, and it doesn't help such useful programs as Emacs, where
some parts of the screen move and some don't.

==========

Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1855. Host Adapters, Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-04 21:44:58 UTC
From: n8510295@unicorn.cc.wwu.edu
Message-ID: <1991Apr4.214458.26393@unicorn.cc.wwu.edu>
Source record: 48591

I have yet to aquire a HD, but am hoping to soon. I have some literature from Toad Computers, wherein they offer an ICD Advantage Plus Host Adapter for 99 bucks. My question is: is this just a cable with the infamous 19-pin Atari HD plug on end and a more standard plug on the other? Or is there a controller included? If so, is it SCSI or what? Finally, any comments/advice in the area of hard drives will be appreciated.

Thanx in advance, Marl

1856. Re: Flicker Palettes [was Re: Graphics on the STE...]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-04 22:35:06 UTC
From: micro@imada.dk
Message-ID: <1991Apr4.223506.11715@imada.dk>
Source record: 48690
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

dmb@wam.umd.edu (David M. Baggett) writes:

>Anybody know how to algorithmically pick colors that always blend?
>Given such an algorithm, one could write a program to find an "optimal
>flicker palette" -- one where the most combinations possible were
>rock-solid.

You can try to pick colors that have aprox. the same intensity. To this
you can use the NTSC formular :

Luminosity = 0.299*Red + 0.587*Green + 0.114*Blue

I have some code at here that can display 256 graylevels on the mono screen.
(written in C). The program is less than 50 lines long, and features
an advanced errordiffusion ditering algoritm, with a small edge sharping
filter (simple laplace). This have been coupled with a 3 screen 'flicker'
mode. The result is approx. the same as 256 grayscale VGA LCD screens (I
think mine is better, because there is no shadows running around the screen,
but...)
The 3 screens is build to that the 'on' pixels is equally distributed on the
3 'planes' - this avoids flicker.
All this could used with color too, and I think the result would be even
better because you can pick colors which is closer to each other (than on and
off)...
In color mode you can probaly show true-color, but you will need to make some
additional code, to handle interesting subjets - such as picking reprensative
colors from the picture file...

The program IS quick hack, and therefor it only runs on mono in 640x400.
I will send the source to who-ever that is interested...

Klaus (micro@imada.dk)

1857. Re: Megafile 44 slowing down...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-04 23:09:06 UTC
From: geoffc@zebedee%tharr.uucp
Message-ID: <6583038@zebedee%tharr.uucp>
Source record: 48608

In article <9516@star.cs.vu.nl> hvaalde@cs.vu.nl
(Aalderen van Harold) writes:
> >Don't ever use TURBODOS, its VERY buggy, even Atari does not recomend it.
>
> TURBODOS crashed my HD several times
> but if you don't want to buy TOS1.4 at the moment you could try FATSPEED
> I have used FATSPEED for some years know with AHDI 3.01 never had any troubles
>
I use FATSPEED with ICD utils (4.8.10 ?) without any problems at all - even with
large (27Mb) partitions. Was there ever more than the first (1988 ?) release ?

One day I'll pay for TOS 1.4 ...

Geoffrey
>
> Harold van Aalderen (hvaalde@cs.vu.nl)
--
---
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!ukc!axion!tharr!zebedee!geoffc

<- UUCP'd from my ST via tharr; *free* UK public access to Usenet 0234 720202 ->

1858. Re: Flicker Palettes [was Re: Graphics on the STE...]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-04 23:36:05 UTC
From: warwick@cs.uq.oz.au
Message-ID: <583@uqcspe.cs.uq.oz.au>
Source record: 48601
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1991Apr4.052519.9240@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:

>Anybody know how to algorithmically pick colors that always blend?

Colours with a similar lumminance will blend fine.

>Maybe if we assigned everyone reading this newsgroup a color combination
>to try and compiled the results... (Heck, there are only 262,144 different
>combinations. Aren't there supposed to be tens of thousands reading
>this group? Well then, that's only, what, 10-20 per person? I'll start
>the ball rolling with 000 and 001...)

Hmm, let's see, two palettes of 16 colours, each colour has 512 choices.
That's 512 to the power of 32. Which is the measley small value of

49732323640978664215538224814682084010045615079734771744046397689315949701253337553 3056
different palette pairs, less equivalent pairs.

okay, I'll do 2 and 3. :-)

No, but I'll check out the technique a bit more, using the pallette described
in the fractint post.

Warwick.
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

1859. Re: Hardware -vs- Software Scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-05 00:15:22 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Apr5.001522.484@abode.wciu.edu>
Source record: 48593

In article <150708@pyramid.pyramid.com> wniren@pyrtech.pyramid.com (Walter "Crash" Nirenberg) writes:
>
>Greetings,
>
>I'm planning on designing an application which will use scrolling. I
>would like to build it on a TT but since it will be a while until the
>TT's arrive, I would like to get a head start using an older system.
>As most of you know, the 1040STe and the TT have hardware scrolling
>while the other models don't.
>
>My question is what's the difference between scrolling routines written
>for an older system and a new system with hardware scrolling? Would I have
>to completely rewrite them to take advantage of the hardware or would it be
>a minor modification?
>
>If it's going to be difficult, I will either buy a 1040STe or wait for
>the TT to come out.
>
>Any help would be appreciated, thanks.
>
>
>Walter Nirenberg
>wniren@pyramid.com
>wniren@pyrtech.pyramid.com
>415/335-8730w

Hi Walter,
Well so you know, the TT's and Mega STe's are shipping now.
Check with your local dealer as to when they will recieve them. Here is a
buffered message from CodeHead Quarters BBS:

Message : 12250 [Open] 4-03-91 6:19pm

From : John King Tarpinian

To : One And All

Subject : They're Here...

Sig(s) : 9 (Did Somebody Say Deal?)

The Computer Network got its first shipment of TT030's and MEGA STe's with

a second shipment on the way...

The Computer Network

1605 W. Glenoaks Bl.

Glendale, CA 91201

818-500-3900

[N]ext [J]ump [R]eply [A]gain [Q]uit

--
"""""""

1860. Re: Parameters of hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-05 02:40:38 UTC
From: baffoni@aludra.usc.edu
Message-ID: <16391@chaph.usc.edu>
Source record: 48592

In article <1833@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>I have reason to think I've mis-set the number of sectors my Micropolis
>1375 SCSI hard disk (~150 MB) has - does anyone know exactly how many
>sectors it should have? Post or e-mail please!
>--

It has 8 heads and 1016 cylinders, and has 33 sect/track. I don't have
a calculator so if you can multiply those together you will get your answer.

> ##
> # Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill #
> # Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!! #
> ######Opinions expressed are my own, though you'd be wise to adopt them!######

-Mike

1861. Re: Flicker Palettes [was Re: Graphics on the STE...]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-05 06:02:12 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Apr5.060212.17712@nmt.edu>
Source record: 48604
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Apr4.223506.11715@imada.dk> micro@imada.dk (Klaus Pedersen) writes:

[stuff deleted]

>
>I have some code at here that can display 256 graylevels on the mono screen.
>(written in C). The program is less than 50 lines long, and features
>an advanced errordiffusion ditering algoritm, with a small edge sharping
>filter (simple laplace). This have been coupled with a 3 screen 'flicker'
>mode. The result is approx. the same as 256 grayscale VGA LCD screens (I
>think mine is better, because there is no shadows running around the screen,
>but...)
>The 3 screens is build to that the 'on' pixels is equally distributed on the
>3 'planes' - this avoids flicker.
>All this could used with color too, and I think the result would be even
>better because you can pick colors which is closer to each other (than on and
>off)...
>In color mode you can probaly show true-color, but you will need to make some
>additional code, to handle interesting subjets - such as picking reprensative
>colors from the picture file...
>
>The program IS quick hack, and therefor it only runs on mono in 640x400.
>I will send the source to who-ever that is interested...
>
>Klaus (micro@imada.dk)

Wow! Now if only someone would write a mono GIF viewer with this!!!
<Hint> <Hint> <Hint> :-)
I would if I knew how to program!!!

Eric A. HOBBS!
eahsnsr@JUPITER.nmt.edu

1862. info wanted on Adaptec ACB4000: FOUND IT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-05 07:35:16 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <1261@idcapd.idca.tds.philips.nl>
Source record: 48594

I'd like to inform Netland that the information I was looking for is now for most part in my possesion. I even got an offer from a Dutch guy willing to lend me his manual. I guess that after reading this manual my troubles (?) will be gone.

Lots of thanks to all the people kind enough to provide me with info.

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: +31 55-432372 fax: +31 55-432103
"Do, or do not. There is no 'try'" Yoda - The Empire Strikes Back
____

1863. Megafile 44 slowing down...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-05 09:20:08 UTC
From: dick@ahds.UUCP
Message-ID: <1930@ahds.UUCP>
Source record: 48598

I would like to thank everybody who responded to my article
about the slow speed of my Megafile 44.
Summarized, it is clear to me that there are two solutions
to the problem:

1. Use TOS 1.4, or
2. Use FATSPEED.PRG

and
0. Do NOT use TURBODOS

Since some of my programs (like my favorite Mac emulator Aladin)
fail to work with TOS1.4, I think I stick to TOS1.2, so I'll try
FATSPEED if I can obtain it somewhere. Is this freeware or what?
Where to get it ?

BTW, back in the good old CBM PET days, we had the BASIC ROM versions 1.0,
1.1, 1.2, 1.4 etc (all totally incompatible - Tramiel Systems marching on...)
all online, selectable with a rotary turnswitch on the front of the PET.
Maybe I switch back to that principal someday >:-((

Dick.

1864. Wanted: LOGO/Backgammon

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-05 09:47:47 UTC
From: adp@csug.cs.reading.ac.uk
Message-ID: <1991Apr5.094747.14526@csug.rdg.ac.uk>
Source record: 48596
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello World,

I am looking for the Atari Version of LOGO. I think that it is PD, but I can't seem to find it anywhere (Haven't really looked that hard). Does anyone out there know where it is/if it is PD? I need it for a programming project.

Does anyone know where I can get a graphical version of the Backgammon game for the ST?

Please mail me relpies, as our news reader is very flakey and most messages are junked....

Thanks, Andrew

Andrew Pollard	JANET adp@uk.ac.rdg.cs.csug
Dept of Computer Science	BITNET adp%csug.cs.rdg.ac.uk@UKACRL
Reading, RG6 2AX	INTERNET adp%csug.cs.rdg.uk.ac@nsfnet-relay.ac.uk
England.	

1865. HD ST251 in SH204 doesn't start

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-05 14:39:42 UTC
From: sievert@gypsy.ims.fhg.de
Message-ID: <68@gypsy.ims.fhg.de>
Source record: 48599

Hi!

Some month ago I bought an old SH204 housing with a Seagate ST251 40MB HD.
This combination doesn't start properly. After power up it never starts,
so I have to switch it off and on again and again, until it works.
Once started, it operates ok, no problems at all.

This is a problem between controller and HD, I don't even have to connect
the ST to watch it. I even used an logic analyser to find out about it,
but found nothing.

The procedure is this:

After power up, the HD performs its selftest. this ends up in moving the
heads to track 0 and reporting READY\. Than the controller moves the
heads slowly up some tracks and jumps back to track zero. Here it stopps
for some 10ms "thinking"...
Now comes the point: Either the controller works on by moving the head
upwards about 8 steps of about 10 tracks (numbers may be wrong)
--- or ---
it doesn't.

If it doesn't, the ST wouldn't recognize the HD and boot.

Can someone give me a hint or a heck to solve this ***** problem?
I'm just about to smash it ...

-Clarance

(sievert@ims.fhg.de)

1866. Re: Host Adapters, Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-05 14:41:54 UTC
From: marc@sequoia.cray.com
Message-ID: <022820.22028@timbuk.cray.com>
Source record: 48602

In article <1991Apr4.214458.26393@unicorn.cc.wwu.edu>, n8510295@unicorn.cc.wwu.edu (Somers Marl A) writes:
|> I have yet to aquire a HD, but am hoping to soon. I have some literature
|> from Toad Computers, wherein they offer an ICD Advantage Plus Host
|> Adapter for 99 bucks. My question is: is this just a cable with
|> the infamous 19-pin Atari HD plug on end and a more standard plug
|> on the other? Or is there a controller included? If so, is it SCSI
|> or what? Finally, any comments/advice in the area of hard drives
|> will be appreciated.
|>
|> Thanx in advance, Marl

As far as I am aware, you get the cable, board (DMA<->SCSI etc.) and software. I think you get a clock with this adaptor too. Finally, make sure you don't get bitten by the `famous' (apparently) ICD DMA noise problem - I did :-)

BTW, thanks to all those who replied to my query about this (Mickey Boyd, Rana Dutt, Roger Sheppard, John Kawakami) - it's getting sorted out as we speak...

[M][a][r][c]

##
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
##

1867. Simulating keypress

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-05 15:19:46 UTC
From: fabian@etek.chalmers.se
Message-ID: <1991Apr5.151946.25763@etek.chalmers.se>
Source record: 48603

Is there any (legal) way to simulate a keypress from inside
a program. Since the ikbdsys reads the keys directly off the
UART, this seems like 'mission: impossible' to me. Any
suggestions any one ?

M Fabian, fabian@contrl.chalmers.se
fabian@etek.chalmers.se

"Nuclear arms can wipe out life on earth, if used properly."
(D Byrne)

1868. Re: Wanted: LOGO/Backgammon

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-05 20:06:35 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <14020@ccncsu.ColoState.EDU>
Source record: 48600
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[No readable article body recovered]

1869. How store extra data at the end of an executable?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-05 21:40:23 UTC
From: erik@mcrware.UUCP
Message-ID: <5796@mcrware.UUCP>
Source record: 48605

Here is what I would like to do. I would like to append a picture file to the end of my executable file. In this case, the extra data is a picture file that is the menu for my program. Once a program is loaded into memory, is it closed and all file offset information lost, or is there a way I can start reading data from the file where the program data left off.

If it matters, I am working in C with assembly when required.

Thank you,

Erik R Johnson

1870. Re: Simulating keypress

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-06 00:06:37 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr6.000637.20676@jato.jpl.nasa.gov>
Source record: 48606

In article <1991Apr5.151946.25763@etek.chalmers.se> fabian@etek.chalmers.se (Martin Fabian) writes:
>
>Is there any (legal) way to simulate a keypress from inside
>a program. Since the ikbdsys reads the keys directly off the
>UART, this seems like 'mission: impossible' to me. Any
>suggestions any one ?
>
I'd like to get hold of keypresses. It's easy to get hold of mouse motions by inserting your own handler in place of the mousevec in the struct returned by XBIOS' kbdvec function. But how do you get hold of keypresses? Must you intercept the keyboard packet handler and interpret all the packets?

Thanks in advance,

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1871. Atari HD on a Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-06 00:29:00 UTC
From: ebowen@ub.d.umn.edu
Message-ID: <1140@ub.d.umn.edu>
Source record: 48607

There were a couple of recent posts about using an atari HD with a mac, it wasn't important at the time, but now...

Could someone recap, or more specifically detail how I go about using a megafile 30 with a mac classic. Thanks-

--

Eric Bowen (ebowen@ub.d.umn.edu) "All the way, Ma'am. Airborne!"

1872. Re: Atari HD on a Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-06 17:41:07 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Apr6.174107.2962@santra.uucp>
Source record: 48610

In article <1140@ub.d.umn.edu> ebowen@ub.d.umn.edu ("BO") writes:
>
> Could someone recap, or more specifically detail how I go about using
> a megafile 30 with a mac classic. Thanks-
>

Huh? I think that requires a lot of hardware hackering...
Personally I wouldn't even try... unless there is a SCSI-drive inside the
Megafile 30.
But maybe someone has done it...
Don't give up hope!

*** Jari Lehto, jartsu@otax.hut.fi, s37837k@saha.hut.fi ***

1873. Internal Floppy Drive Mech

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-07 16:42:27 UTC
From: the_pawn@tahoe.unr.edu
Message-ID: <5985@tahoe.unr.edu>
Source record: 48611

My internal floppy mech. in my 1040STf is now dead. My question is
does anyone out there know where to find a replacement mech. for the
older ST's (The drives with the WIDE eject buttons) or is such a
search considered futile? Also, can anyone post (or e-mail direct?)
a list of drive mechanisms that should be avoided (ie. Chinon).
Suggestions for the newer floppy mechs are also appreciated since it's
looking like I'll have to get one of those. Unfortunately, if I do,
I'll have to take a pair of snippers to my ST case for that tiny button.

Thanks in advance...

---

the_pawn@tahoe.unr.edu (or ?) ucbvax.berkley.edu!tahoe.unr.edu!the_pawn
#include <signature.h> /* unfriendly control codes with ascii self portrate */
Anything that can go wrona@x3%se Pnews: segmentation violation. core dumped.

1874. Re: Address/phone numbers of Atari based publications request

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-07 23:51:26 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr7.195126.13769@mailer.cc.fsu.edu>
Source record: 48612

In article <21683@shlump.nac.dec.com>, bagdy@dweezl.enet.dec.com (Matt Bagdy) writes:
>
> It seems like there are magazines out there that are Atari
> based. Unfortunately, Vermont doesn't see that many. (More
> cows than computers. :^)) What I'm looking for is addresses
> or phone numbers of any of these publications, such as STart
> or any others that people know about. It would be greatly
> appreciated.
>

Current Notes, $27 for 1 year (10 issues). Send to

CN Subscriptions
122 N. Johnson Rd.
Sterling, VA 22170

This mag impressed me enough to buy all the back issues (3 years worth). Lots of good reviews, technical stuff, the best PD library (they replace dated versions of stuff for free). The rest of the US ST magazines are not worth the paper they are printed on, IMHO. I really recommend that you at least get a sample copy (their phone number is (703)450-4761). This magazine has saved me a lot of money with their honest reviews.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

1875. Re: How store extra data at the end of an executable?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-08 00:07:01 UTC
From: warwick@cs.uq.oz.au
Message-ID: <615@uqcspe.cs.uq.oz.au>
Source record: 48613

In <5796@mcrware.UUCP> erik@mcrware.UUCP (Erik Johnson) writes:

>Here is what I would like to do. I would like to append a picture file to the
>end of my executable file. In this case, the extra data is a picture file that
>is the menu for my program. Once a program is loaded into memory, is it closed
>and all file offset information lost, or is there a way I can start reading
>data from the file where the program data left off.

Try:
1. Generate your .PRG (eg. with C or M2 linker, etc)
2. Have a separate program to:
a) Fseek to the end of the .PRG file
b) append any other data

Your program should Fseek backwards from the end of the .PRG file, to the
start of the additional data, then read it.

This will work, provided the additional data does not confused the loader.
If it does, then I'm stumped, I'd assume the loader ignores additional data.

Warwick
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

1876. Where can I get and/or how can I write a GDOS Printer Driver?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-08 00:23:48 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1991Apr8.002348.28331@rodan.acs.syr.edu>
Source record: 48495

Can anyone out there tell me where I can get a GDOS driver for a
Xerox 4045 model 50 Laser Printer?

- or -

Can anyone tell me where I can find out how to write one? I have the developer
docs, but I don't see anything in there about writing device drivers for GDOS.
I don't suppose there is sample code for one somewhere?? (doubt it...)

Help would be appreciated!
---jb (jfbruno@rodan.acs.syr.edu)

1877. Re: How store extra data at the end of an executable?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-08 04:20:56 UTC
From: jpexg@gaak.lcs.mit.edu
Message-ID: <1991Apr8.042056.12877@mintaka.lcs.mit.edu>
Source record: 48614

>In <5796@mcrware.UUCP> erik@mcrware.UUCP (Erik Johnson) writes:
>
>Here is what I would like to do. I would like to append a picture file to the
>end of my executable file. In this case, the extra data is a picture file that
>is the menu for my program. Once a program is loaded into memory, is it closed
>and all file offset information lost, or is there a way I can start reading
>data from the file where the program data left off.

I've done this successfully storing a SMALL amount of data holding default
settings for a printer-driver program. It could probably be expanded though.
The main point is that an executable file is like any other; it gets loaded
into memory to run, but if you can find it on disk or wherever you can modify
it at will, as long as you don't damage it.

What I did was to start the program with a function which is never called.
This contains any "password" you want, encoded into an ASM block.
So:

```
my_data(){
asm{ DC.B "The password"
DC.B "Enough space to store what you need"
} }
```

The program opens its own file (the_prog.prg or whatever) and searches for
the string "The password"; since function my_data is near the start, this
doesn't take long. Then the subsequent data can be read or written. The data
and password, which obviously aren't executable themselves, never screw
anything up because the function is never called as a function. It's a kludge
but it's fairly simple and it works.

ONe problem for the stated application is that the program would have to know
how to find itself and what its name is, in order to do the searching. Perhaps
you could use the principle of a non-executed block to store your file as data,
and give the program a pointer into it?

John Purbrick
jpexg@lcs.mit.edu

1878. Re: Simulating keypress

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-08 08:36:29 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2695@odin.cs.hw.ac.uk>
Source record: 48622

In article <1991Apr6.000637.20676@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>I'd like to get hold of keypresses. It's easy to get hold of mouse
>motions by inserting your own handler in place of the mousevec in
>the struct returned by XBIOS' kbdvec function. But how do you get
>hold of keypresses? Must you intercept the keyboard packet handler
>and interpret all the packets?

If you want to know if the key is up or down then I'm afraid the answer is yes. If you just want to catch the key (scancode and ascii) entering the keyboard buffer then intercept the ikbdsys vector with a routine that checks the buffer pointers before and after calling the original. If the buffer pointer has changed then a key just entered the buffer. One use of this is to program macros on the function keys. (ie. If F0 enteres buffer, remove it and place something else in there)

>Thanks in advance,

Your welcome in retreat.

>vsnyder@jato.Jpl.Nasa.Gov
>ames!elroy!jato!vsnyder
>vsnyder@jato.uucp

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1879. Re: Ptermres()

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-08 09:58:46 UTC
From: wolfram@tschil.informatik.rwth-aachen.de
Message-ID: <wolfram.671104726@tschil>
Source record: 48615

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

>When you exit a program via Ptermres() everything you have malloc'ed
>stays resident even if you say Ptermres(0,0).

Just to make sure I understood things correctly: So I can write a program that
allocates memory for, say, a cookie jar and then terminates via Ptermres(0,0),
then the program will be removed from memory but the malloced space is ready
to be used by other programs running later?
Is that space EVER freed?

1880. Me and My Soldering Iron

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-08 12:28:15 UTC
From: cscullio@ncratl.AtlantaGA.NCR.COM
Message-ID: <18489@ncratl.AtlantaGA.NCR.COM>
Source record: 48619

I've got this 520ST hanging around, gathering dust because the floppy drive is broken. Thought I'd ask around and see if I can get enough info to fix it. Here's the problem... turn on the computer, floppy (internal, single sided) light comes on (can't tell if the motor spins)... won't read the floppy ... after typical delay (40 seconds, I think), desktop appears, but the floppies give error message when I try to open them. What I know for sure:

1. The drive mechanism itself is OK (replaced it with a known working drive)
2. The floppy I'm testing with IS formatted (done on my 1040ST)
3. The 520STFM used to have a RAM upgrade which failed (probably unrelated to this problem).

My guess is the floppy disk controller chip. My next step will be to desolder it and replace it (I suppose it's easy to identify). Any other suggestions would be most welcome (I've tried re-seating all the chips I could find).

Thanks
cscullio@ncratl.AtlantaGA.ncr.com

--
Chris Scullion | NCR Corporation 2651 Satellite Blvd., Duluth, GA 30136 |
| (404)623-7352 | VoicePlus 751-7352 | cscullio@ncratl.AtlantaGA.NCR.COM |

1881. Re: Simulating keypress

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-08 13:04:01 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr8.130401.2682@informatik.uni-erlangen.de>
Source record: 48617

>In article <1991Apr5.151946.25763@etek.chalmers.se> fabian@etek.chalmers.se (Martin Fabian) writes:
>>
>>Is there any (legal) way to simulate a keypress from inside
>>a program. Since the ikbdsys reads the keys directly off the
>>UART, this seems like 'mission: impossible' to me. Any
>>suggestions any one ?

In a GEM program, use appl_tplay to simulate a keyboard event.
In a TOS-only program, you might find it sufficient to manipulate
the BIOS keyboard buffer accessible via some function (I forgot
the name, sorry). The appl_tplay method, however, is cleaner
and should be preferred.

>I'd like to get hold of keypresses. It's easy to get hold of mouse
>motions by inserting your own handler in place of the mousevec in
>the struct returned by XBIOS' kbdvec function. But how do you get
>hold of keypresses? Must you intercept the keyboard packet handler
>and interpret all the packets?

Alternatively, you can watch the BIOS keyboard buffer contents
accessible by the abovementioned, still unnamed function 8-)

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

1882. Re: Ptermres()

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-08 13:08:07 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr8.130807.3046@informatik.uni-erlangen.de>
Source record: 48618

wolfram@tschil.informatik.rwth-aachen.de (Wolfram Roesler) writes:

>Just to make sure I understood things correctly: So I can write a program that
>allocates memory for, say, a cookie jar and then terminates via Ptermres(0,0),
>then the program will be removed from memory but the malloced space is ready
>to be used by other programs running later?
>Is that space EVER freed?

This space stays resident till MIN(end of time, next cold/warmstart).
Ptermres() hides all memory blocks you allocated, i.e. you won't find
it in any of the two memory lists (memory free list or memory allocated
list). So you can't do Mfree() on it. If I'm wrong here, Allan Pratt
will certainly correct me in an instant 8-)

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

1883. Re: Simulating keypress

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-08 16:01:08 UTC
From: fabian@etek.chalmers.se
Message-ID: <1991Apr8.160108.22367@etek.chalmers.se>
Source record: 48626

In article <1991Apr6.000637.20676@jato.jpl.nasa.gov>, vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:
|> I'd like to get hold of keypresses. It's easy to get hold of mouse
|> motions by inserting your own handler in place of the mousevec in
|> the struct returned by XBIOS' kbdvec function. But how do you get
|> hold of keypresses? Must you intercept the keyboard packet handler
|> and interpret all the packets?
|>
|> Thanks in advance,
|>
|>
|> --
|> vsnyder@jato.Jpl.Nasa.Gov
|> ames!elroy!jato!vsnyder
|> vsnyder@jato.uucp

This seems like exactly my problem. Since the ikbdsys, address of which is also returned by kbdvec, reads the keys off the UART there really does not seem to be any other way of doing that. The difference between the mousevec and the keyboard routines, is that the mousevec is passed the address of the mouse packet, whereas the keyboard routine is not (or do I have that wrong ?).

Perhaps you could intercept the actual interrupt routine in some way ?

M Fabian, fabian@contrl.chalmers.se
fabian@etek.chalmers.se

"Nuclear arms can wipe out life on earth, if used properly."
(D Byrne)

1884. Re: HD ST251 in SH204 doesn't start

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-08 16:47:55 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <1991Apr8.165038.675@engage.enet.dec.com>
Source record: 48625

In article <68@gypsy.ims.fhg.de>, sievert@gypsy.ims.fhg.de (Karsten Sievert) writes...
>Some month ago I bought an old SH204 housing with a Seagate ST251 40MB HD.
>This combination doesn't start properly. After power up it never starts,
A hard disk draws a lot of current when is first turned on. If the power
supply is not big enough to handle the drive then you will see problems on
powerup. This frequently happens when people upgrade a drive mechanism (ie:
putting a 40 meg drive into an SH204) without upgrading the power supply (or
checking it to see if it is sufficient).

Try powering the drive off of a bigger power supply (mostly the +12 has to
have more current drive) and see if that doesn't cure your problem.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

1885. Re: Host Adapters, Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-08 17:13:34 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <2653.04.91@drdhh.hanse.de>
Source record: 48540

From article <1991Apr4.214458.26393@unicorn.cc.wwu.edu>, by n8510295@unicorn.cc.wwu.edu (Somers Marl A):
> I have yet to aquire a HD, but am hoping to soon. I have some literature
> from Toad Computers, wherein they offer an ICD Advantage Plus Host
> Adapter for 99 bucks. My question is: is this just a cable with
> the infamous 19-pin Atari HD plug on end and a more standard plug
> on the other? Or is there a controller included? If so, is it SCSI ?

It is an ACSI (Atari) to SCSI Adaptor, which may include a real time clock. And it's worth its money.

You should consider using this adaptor with a Quantum Pro-Drive, speedy, nearly no noise, 3 1/2 inch. Works fine.

Disclaimer: I have no connection to ICD or Quantum.

Greetings, Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)

1886. Re: Simulating keypress

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-08 17:21:34 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <2654.04.91@drdhh.hanse.de>
Source record: 48537

From article <1991Apr5.151946.25763@etek.chalmers.se>, by fabian@etek.chalmers.se (Martin Fabian):
>
> Is there any (legal) way to simulate a keypress from inside
> a program.

This is not too legal, but it works:

'io' is Iorec(KBD);
'bits' are the special keys
'scan' is the keycode to be written
'k_xx' are the Keytbl() scan->ascii tables.

```
void queue_key(unsigned int scan, unsigned int bits)
{
unsigned int next;
if( ( next = io->ibuftl + 4 ) >= io->ibufsiz )
next = 0;
if( next == io->ibufhd )
return;
*(int*)((char*)io->ibuf+next = scan | bits << 8;
*(int*)((char*)io->ibuf+next+2) =
( bits & KB_CAPS ? k_cl
: bits & ( KB_SHIFTL | KB_SHIFTR ) ? k_sh
: k_us
) [scan];
io->ibuftl = next;
}
```

Hope that helps,
Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)

1887. ST Assemblers

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-08 17:49:09 UTC
From: glens@natinst.com
Message-ID: <21696@natinst.natinst.com>
Source record: 48621

Hey,

I just recieved my ST Developers Pack. I was wondering which
assembler (AS68 or MADMAC) is better suited for assembling code written
in assembly (I am not using "C"). Also what are some of the pros and cons
of each (or any other assembler?)?

1888. Re: Address/phone numbers of Atari based publications request

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-08 18:14:41 UTC
From: pegram@kira.UUCP
Message-ID: <1991Apr8.181441.16167@uvm.edu>
Source record: 48623

From article <21683@shlump.nac.dec.com>, by bagdy@dweezl.enet.dec.com (Matt Bagdy):
>
> It seems like there are magazines out there that are Atari
> based. Unfortunately, Vermont doesn't see that many. (More
> cows than computers. :^)) What I'm looking for is addresses
> or phone numbers of any of these publications, such as STart
> or any others that people know about. It would be greatly
> appreciated.
>
> +---+
> | Matt Bagdy bagdy@dweezl.enet.dec.com |
> | South Burlington, VT |
> | |
> | Dense Fog = One heavy air guitar ! |
> +---+

Matt, I know what you mean, but I don't have the info with me. Did
you get my message earlier? If so, and you're not interested, fine.
Otherwise, why not get in touch with us - V.A.U.G (Vt. Atari Users
Group) at (802) 879 6941. We do have a lot of different Atari Mags
and are willing to share (well, maybe not this months issue 8-).

That's Allen Petrie's phone above. We also meet at his place the
first Sunday of the month at 6:00 PM. Al's address is:

Allen Petrie
25 Pleasant St.
Essex Jct. Vt 05452

Please reply, else I will probably continue to bug you from time to
time, a bother for you and a waste for me 8-).

Hoping to see you sometime,
Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

1889. Re: Posted reply to Matt Bagdy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-08 18:23:27 UTC
From: pegram@kira.UUCP
Message-ID: <1991Apr8.182327.16449@uvm.edu>
Source record: 48624

Sorry for the waste of bandwidth folks, but I goofed. In any case,
last time I mailed Matt there was no reply. Hope he saw my response
this time (we need more members! 8-).

Bob Pegram

pegram@griffin.uvm.edu
or
....!uvm-gen!pegram

1890. Porting from MWC code

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-08 20:51:29 UTC
From: bill@mwca.UUCP
Message-ID: <1840@mwca.UUCP>
Source record: 48628

I'm in the process of attempting to recompile MicroEmacs 3.11 to make some changes (remove mouse support so I can use within a CLI, for one). The source code appears to expect Mark Williams C, but I'm using Sozobon (also have Alcyon). So far I've seen two compilation (haven't tried linking yet) errors: the structure DMABUFFER is expected in stat.h, the Sozobon stat.h doesn't reference it, and "aesbind.h" is expected, which also isn't in the Sozobon or dlibs distribution. Any ideas how these can be compensated for or where I might find AES bindings (are they in another .h file?)

What other things should I watch for when porting from one variant of C to another, especially when I don't have documentation for the original target?

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation --- OS-9: Seven generations beyond OS/2!!
#######Opinions expressed are my own, though you'd be wise to adopt them!######

1891. Printing GEM Graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-08 21:44:51 UTC
From: aking@bbn.com
Message-ID: <63607@bbn.BBN.COM>
Source record: 48627

I've written a program which uses GEM windows, and I would like to add printer capability to it. The simple thing of "print screen" lacks the resolution I need. How do you change such a program to redirect its output to the printer rather than the screen?

I've scanned the developer's docs and Lasar C manual and nothing's popped out at me. I suspect I should open a virtual workstation as a printer class device rather or metafile than a CRT screen, and then install GDOS and the appropriate printer driver. However calling open_vwork with a class of printer=21 have not moved the the output of my program from the screen, as I suspected it would.

Thanks

Allen King
aking@pebbles.bbn.com

1892. Micro RTX and GNU C

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-09 02:56:16 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991Apr9.025616.28471@zip.eecs.umich.edu>
Source record: 48630

In the shareware version of RTX it has some include files
but none come with GNU C and GNU RTX library...do I need
to use these include files to write a program using RTX?

Richard Hall
University of Michigan
--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

1893. GIF to SPC convertors

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-09 10:50:07 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991Apr9.105007.10362@newcastle.ac.uk>
Source record: 48629

Hi, Having been sent some gif pictures, I decided to view them on my ST.

I looked around the PD site and found a few viewers, and also GIFSPC and SPLINDEX.

When the gifs were viewed using FASTGIF the pictures came out ok (In 16 colours) but I decided I would like to see them in full colour glory and so feed them through GIFSPC and viewed the result on SPLINDEX - The result was a completely messed up picture. Could be the convertor me tinks and so tried BGIF. The resulting SPU picture was better but still not perfect as it was still corrupt in places, (odd lines missing etc)

Has anyone else had this problem, if so has any one cured the problem. what is the problem. etc etc etc?

My Machine is a 520STFM with 1.02 OS and 2.5M of memory

Dave Johnson

1894. Re: Porting from MWC code

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-09 12:25:30 UTC
From: steve@thelake.mn.org
Message-ID: <A858723977@thelake.mn.org>
Source record: 48631

[In article <1840@mwca.UUCP>,
bill@mwca.UUCP (Bill Sheppard) writes ...]

> I'm in the process of attempting to recompile MicroEmacs 3.11 to make some
> changes (remove mouse support so I can use within a CLI, for one). The
> source code appears to expect Mark Williams C, but I'm using Sozobon (also
> have Alcyon). So far I've seen two compilation (haven't tried linking yet)
> errors: the structure DMABUFFER is expected in stat.h, the Sozobon stat.h
> doesn't reference it, and "aesbind.h" is expected, which also isn't in the
> Sozobon or dlibs distribution. Any ideas how these can be compensated for
> or where I might find AES bindings (are they in another .h file?)

The DMABUFFER is a 44-byte buffer used by Fsfirst() and Fsnext(). The MWC
stat.h file includes a typedef for it; dLibs includes it directly in the
definition of the stat struct. The MWC definition provides some access
to internal GEMdos memory (the part dLibs identified as ``reserved
field. DON'T TOUCH'' but you probably won't need any of that.

The dLibs source code should have some examples of using its stat
structure. I think the rule of thumb is to get the old DTA pointer
and save it, declare a new DTA buffer, Fsetdta(), use it, then
restore the old buffer with Fsetdta.

The MWC aesbind.h file declares the values returned by AES functions
-- all are ints, so you don't have to worry about that -- plus a couple
of peculiar structure typedefs: Rect (four integers), Prect and Mouse
(both four pointers to ints). The Mark Williams documentation uses those
structures in a (probably vain) attempt to make GEM function calls more
readable.

> What other things should I watch for when porting from one variant of C to
> another, especially when I don't have documentation for the original target?

I can't think of any really bizarre things that you'll run into going
from MWC to Sozobon. If you go in the opposite direction you'll need
the dLibs source code handy, because Sozobon's library is far more complete
than Mark Williams', especially in the string-handling functions.

Steve Yelvington / P. O. Box 38 / Marine on St. Croix, MN 55047 USA
INTERNET: steve@thelake.mn.org UUCP: plains!umn-cs!thelake!steve
GEnie: S.YELVINGTO2 Delphi: YELVINGTON

1895. Re: How store extra data at the end of an executable?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-09 13:01:55 UTC
From: wolfram@ikki.informatik.rwth-aachen.de
Message-ID: <wolfram.671202115@ikki>
Source record: 48632

erik@mcrware.UUCP (Erik Johnson) writes:

>Here is what I would like to do. I would like to append a picture file to the
>end of my executable file. In this case, the extra data is a picture file that
>is the menu for my program. Once a program is loaded into memory, is it closed
>and all file offset information lost, or is there a way I can start reading
>data from the file where the program data left off.

Although I havent tried, it should be possible to simply append the picure
data to the end of the file without disturbing the program. The location of
the picture can be located by looking at the program header, or by simply
loading the last 32K or whatever.
After program load, the entire program file should be in memory and should
remain there during program execution (I dont know what will happen to
relocation info, though, but I cant imagine it will be freed). Look at the program's
basepage, and you will find some pointers to the text, data and bss segments of
the program plus the lengths of these segments. The picture data should be
just behind.
for more info, consult the documentation of the basepage structure.

Good luck
Okami-san

1896. Re: GIF to SPC convertors

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-09 13:45:25 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr9.134525.24039@informatik.uni-erlangen.de>
Source record: 48633

D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:

>Hi, Having been sent some gif pictures, I decided to view them on my ST.

>I looked around the PD site and found a few viewers, and also GIFSPC and
>SPLINDEX.

>When the gifs were viewed using FASTGIF the pictures came out ok (In 16
>colours) but I decided I would like to see them in full colour glory and so
>feed them through GIFSPC and viewed the result on SPLINDEX - The result was a
>completely messed up picture. Could be the convertor me tinks and so tried
>BGIF. The resulting SPU picture was better but still not perfect as it was
>still corrupt in places, (odd lines missing etc)

>Has anyone else had this problem, if so has any one cured the problem. what is
>the problem. etc etc etc?

>My Machine is a 520STFM with 1.02 OS and 2.5M of memory

>Dave Johnson

I had these problems, too.

I got several GIF->SP? converters from atari.archive but no one was ok.
GIFSPC has the effects a described above. It seems that the color
computation is buggy. I tried to convert the baywatch4 GIF pic and
noticed a wrong background color in some areain the SPC pic. It should
be light blue but was dark blue. And the same with Erikas body 8-(...

BGIF seems better as GIFSPC, but doesn't use all y-resolution. The
resulting SP? pics are teeny weeny itsy bitsy ones.

VGIF has a build-in converter which seems to be the best of them, but
(my version) converts only the top left edge (320 x 200) of the picture.
What a mess if you want the baywatch* GIF pics convert to SP? 8-((

I have coded a good RGB2SPU converter, but 'til now I have *no* GIF2RGB
converter. I 've started last month, but got no result 'til now. The
GIF pic format is very *tricky* 8-(((

BTW: I'm using a MEGA ST2 with TOS 1.4 (new notation: 1.04) and 4 Megs

Any comments, ideas?
Lars

+--+----------------------------------+
lsmichae@faui43.uni-erlangen.de				
Lars Michael				"Down with ATARI,
Graduate Student of Computer Science	/	\ Long live the ST !"

```
| at University of Erlangen/Germany | / | \ |
+-------------------------------------+---------------------------------|
| "May the Schwartz be with you!" |
+-------------------------------------------------------------------------+
```

1897. Re: Host Adapters, Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-09 17:01:51 UTC
From: bobw@hpsad.HP.COM
Message-ID: <18420011@hpsad.HP.COM>
Source record: 48493

In comp.sys.atari.st.tech, marc@sequoia.cray.com (Marc Bouron) writes:
> Finally, make sure you don't
>get bitten by the `famous' (apparently) ICD DMA noise problem - I did :-)

Can you (or someone) please post a description of this problem?

Thanks,

-Bob

.
. Bob Waltenspiel bobw@hpsad.HP.COM
. O _ HP Signal Analysis Div (707) 794-3091
_/=/ Rohnert Park, CA 94928-4999 GEnie: B.WALTENSPIE
|
_/ _ "Jugglers can keep it up indefinitely."

1898. GNU-C and TT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-09 19:04:29 UTC
From: erlingh@idt.unit.no
Message-ID: <1991Apr9.190429.6482@ugle.unit.no>
Source record: 48635

Hi there !
I've finally got a _real_ TT030, and have just recompiled the entire mint-library (patchlevel 8)
with -m68020 and -m68881 flags. The -m68020 flag did really work, and things does go along a bit
faster, but I'm having real trouble with the math-coprosessor. If i write floating-point code and compile with the -m68881 option the program tends to bomb 2 out of 3 times. It bombs every time if I have the processor-cache on. The code does execute faster, so I guess the 68882 is being used.
Then I saw there was a file on atari.archive named gasfp.zoo, is this some special version of gas
that is needed for the co-processor to work ? or am I missing something else ??
The most obvious thing would be that the libraries only support 68881 as peripheral I guess, as in the megas, anybody know this for sure ?

Oh, and there's no way that I could make emacs.ttp work anymore :-(

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Atari Lives !

1899. Re: Micro RTX and GNU C

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-09 19:50:25 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Apr9155025@acae127.cadence.com>
Source record: 48634

In article <1991Apr9.025616.28471@zip.eecs.umich.edu> heavy@zip.eecs.umich.edu (Richard Scott Hall) writes:

> but none come with GNU C and GNU RTX library...do I need
> to use these include files to write a program using RTX?

on atari.archive you should find rtxbind.zoo (or something matching *rtx*), in the gnu area. it contains the bindings for gcc and rtx, and an example (dining philosophers). if its is not at Patchlevel 2, you also need the update, that should be available there too (i cant check file names etc, as i dont have ftp access anymore).

cheers,
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1900. Re: Me and My Soldering Iron

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-09 22:43:53 UTC
From: fortinp@bwdls56.bnr.ca
Message-ID: <1991Apr9.224353.135@bwdls61.bnr.ca>
Source record: 48639

In article <18489@ncratl.AtlantaGA.NCR.COM>, cscullio@ncratl.AtlantaGA.NCR.COM (Chris Scullion) writes:

|> Here's the problem... turn on the computer, floppy (internal, single sided)
|> light comes on (can't tell if the motor spins)... won't read the floppy ...

Try pointing your soldering iron at a different target. I had a similar problem with our club's 1040. Turned out the problem was a bad solder job on the PS' circuit board. Try resoldering the points where the leads from the transformer connect to the board. Based on what I saw with this unit, I would likely re-solder all PSs I come in contact with... To be sure, check the 12V to the drive; you may find that it is either low or non-existant.

Good luck.
|>
|> Thanks
|> cscullio@ncratl.AtlantaGA.ncr.com
|>
|> --
|> Chris Scullion | NCR Corporation 2651 Satellite Blvd., Duluth, GA 30136 |
|> | (404)623-7352 | VoicePlus 751-7352 | cscullio@ncratl.AtlantaGA.NCR.COM |

--
Cheers,
Pierre Fortin fortinp@bnr.ca (613)763-2598

1901. Hard Drive Controlers

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-09 23:22:45 UTC
From: rnews@b.ee.engr.uky.edu
Message-ID: <1991Apr9.232245.16390@ms.uky.edu>
Source record: 48637

Hello,
I am looking for a controler for a pair of MiniScribe 6085 hard drives
they are mfm type drives with the cir. board made to the bottom, they
have two edge connectors one is 20 pin, the other is 34 pin, nay help
would be nice.

Advance thanks in <<

Greg

--
rnews@b.ee.engr.uky.edu |
Greg Parsons | where is the joke?
U.K. doesn't share my thoughts.... |

1902. Wanted: Phone # for MWC

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-09 23:58:44 UTC
From: sean@ccwf.cc.utexas.edu
Message-ID: <46961@ut-emx.uucp>
Source record: 48496

Does anyone know the customer support phone number for Mark William's C ?

Thanks,

sean@ccwf.cc.utexas.edu.UUCP (Sean Sterling Foiles)

1903. A dream come true (Well ALMOST!)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-10 01:46:50 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991Apr10.014650.27723@lonex.radc.af.mil>
Source record: 48638
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been LaTeX'ing on my ST for about 3 years now, and have always dreamed of an ST program similar to Fig for Suns! But such a beast I have never seen, up till now!

I just downloaded from forwiss.uni-passau.de in the /pub/atari/tex directory a great looking file called texdraw.lzh. I unlharced it, and found that the majority of the document and program is in German.

BUT DOES THIS PROGRAM LOOK GREAT!! Do any of our bi-lingual net readers know if there are any plans for an English version of this program??
I only know that if such a beast exists, or is in the planning stage, many of us ST/LaTeX freaks would love it!! Anyone willing to check on this??
How about just an english version of the .rsc file??

Heck, this thing is so impressive, I may learn to read German just to use it! I'm talking one very slickly done piece of graphics/TeX tool here!

--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

1904. Re: Simulating keypress

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-10 02:47:36 UTC
From: adamd@rhi.hi.is
Message-ID: <3032@krafla.rhi.hi.is>
Source record: 48636

In <1991Apr5.151946.25763@etek.chalmers.se> fabian@etek.chalmers.se (Martin Fabian) writes:

>Is there any (legal) way to simulate a keypress from inside a program.

You find the address of the raw keyboard buffer using the XBIOS function iovec. Keyboard scancodes can then be inserted directly into the buffer. You will want to disable interrupts or otherwise stop the real keyboard input while you are simulating keypresses (if you prefer not to have mixed input). Whatever you put into that buffer will be picked up by the BIOS the next time(s) it gets some input from the keyboard device, just as if it was actually typed in.

In <1991Apr8.160108.22367@etek.chalmers.se> fabian@etek.chalmers.se (Martin Fabian) writes:
>In <1991Apr6.000637.20676@jato.jpl.nasa.gov>, vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:

>|> I'd like to get hold of keypresses. It's easy to get hold of mouse
>|> motions by inserting your own handler in place of the mousevec in
>|> the struct returned by XBIOS' kbdvec function.

>This seems like exactly my problem. Since the ikbdsys, address of
>which is also returned by kbdvec, reads the keys off the UART there
>really does not seem to be any other way of doing that.

>Perhaps you could intercept the actual interrupt routine in some way ?

This can be done but is not to be recommended. This is the system programmer's domain and is the right place to modify the keyboard handling systemwide. This is for instance the only sensible place to patch in a national keyboard routine. If applications programmers start fiddling with this we might end up having to replace the ikbd chip to get tamper-proof keyboard handling. This is Iceland, we need access to weird key combinations within other peoples' programs, to get the full range of characters even when programs read the scancodes directly.

Please stay away from patching the ikbdsys routine unless:
1) you fully understand the implications of the changes made, this includes certain timing constraints.
2) the change does not destroy or undo any previously applied patches.
(but you don't know what these patches are, so leave it alone).
The normal way of modifying keyboard input is by patching the BIOS bconin routine. The scancode is also returned here so you can do just about anything you like with the keyboard input using bconin.
--
Adam David. (adamd@rhi.hi.is)

1905. Need brief help from Atari Lattice C user with "Malloc"

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-10 04:57:20 UTC
From: xanthian@zorch.SF-Bay.ORG
Message-ID: <1991Apr10.045720.28081@zorch.SF-Bay.ORG>
Source record: 48497

Hi, sorry to butt in on the wrong side of the Amiga/Atari free fire zone, but I need a little help from someone familiar with the Atari version of Lattice C.

I'm trying to bring up a version of the Boyer/Moore sublinear time string search algorithm on a BSD 4.3 Unix box. Unfortunately, from my point of view, the sources I have are an Atari ST port that was done without #ifdef conditionalizing, and I'm having trouble understanding a small piece of Lattice C code, specifically, what some calls to Malloc are doing. My (Amiga) version of Lattice C doesn't include the "Malloc" call, so my own docs are useless.

The code looks like this:

```
|=| #include <stdio.h>
|=| #include <osbind.h>
|=| #include "bm.h"
|=| #include "extern.h"
|=|
|=| static void loinit();
|=| static int loread();
|=|
|=| Execute(DescVec, NPats, TextFile, Buffer, inbufsiz)
|=| {
|=| ...
|=| /* initialize */
|=| loinit();
|=| ...
|=| } /* Execute */
|=|
|=| static char *lobuf, *lopos;
|=| static int lobread, loeof, lbsiz;
|=|
|=| static void loinit()
|=| {
|=| int newsiz;
|=|
|=| if (lobuf == (char *)0) {
(1) |=| lbsiz = Malloc(-1);
(2) |=| while (newsiz = lbsiz & (lbsiz-1)) {
|=| lbsiz = newsiz;
|=| }
(3) |=| lobuf = (char *)Malloc(lbsiz);
(4) |=| if (lobuf == (char *)-1) {
|=| fprintf(stderr,"bm: memory allocation failed\n");
```

```
|=| exit(1);
|=| }
|=| }
|=| lopos = lobuf;
|=| lobread = 0;
|=| loeof = 0;
|=| }
```

Elsewhere, _mneed is set to 30000 bytes, which, I understand, establishes a minimum heap space available by setting a global for the compiler.

Pretty obviously, after you stare at the (rather clever) loop at (2) until your eyes cross a bit, what's going on is an allocation of a block sized a power of 2 the largest contained in the value returned to lbsize by "Malloc" at (1).

Questions:

a) Is the "Malloc" call at (1) getting the largest available block in the operating-system-maintained free list?

b) If not, what's going on with the "-1" parameter (and is it being promoted to a long integer behind the scenes, while I'm asking)?

c) Could the call at (1) return a value _larger_ than "_mneed" is set?

d) I'm used to seeing (lower case) "malloc" return a zero (== null pointer) when allocation of the requested size isn't possible. Why is the test of the value returned by "Malloc" at (3) done against a pointer cast of "-1" at (4) instead?

e) What would a zero return have implied that a "-1" return doesn't from "Malloc"?

f) What exactly is the "-1" return telling me about an allocation failure?

Email responses only, please; I really try to keep out of newsgroups where I have no business, since I tend to answer 10% of what I read otherwise.

;-)

If this is something everyone but me reading this doesn't already understand, email a request for a summary of responses, and I'll gladly post one back here.

Kent, the man from xanth.
<xanthian@Zorch.SF-Bay.ORG> <xanthian@well.sf.ca.us>

1906. texdraw.lzh (was Re: A dream come true (Well ALMOST!))

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-10 09:16:51 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Apr10111651@orion.laas.fr>
Source record: 48640
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Speaking of texdraw.lzh, it is also available from atari.archive. The copy I downloaded would test out well, all the members would test okay, but the archive as a whole would finish with a CRC error. Lharc on Unix and Lharc version 1.02, 1.13, and 1.13.8 on my ST would all error abort. Only lharc 1.13 on a PC accepted this file correctly!

Are the ST/Unix version of lharc still bugged?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud new owner of a Mega 4 ST. What should I do with my *small* SH204 drive?

1907. Where to get FATSPEED ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-10 10:15:13 UTC
From: dick@ahds.UUCP
Message-ID: <1939@ahds.UUCP>
Source record: 48492
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Lots of replies on a previous posting in this group, concerning problems
I have with my megafile 44 harddisk pointed out that I have to migrate
from TOS 1.2 to TOS 1.4, or use FATSPEED.PRG instead.
Since I prefer trying the latter option first, I would like to know where
I can get this program.
Someone mailed me it should be on some usenet-accessible board.
Can anyone mail me details about the full path (and type of info-server,
if appropriate) ?

Thanks a lot in advance everybody!

Dick.

1908. Re: GIF to SPC convertors

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-10 10:33:49 UTC
From: dorner@telematik.informatik.uni-karlsruhe.de
Message-ID: <1991Apr10.113349.1@telematik.informatik.uni-karlsruhe.de>
Source record: 48491

In article <1991Apr9.134525.24039@informatik.uni-erlangen.de>,
lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) writes:
> D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
>
>>Hi, Having been sent some gif pictures, I decided to view them on my ST.
>
>>I looked around the PD site and found a few viewers, and also GIFSPC and
>>SPLINDEX.
>
>>When the gifs were viewed using FASTGIF the pictures came out ok (In 16
>>colours) but I decided I would like to see them in full colour glory and so
>>feed them through GIFSPC and viewed the result on SPLINDEX - The result was a
>>completely messed up picture. Could be the convertor me tinks and so tried
>>BGIF. The resulting SPU picture was better but still not perfect as it was
>>still corrupt in places, (odd lines missing etc)
[stuff deleted]
Perhaps the problem isn't the converter, but the slide show - program.
Spectrum slide shows are very tricky, most of them run only with 50 Hz or 60 Hz
monitors (that was an exclusive or!). I got a similar problem with GIFSPC and
SPSLIDEX, which was written for 60 Hz. The code in 50 Hz slide shows needs an
additional 'NOP'.

Thomas

1909. random key repeats...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-10 12:38:26 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <2171@xenon.kcl-cs.UUCP>
Source record: 48508

I have recently started to have an odd problem- occasionally any of the keys esc, 1, 2, 3 or 4 will suddenly start to repeat at the full repeat rate. It can be stopped by pressing escape. The problem has occured on 2 STs using similar setups.

Programs installed are :

UIS III
AMCLIGHT
Fatspeed
Pinhead
Turbo ST
foldrxxx
Cons_fix
Headstrt
Formdoit

Accessories:

Harlekin
Callfsel
Treeview

It seems to happen at any time- on the desktop, in dialogues and in applications. Gemini 1.2 is running too.

Any bright ideas?

Marcus Bointon.

1910. M-Tools, where to ftp from?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-10 13:02:42 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991Apr10.130242.26931@lonex.radc.af.mil>
Source record: 48498
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

After listening to all the talk of 3.5 floppies on Sparcs writing
ST compatible disks, I now find myself wishing I had paid attention!

We just got another Sparc in the lab, and this one has a 3.5 floppy drive.

SO..... where can I get the latest, greatest version of M-Tools, and what
should I look for to avoid the problems I have seen posted in the past?

Thanks in advance for any help!

--

Capt Jeff Long Rome Air Development Center
longj@lonex.radc.af.mil Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

1911. Re: A dream come true (Well ALMOST!)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-10 14:21:41 UTC
From: wolfram@cip-s07.informatik.rwth-aachen.de
Message-ID: <wolfram.671293301@cip-s07>
Source record: 48494
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

longj@lonex.radc.af.mil (Jeffrey K. Long) writes:

>Heck, this thing is so impressive, I may learn to read German just to use
>it! I'm talking one very slickly done piece of graphics/TeX tool here!

Well I guess it should be easier to write this program on your own than to
learn German.

1912. Re: Host Adapters, Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-10 17:15:26 UTC
From: marc@sequoia.cray.com
Message-ID: <035547.6739@timbuk.cray.com>
Source record: 48500

In article <18420011@hpsad.HP.COM>, bobw@hpsad.HP.COM (Bob Waltenspiel) writes:
|> In comp.sys.atari.st.tech, marc@sequoia.cray.com (Marc Bouron) writes:
|> > Finally, make sure you don't
|> >get bitten by the `famous' (apparently) ICD DMA noise problem - I did :-)
|>
|> Can you (or someone) please post a description of this problem?

I posted a query a few weeks back which described a problem with my new HD.
The video display appeared to lose sync (i.e. go haywire) intermittently. I was
told by fellow netters that this was due to `noise' generated by the ICD host
adaptor, which was interfering with the video circuitry.

This is a known problem at ICD. Apparently they either ship you a different
DMA cable, or suggest connecting a 22pF capacitor across pins 12 and 13 of the
DMA IN connector.

Seasoned netters: please flame if I've misunderstood any of this :-)

[M][a][r][c]

##
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
##

1913. Me and My soldering iron II

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-10 17:30:35 UTC
From: cscullio@ncratl.AtlantaGA.NCR.COM
Message-ID: <18502@ncratl.AtlantaGA.NCR.COM>
Source record: 48499

Many thanks to John, Dzung, Mark, and Derrick for their helpful input to my flex drive problem. Upon their advice, I checked power, MMU and GLUE chips and found all were OK. The computer still won't recognize the floppy drive during powerup (or any time, for that matter). I hooked up an external drive (genuine Atari), which went unrecognized, except for its existence (i.e., trying to format drive B did not result in the prompt to insert a disk as if only one drive existed). That shoots the cabling theory as well. I'm left with the floppy controller chip (WD1772). I don't want to mess around with my one working ST, so I need a source for this chip. Any suggestions?

P.S. I did listen very carefully and, yes, the drive DOES spin when accessed and the light DOES come on, but that's all.

--

Chris Scullion | NCR Corporation 2651 Satellite Blvd., Duluth, GA 30136 |
| (404)623-7352 | VoicePlus 751-7352 | cscullio@ncratl.AtlantaGA.NCR.COM |

1914. Re: FD problems in 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-10 18:46:12 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr10.184612.18604@jato.jpl.nasa.gov>
Source record: 48501

My brother's 1040 has always had trouble with the floppy drive. It doesn't recognize disk changes. And it trashes disks MUCH more often than my 520. It's had a new drive, and we've tried moving and shielding the monitor. Any other ideas?

Thanks in advance.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

1915. Memory Upgrade Help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-10 19:58:59 UTC
From: kellyl@hpgrla.gr.hp.com
Message-ID: <16970004@hpgrla.gr.hp.com>
Source record: 48514

I know this is probably on the most frequently asked questions list (or should be), but I need to expand the RAM on my 1040ST. Does anybody have any recommendations on what RAM upgrades are available, which are the best bets, or if there are any clear cut winners, or maybe some that I should avoid? Are there any that allow you to upgrade even more with SIMMS later on down the line? I would appreciate any input on this matter.

I never thought back in the days when I "upgraded" my TRS-80 to a whopping 48K (full capacity) that I would ever ever have a computer with 1 meg... and still not have enough memory to do what I want (grin).


```
==============================================================================
/\ | / / \ | /\
Kelly Larson /\ / \ /\ | / / \ | /\/
kellyl@hpgrer.com.hp / \/ \ \/\| | /-\ /-\ | |\/ \
Hewlett Packard/Greeley / / \ / | | / / /__/ | |/ \/
303-350-4288 / / / | \ / / | \
/ COLORADO! / | \ / / |
==============================================================================
```

1916. Re: GIF to SPC convertors

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-11 01:04:13 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr10.204752.24876@mailer.cc.fsu.edu>
Source record: 48507

In article <1991Apr9.134525.24039@informatik.uni-erlangen.de>,
lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) writes:
>
>I got several GIF->SP? converters from atari.archive but no one was ok.
>GIFSPC has the effects a described above. It seems that the color
>computation is buggy. I tried to convert the baywatch4 GIF pic and
>noticed a wrong background color in some areain the SPC pic. It should
>be light blue but was dark blue. And the same with Erikas body 8-(...
>

Try DigiSpec or UniSpec. They do an excellent job. I believe these
are sold with a digitizer from Alpha Systems.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

1917. Re: M-Tools, where to ftp from?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-11 09:06:18 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3174@laura.UUCP>
Source record: 48502
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mtools can be ftp'ed from cerl.cecer.army.mil (129.229.1.101).

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

1918. Dump TOS in ROM into a .IMG file ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-11 09:13:23 UTC
From: obourdon@sunicnc.France.Sun.COM
Message-ID: <1991Apr11.111323@sunicnc.France.Sun.COM>
Source record: 48506

Does someone know how to dump the TOS that is in ROM into
a .IMG file so that it can be put on a disk for booting purposes
All answers and pointers welcome. (even only ROM addresses ...)

--


```
+---------------------------------------+----------------------------------+
|Olivier BOURDON | Address : SUN MICROSYSTEMS |
|E-Mail : obourdon@sunicnc.France.Sun.COM | International Center for|
|Tel : +33 76 41 42 19 | Network Computing |
|Fax : +33 76 41 42 41 | 32 av du Vieux Chene |
| | 38 240 Meylan Zirst |
| | FRANCE |
+---------------------------------------+----------------------------------+
```

1919. Re: M-Tools, where to ftp from?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-11 09:54:22 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Apr11115422@orion.laas.fr>
Source record: 48503
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3174@laura.UUCP> klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:
|
| Mtools can be ftp'ed from cerl.cecer.army.mil (129.229.1.101).

But watch out! Their ftp is a bit flakey. Watch out for truncated
files.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud new owner of a Mega 4 ST. What should I do with my *small* SH204 drive?

1920. Where to get FATSPEED ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-11 10:31:23 UTC
From: dick@ahds.UUCP
Message-ID: <1946@ahds.UUCP>
Source record: 48512
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Lots of replies on a previous posting in this group, concerning problems
I have with my megafile 44 harddisk pointed out that I have to migrate
from TOS 1.2 to TOS 1.4, or use FATSPEED.PRG instead.
Since I prefer trying the latter option first, I would like to know where
I can get this program.
Someone mailed me it should be on some usenet-accessible board.
Can anyone mail me details about the full path (and type of info-server,
if appropriate) ?

Thanks a lot in advance everybody!

Dick.

1921. Re: Me and My Soldering Iron

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-11 10:42:00 UTC
From: wolfram@cip-s06.informatik.rwth-aachen.de
Message-ID: <wolfram.671366520@cip-s06>
Source record: 48504

What kind of error message do you get when opening the floppy?
To make sure this is not a diskette problem, try to boot without a disk
in the drive. Then insert a blank disk and format it. Check if this works
and if you can access the so-formatted disk (write desktop.inf to it etc.)
Get an external floppy and use it to read a) your original boot disk and
b) the disk formatted with the internal drive. If it reads the boot disk
but cannot access the newly-formatted disk, the r/w head might be out of
alignment.
Using the external drive correctly proves the controller is Ok of course.

Good luck
Okami-san

1922. Re: How store extra data at the end of an executable?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-11 10:50:09 UTC
From: wolfram@cip-s06.informatik.rwth-aachen.de
Message-ID: <wolfram.671367009@cip-s06>
Source record: 48505

warwick@cs.uq.oz.au (Warwick Allison) writes:

>Your program should Fseek backwards from the end of the .PRG file, to the
>start of the additional data, then read it.

The problem is again that it's a real hard job for a prg to find it's
own executable. Dont rely on it being in the current directory. Dont rely
on finding the name in argv[0]. The problem in this case is primarily to
find the data in memory, since there is no reliable way to find it on the
disk.
There was a discussion in comp.lang.c about finding the executable file some
time ago, and it convinced me that this is not generally (sometimes even
not at all) possible.

Regards
Okami-san

1923. Re: GNU-C and TT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-11 13:10:37 UTC
From: cummins@unx2.ucc.okstate.edu
Message-ID: <1991Apr11.131037.11165@unx2.ucc.okstate.edu>
Source record: 48517

I've notices lots of posts lately with odd termination of lines
(looks like a backspace character instead of a carriage return-linefeed
combibation). What could be munching up the CR/LFs at the end of each
line? I find these message are usually interesting in content but I
have to turn my vt-100 mode off on my "dumb" terminal and look at these
messages with all control codes visible to read the screwy messages.
Anyone else have problems with messages reading improperly (looks like
missing lines, and an odd character at the end of most lines)???

John Cummins
cummins@unx2.ucc.okstate.edu

1924. Re: Simulating keypress

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-11 16:08:49 UTC
From: fabian@etek.chalmers.se
Message-ID: <1991Apr11.160849.14152@etek.chalmers.se>
Source record: 48511

In article <3032@krafla.rhi.hi.is>, adamd@rhi.hi.is (Adam David) writes:

|> You find the address of the raw keyboard buffer using the XBIOS function iovec.
|> Keyboard scancodes can then be inserted directly into the buffer. You will want
|> to disable interrupts or otherwise stop the real keyboard input while you are
|> simulating keypresses (if you prefer not to have mixed input). Whatever you put
|> into that buffer will be picked up by the BIOS the next time(s) it gets some
|> input from the keyboard device, just as if it was actually typed in.

OK, but does this also apply to evnt_keybd and evnt_multi ?
And what about the keyclick, the ikbdsys handles that. Fact ?

M Fabian, fabian@contrl.chalmers.se
fabian@etek.chalmers.se

1925. Re: Ptermres()

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-11 17:47:04 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <2662.04.91@drdhh.hanse.de>
Source record: 48541

From article <1991Apr8.130807.3046@informatik.uni-erlangen.de>, by csbrod@immd4.informatik.uni-erlangen.de (Claus Brod):
> This space stays resident till MIN(end of time, next cold/warmstart).
> Ptermres() hides all memory blocks you allocated, i.e. you won't find
> it in any of the two memory lists (memory free list or memory allocated
> list). So you can't do Mfree() on it. If I'm wrong here, Allan Pratt
> will certainly correct me in an instant 8-)

I'd be glad IF he would - but I think I'm starting to get on his nerves,
so I stop writing... 8-)

bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)

1926. Re: Printing GEM Graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-11 17:52:44 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <2663.04.91@drdhh.hanse.de>
Source record: 48539

From article <63607@bbn.BBN.COM>, by aking@bbn.com (Allen King):
>
> I've written a program which uses GEM windows, and I would like to
> add printer capability to it. The simple thing of "print screen" lacks
> the resolution I need. How do you change such a program to redirect
> its output to the printer rather than the screen?

Install GDOS & a printer driver, using device id 21 + fonts.
Then the following piece of source should bring what you expect:

```
int h,i;
int in[11],out[57];
int p[10];

appl_init();

in[0]=21; /* DEVICE ID */
for(i=1;i<10;in[i++]=1);
in[10]=0; /* NDC */

v_opnwk(in,&h,out); /* NOT VIRTUAL !!! */

if(!h)
{
printf("h: %d, couldn't open\n",h);
appl_exit();
exit(1);
}

v_arc(h,5000,5000,2000,0,900);
v_clswk(h);

appl_exit();
exit(0);
```

Hope that helps,
Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)

1927. Re: Porting from MWC code

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-11 17:55:10 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <2664.04.91@drdhh.hanse.de>
Source record: 48542

From article <1840@mwca.UUCP>, by bill@mwca.UUCP (Bill Sheppard):
> errors: the structure DMABUFFER is expected in stat.h, the Sozobon stat.h
> doesn't reference it, and "aesbind.h" is expected, which also isn't in the
> Sozobon or dlibs distribution. Any ideas how these can be compensated for
> or where I might find AES bindings (are they in another .h file?)

DMABUFFER is MW's acronym for DTA (passed to GEMDOS Fsetdta()).

Have no Sozobon at hand, try obdefs.h / gemdefs.h.

So short, Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)

1928. Re: How store extra data at the end of an executable?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-11 17:58:58 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <2665.04.91@drdhh.hanse.de>
Source record: 48538

From article <615@uqcspe.cs.uq.oz.au>, by warwick@cs.uq.oz.au (Warwick Allison):
> Try:
> 1. Generate your .PRG (eg. with C or M2 linker, etc)
> 2. Have a separate program to:
> a) Fseek to the end of the .PRG file
> b) append any other data

Works, but my confuse future loaders, etc.
Cleaner method:
Define a field in your programs data segment.
Taking the offset (in the running program) from your
textseg to the fields address you can figure out where
your data is on disk. (offset + sizeof(PROGRAMHEADER)).

Hope that helps, Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)

1929. Re: Need brief help from Atari Lattice C user with "Malloc"

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-11 19:49:59 UTC
From: xanthian@zorch.SF-Bay.ORG
Message-ID: <1991Apr11.194959.27287@zorch.SF-Bay.ORG>
Source record: 48509

xanthian@zorch.SF-Bay.ORG (Kent Paul Dolan) writes:

Just a note back to say thanks to the already half dozen folks who responded with useful answers, and to anyone else whose response is in the pipeline. Here's a quick summary of the answers.

> Hi, sorry to butt in on the wrong side of the Amiga/Atari free fire
> zone, but I need a little help from someone familiar with the Atari
> version of Lattice C.

...

> The code looks like this:

...

```
|=| if (lobuf == (char *)0) {
(1) |=| lbsiz = Malloc(-1);
(2) |=| while (newsiz = lbsiz & (lbsiz-1)) {
|=| lbsiz = newsiz;
|=| }
(3) |=| lobuf = (char *)Malloc(lbsiz);
(4) |=| if (lobuf == (char *)-1) {
|=| fprintf(stderr,"bm: memory allocation failed\n");
|=| exit(1);
|=| }
|=| }
```

> Elsewhere, _mneed is set to 30000 bytes, which, I understand,
> establishes a minimum heap space available by setting a global for the
> compiler.

> Pretty obviously, after you stare at the (rather clever) loop at (2)
> until your eyes cross a bit, what's going on is an allocation of a
> block sized a power of 2 the largest contained in the value returned
> to lbsize by "Malloc" at (1).

I got told that what this loop was doing still wasn't clear, even _with_ staring crosseyed at it, so here's an example:

Say the value returned to lbsize is 0010001001 binary; then what the repeated minus 1's and bitwise ands do is:

```
0010001001 a
-1
0010001000 b
a & b = 0010001000 c
-1
```

0010000111 d
c & d = 0010000000 e <---- This is the last one saved into lbsiz...
-1
0001111111 f
e & f = 0000000000 g <---- ... because this one is "false", so the while
loop insides don't get executed for it.

i.e., they "eat" the less significant "set" ("1") bits off from the right;
but since you save the last non-"false" value after an &= step, you have
in lbsiz the largest power of two that fits in the original (largest
available hunk) size returned by the Malloc(-1L).

Like I said, you just have to cross your eyes right to visualize what's
going on.

> Questions:

> a) Is the "Malloc" call at (1) getting the largest available block in
> the operating-system-maintained free list?

Answer: it is returning the _size_ of the largest available block, not a
pointer to such a block.

[I _hate_ it when a call can return values in type conflict depending on
the parameters; miserable software engineering design; it should be two
separately named routines returning the pointer versus the long integer
values, even though pointers happen to be implemented _on_ _this_
machine as long integers.]

> b) If not, what's going on with the "-1" parameter (and is it being
> promoted to a long integer behind the scenes, while I'm asking)?

Answer: it not exactly being "promoted" because the Lattice compiler is
using 32 bit integers as the native default; by me (and by my
correspondent) that makes the "1" a portability problem and thus a
coding error; it should have been "1L".

c) Could the call at (1) return a value _larger_ than "_mneed" is set?

Answer: yes indeed, it will return the size of the largest free block,
which makes the call a system killer on a virtual memory system (and
pretty unfriendly on _any_ multitasking system); on a Unix box this
is typically going to grab 8 megs of memory from the virtual memory
swap area; _way_ overkill when the setting for _mneed indicates that
30K would do fine. Another portability problem.

> d) I'm used to seeing (lower case) "malloc" return a zero (== null
> pointer) when allocation of the requested size isn't possible. Why is
> the test of the value returned by "Malloc" at (3) done against a
> pointer cast of "-1" at (4) instead?

> e) What would a zero return have implied that a "-1" return doesn't
> from "Malloc"?

> f) What exactly is the "-1" return telling me about an allocation
> failure?

Answer (to d, e, and f): it's a coding bug and should have tested
against "0L" or null; like "malloc", "Malloc" gives back a null, not a
(char *)(-1), on allocation failure.

[This still is a design problem with "Malloc", though, because "zero"
(there are no free blocks) is a legitimate, non-failure answer to
"Malloc(-1L)", though in practice there isn't much difference in what
you'd do in response to "no storage free" versus "attempting to get
storage failed" in any case, but the response should _not_ confound the
two answers; more bad software engineering.]

> Email responses only, please; I really try to keep out of newsgroups
> where I have no business, since I tend to answer 10% of what I read
> otherwise.

I'll go away again now.

;-)

> If this is something everyone but me reading this doesn't already
> understand, email a request for a summary of responses, and I'll
> gladly post one back here.

Well, no one asked, but the responses were useful enough I thought I'd
post one anyway, since there were some good lessons to be learned.

Thanks again for all the help.

Kent, the man from xanth.
<xanthian@Zorch.SF-Bay.ORG> <xanthian@well.sf.ca.us>

1930. Re: Ptermres()

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-11 21:19:08 UTC
From: apratt@atari.UUCP
Message-ID: <2902@atari.UUCP>
Source record: 48522

>wolfram@tschil.informatik.rwth-aachen.de (Wolfram Roesler) writes:
>... and then terminates via Ptermres(0,0) ...

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>If I'm wrong here, Allan Pratt
>will certainly correct me in an instant 8-)

Did I hear my name being called?

Ptermres(0,0) is unsafe. Your TPA is shrunk to zero size (or freed) before the terminate happens, and therefore you are relying on the contents of memory that nobody owns: the contents of your basepage to process the terminate. This is bad news. Don't do it. The minimum size argument to Ptermres should be $80 (the size of your basepage, up to the command line). This wierd case is not one the authors of GEMDOS (including me) anticipated, so it's not enforced or anything. I guess it could be.

Of course, people frequently *do* rely on the contents of memory that nobody owns, but it's not SAFE. In particular, that address may have no meaning any more in a VM system.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1931. Re: Badly formatted Usenet messages (was Re: GNU-C and TT)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-11 22:46:04 UTC
From: steve@thelake.mn.org
Message-ID: <A2378307211@thelake.mn.org>
Source record: 48513

[In article <1991Apr11.131037.11165@unx2.ucc.okstate.edu>,
cummins@unx2.ucc.okstate.edu (John Cummins) writes ...]

> I've notices lots of posts lately with odd termination of lines
> (looks like a backspace character instead of a carriage return-linefeed
> combibation). What could be munching up the CR/LFs at the end of each
> line? I find these message are usually interesting in content but I
> have to turn my vt-100 mode off on my "dumb" terminal and look at these
> messages with all control codes visible to read the screwy messages.
> Anyone else have problems with messages reading improperly (looks like
> missing lines, and an odd character at the end of most lines)???

If you're referring to the posts to .tech and .atari.st from Fidonet
gatewayed by egsgate, I've already complained about it, in mail (no
answer) and in news.admin (for which I got flamed).

Somebody running a gateway using FredMail software has a configuration
problem, which I can understand, and an inability to respond to mail,
which I cannot.

It is my belief that the badly formatted messages have hosed up some
Usenet news batches at intermediate sites, causing other messages from
innocent parties to be lost.

I was informed by my rude public correspondent in news.admin that the
problem was fixed the same day it occurred, but it continues to manifest
itself. It must be both of our imaginations, engaged in an anti-Fidonet
conspiracy. :-)

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

1932. Re: GIF to SPC convertors

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-12 01:17:32 UTC
From: rosenkra@convex.com
Message-ID: <1991Apr12.011732.8868@convex.com>
Source record: 48510

i posted src to mgif on c.s.a.st which includes the tricky .GIF decoding.
i end up with rgb buffers for each scan line. after that, you can do anything
u want, including recode for .SPC and dump to disk. the .spc format is
documented in the picfmt files also on atari.archive (forgot the author -
sorry). what i did was run the rgb arrays thru a floyd-steinberg ditherer
so i could view the image on monochrome (hence m(mono)gif). since i use my
sc1224 about once a year, i prefer mono gifs. as far as i know, this is
the only generally available gif viewer for which src is available. i lifted
the gif decoder from PBMplus, also on atari.archive, though no src (i used
comp.sources.unix sources). the f-s dither is my own doing. if you can get
the decoder to run faster, i'd appreciate a copy...

now that i think of it, i think the PBM package includes giftopbm and pbmtospc
converters. i have not tried these, however. with a shell that can pipe,
you should be able to do:

giftopbm file.gif | pbmtospc >file.spc

or maybe

cat file.gif | giftopbm | pbmtospc >file.spc

pbm format is a generic (portable) bitmap format. maybe you need ppm (pixmap)
for color images (giftoppm and ppmtospc). read the docs on PBMplus. i don't
remember which is which...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

1933. Re: How store extra data at the end of an executable?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-12 02:44:01 UTC
From: warwick@cs.uq.oz.au
Message-ID: <748@uqcspe.cs.uq.oz.au>
Source record: 48518

wolfram@cip-s06.informatik.rwth-aachen.de (Wolfram Roesler) writes:

>The problem is again that it's a real hard job for a prg to find it's
>own executable.

Why not:
1. Try ARGV/xARG
2. Try shell_read
3. Fail

shell_read will work for Desktop run stuff.
ARGV/xARG will work for stuff called from command line.
If the user tries to use the program some other way (?) then that is
there hard luck. Personally, I'd rather not put data into my executables
anyway (what's wrong with separate files and environment variables? Much
more flexible - we lose more flexibility in embedding data than we do by
failing if the user calls our program by an obscure means.)

Warwick.
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

1934. Re: Simulating keypress

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-12 02:48:24 UTC
From: warwick@cs.uq.oz.au
Message-ID: <749@uqcspe.cs.uq.oz.au>
Source record: 48521

Would it be sufficient to just generate IKBD packets and
call whatever vector is recorded in the structure returned
by the XBIOS funtion kbv_base (approx) ? That sounds like
the most obvious, robust, correct method. Comments?

Warwick.
--
_--_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.--._/ University of Queensland,
v AUSTRALIA.

1935. My SM124 (ST monochrome monitor) died, like so many have lately

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-12 07:06:52 UTC
From: mspacek@fquest.fidonet.org
Message-ID: <6040Z2w164w@fquest.fidonet.org>
Source record: 48526

Well, I've seen a thread of messages about monochrome monitor problems lately, but pretty much ignored it. After all, it could never happen to me! Right, well it did happen to me. The other night it had been on for a while... I was online with a BBS and all of a sudden I thought the characters were starting to look funny, like they were slanting just a bit and getting thinner. Well, just a moment or two later the screen went dark and the green power light were dark also. When I turned the system off I could still hear a humming from the monitor, the power supply I suppose. I then cut it off to be safe. I opened it up and checked the fuse. It was blown. I really didn't expect it to be that simple, but thought it was worth a shot. I went to Radio Shack and bought a couple new fuses of the same rating. I thought I might have gotten lucky because it seemed to work fine after I replaced the fuse and put it back together. But after a little more than 30 minutes elapsed, it happened again. This time I was looking at the right side of the screen when it occured and the letter were definitely getting VERY thin right before it happened. Once again, it was only a moment or two after I noticed the character distortion until it went out. Anyway, I'm hoping to get some help in diagnosing the problem since there isn't much in the way of local dealer support. Oh, I thought both times that the monitor felt hotter than it should have right after the fuse blew. I would also welcome advice on what I could do if I can't fix it. Like good places to send stuff like that to be repaired (if there is such a place, not around here anyway), or what Atari Corp's exchange program pricing is currently. If anyway has had a posted for help with a similar sounding problem, I would sure love to hear what happened to them and possibly a recap of the help they got. I guess mail it would be best to mail anything to me, unless you think others would find the info interesting or helpful. I know I should have been reading the posts that have been on here lately and may well have already known the problem if I had, but well, I didn't. So, any help will be greatly appreciated. I really like my mono monitor and miss it greatly. I'm quite used to it and want it back pretty bad. SOMEBODY HEP ME PLEASE!!! Heh...
Thanks in advance from a SM124 addict suffering from withdrawal symptoms.

1936. Best prices for upgrade wanted...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-12 09:06:28 UTC
From: bd6@vax1.mankato.msus.edu
Message-ID: <1991Apr12.030628.450@vax1.mankato.msus.edu>
Source record: 48523

I am looking at doing a massive 'overhall' do my system. Adding a HD, Hopefully more memory, and a new mouse. I was wondering about prices. Does anyone know what would be a 'best buy' for this stuff ?
At least 2Meg upgrade for an "old" st (plain jane 520ST)
A Atari->SCSI interface
A new mouse
Any leads, personal feeling are welcome. Or offers for equitment.
Thanks alot.
brian.

1937. Re: GIF to SPC convertors + other stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-12 10:14:59 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991Apr12.101459.9276@newcastle.ac.uk>
Source record: 48516

Hello again.

I post the orginal message. My thanks to all that replied. It turns out that the viewer was at fault.

No where in the Documention does it say that SPLINDEX.PRG requires the monitor to be running in 60hz mode (and not 50hz as in the UK for most monitors).

This has been solved.

Next question as a result: Does anyone have the source code (in Assembler if possible) of how to swap between 50hz and 60hz, as I would like to include it in a program.

Dave

1938. Re: Where can I get and/or how can I write a GDOS Printer Driver?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-12 10:21:44 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <2685.04.91@drdhh.hanse.de>
Source record: 48544

From article <1991Apr8.002348.28331@rodan.acs.syr.edu>, by jfbruno@rodan.acs.syr.edu (John Bruno):
> Can anyone out there tell me where I can get a GDOS driver for a
> Xerox 4045 model 50 Laser Printer?

Speaking for old germany:
As a registered developer you can get a GDOS Kit which contains some sample source and a library for writing raster-oriented drivers.
Otherwise too much work.

Greetings, Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)

1939. ST Monitor Port

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-12 12:27:53 UTC
From: glens@natinst.com
Message-ID: <21841@natinst.natinst.com>
Source record: 48515

Hey does anybody know a company which makes a 13 pin circular din to plug into the ST/STE monitor Port or a place I can get my hands on one. (working on my own ST->Multisync and possibly GenLock device sometime in the future).

Thanks in advance,
Glen

1940. Re: GIF to SPC convertors

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-12 13:20:40 UTC
From: seb3@gte.com
Message-ID: <10984@bunny.GTE.COM>
Source record: 48525

In article <1991Apr12.011732.8868@convex.com> rosenkra@convex.com (William Rosencranz) writes:
>now that i think of it, i think the PBM package includes giftopbm and pbmtospc
>converters. i have not tried these, however. with a shell that can pipe,
>you should be able to do:
>
> giftopbm file.gif | pbmtospc >file.spc

That would be:

giftoppm file.gif | ppmtospu >file.spu

If the GIF was not 320x200, you'd have to do:

giftoppm file.gif | ppmscale -width 320 -height 200 | ppmtospu >file.spu

Ppmtospu uses the same algorithm to convert to Spectrum that GIFSPC uses. However, since ppmscale uses a much better algorithm to scale a picture that is not 320x200, large GIFs would probably look much better using PBMplus instead of GIFSPC. Ppmtospu also has a 4x4 dithering option which GIFSPC does not have.

BTW, if anyone wants to build a better GIF to Spectrum convertor, the sources to giftoppm and ppmtospu would be a great place to start. I still have most of the source to GIFSPC, but it is very poorly written, and slower, compared to giftoppm, ppmscale, and ppmtospu.

Steve Belczyk CIS: 75126,515 BBS: +1 508 664-0149 (2400 bps)
seb3@gte.com GEnie: sbelczyk UUCP: {harvard,vaxine}!bunny!seb3

1941. Edicta Expansion board problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-12 15:44:20 UTC
From: hb9zz@bernina.ethz.ch
Message-ID: <1991Apr12.154420.25785@bernina.ethz.ch>
Source record: 48547

Hi everybody,
I've installed an Edicta 2 Mb expansion board on my atari st, but I'm
getting a lot of problems. My Computer is a Mega ST 1 with the "bad"
GLUE chip, but changing it with another of an old 520 ST (a good one, not an IMC or what
the name is)
does not change anything... I continue to get bombs the time the HD
driver is loaded...
Does somebody have the same problem? any sudgestion?

Thanks a lot in advance

Ciao --- Rick

1942. Re: M-Tools, where to ftp from?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-12 15:50:56 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Apr12.155056.25856@oz.plymouth.edu>
Source record: 48520
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <RALPH.91Apr11115422@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>In article <3174@laura.UUCP> klute@tommy.informatik.uni-dortmund.de (Rainer Klute)
writes:
>|
>| Mtools can be ftp'ed from cerl.cecer.army.mil (129.229.1.101).
>
>But watch out! Their ftp is a bit flakey. Watch out for truncated
>files.
>--

I'd like to ftp this prg, but don't know how to find the time-zome for a
.mil site, could someone tell me what it is so I don't get busted calling
during business hours.

Stephan
--
\/\/\/

1943. Mousterbatter ("and i don't mean that in a sexist way!")

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-12 16:56:36 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <4827.2805a074@miavx1.acs.muohio.edu>
Source record: 48524

my wittle mousey go bye-bye on me

specifically, it won't go right anymore & typing those damn alt+arrow keys is getting annoying fast!

can someone recommend a fix and/or replacement for my liitle rodent?

if so, please e-mail me!

advTHANKSance,
--Dennis

1944. Re: Ptermres()

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-12 17:06:19 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr12.170619.23554@informatik.uni-erlangen.de>
Source record: 48519

apratt@atari.UUCP (Allan Pratt) writes:

>Ptermres(0,0) is unsafe. Your TPA is shrunk to zero size (or freed) before
>the terminate happens, and therefore you are relying on the contents of
>memory that nobody owns: the contents of your basepage to process the
>terminate. This is bad news. Don't do it. The minimum size argument to
>Ptermres should be $80 (the size of your basepage, up to the command line).
>This wierd case is not one the authors of GEMDOS (including me)
>anticipated, so it's not enforced or anything. I guess it could be.

This is what I expected. The discussion, however, was on the question
where malloc'ed blocks go to when you do a Ptermres(0, 0).
To my knowledge, the malloc'ed blocks vanish from both internal
memory lists and so stay resident. I don't see how code packed into
those blocks can crash if it doesn't rely on still being a process
of its own.

Having borrowed your ear 8-), I add a new question: How can one
test reliably if some GEMDOS drive is a BIOS controlled device
or a MetaDOS device?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

1945. Re: How store extra data at the end of an executable?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-12 21:09:38 UTC
From: apratt@atari.UUCP
Message-ID: <2904@atari.UUCP>
Source record: 48527

>erik@mcrware.UUCP (Erik Johnson) writes:

>Here is what I would like to do. I would like to append a picture file to the
>end of my executable file. In this case, the extra data is a picture file that
>is the menu for my program. Once a program is loaded into memory, is it closed
>and all file offset information lost, or is there a way I can start reading
>data from the file where the program data left off.

wolfram@ikki.informatik.rwth-aachen.de (Wolfram Roesler) writes [some stuff
based on wierd and wrong guesses about how things work].

You can't just tack the picture data onto the program file after the
program's data segment, because that would mess up the BSS segment.

I reiterate: you should not try to "append a picture file to the end of
[your] executable file" but rather "arrange for a picture file to
be included in your program file." This you can do, in the worst case,
by turning the picture file into an assembly (or C!) source file,
assembling (or compiling) it, and linking with the resulting .o file.

Example using my DB (it doesn't matter what compiler you ultimately use):

```
:read picture.neo
:transcript mypic.c
:dw(+ `rwstart 4)[@32] ; dw(+ `rwstart 80)[@32000]
:transcript off
```

Now, in mypic.c, there's a top line you should delete ("dw..."), two lines'
worth of palette data, and 2000 lines' worth of picture data, followed by
another line you should delete ("transcript off"). You have to edit the
file to remove the address and ASCII fields from the dump, and prefix each
number by "0x", and put commas between them, and now you can wrap them in
to C as array initializers, so the result looks like this:

```
short paldata[] = {
0x0777,0x0007,0x0070,0x0700, ...,
...
};

short picdata[] = {
0x ...
};
```

and now you can compile this file, link with it, and use the symbols
paldata and picdata in your program.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.

reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1946. Re: Porting from MWC code

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-12 21:15:13 UTC
From: apratt@atari.UUCP
Message-ID: <2905@atari.UUCP>
Source record: 48528

bill@mwca.UUCP (Bill Sheppard) writes:

>I'm in the process of attempting to recompile MicroEmacs 3.11 to make some
>changes (remove mouse support so I can use within a CLI, for one).

I will be doing that for Dan (making it truly conditional on the compile-time symbol "MOUSE") before the true 3.11 release. I tell you so you know you're probably duplicating the effort.

>source code appears to expect Mark Williams C, but I'm using Sozobon (also
>have Alcyon). So far I've seen two compilation (haven't tried linking yet)
>errors: the structure DMABUFFER is expected in stat.h, the Sozobon stat.h
>doesn't reference it, and "aesbind.h" is expected, which also isn't in the
>Sozobon or dlibs distribution. Any ideas how these can be compensated for
>or where I might find AES bindings (are they in another .h file?)

This Emacs for the ST is GREAT, but the portability stuff is TERRIBLE. If you're on an ST, the code only works for ST520 and ATARI and MWC. If you want to do something different, like a different compiler, you're in for trouble.

Basically, you should leave MWC and ATARI and ST520 defined and then and remove code as necessary for your compiler. DMABUFFER is the MWC name for the DTA structure; it's only used in getffile and getnfile. Substitute the DTA struct from your compiler (check osbind.h or make your own) and fix the field names in the defines that have "info" in them.

As for aesbind.h, it might be called gem.h or gembind.h. It has the AES structure and constant definitions, the companion to vdibind.h.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1947. Re: Simulating keypress

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-13 04:33:49 UTC
From: adamd@rhi.hi.is
Message-ID: <3043@krafla.rhi.hi.is>
Source record: 48532

In <1991Apr11.160849.14152@etek.chalmers.se> fabian@etek.chalmers.se (Martin Fabian) writes:

[about inserting scancodes into the keyboard buffer]

>OK, but does this also apply to evnt_keybd and evnt_multi ?

There is an interrupt vector that resolves into the various handlers for MIDI, keyboard, etc. However, I think it is the actual keyboard handler that flags the keyboard events. Therefore, you are also looking for a legal way of flagging the events.

>And what about the keyclick, the ikbdsys handles that. Fact ?

Yes, the keyboard click is triggered there. If you want to generate a real keyclick, you also need a hook into the system keyclick.

Adam David. (adamd@rhi.hi.is)

1948. UNIX on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-13 11:52:08 UTC
From: fred@fredw
Message-ID: <0426455@fredw>
Source record: 48576

I recently overheard someone comment on an Atari Unix system being offered in Europe.

CAN IT BE TRUE? :->

I understand that Amiga now has a unix system, so the prospect of unix on the ST sounds mighty encouraging; especially to those of us who love their ST and love to boast of its capabilities. However, if Atari doesn't get on the unix bandwagon, I'm afraid that there won't be much for us to boast of.

When I often suggest Atari to someone entering the home computer world, their first question is often, "what about Unix?" At which point I have to lower my head and submit that I really don't know. :-(

Anyway, back to the point of all of this. Can anyone out there tell me if that comment was true (or untrue) and/or provide me with any other information on the subject?

Hopeful
--
Fred Wells uunet!opel!ss2!fredw!fred
Atari ST System
Churchton, MD 20733
+1 301 867-4215

1949. TT hard disk chaining

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-13 17:03:04 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr13.124305.11030@mailer.cc.fsu.edu>
Source record: 48530
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a buddy who just got a TT. He wishes to connect his 80mb Supra to the machine (which already has a HD), thus having access to both drives. He did this by plugging the Supra into the DMA socket on the back of the machine. The internal hard disk uses the Atari HD software, and is at SCSI 0 (thus is the boot drive). His Supra is set at SCSI 1.

Problem: The machine sees the Supra, it parks it when park.prg is run, and it can reformat it, but the desktop cannot see the partitions. He tries to install icons for the partitions, and cannot do so.

Does anyone know of something obvious he could be doing wrong (dealing specifically with the TT and the Atari Software)? I have never worked with the Atari HD software, are there any quirks he/I should know about?

Thanks in advance.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

1950. TT hard disk chaining

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-13 17:24:04 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr13.132404.11405@mailer.cc.fsu.edu>
Source record: 48531

I have a buddy who just got a TT. He wishes to connect his 80mb Supra to the machine (which already has a HD), thus having access to both drives. He did this by plugging the Supra into the DMA socket on the back of the machine. The internal hard disk uses the Atari HD software, and is at SCSI 0 (thus is the boot drive). His Supra is set at SCSI 1.

Problem: The machine sees the Supra, it parks it when park.prg is run, and it can reformat it, but the desktop cannot see the partitions. He tries to install icons for the partitions, and cannot do so.

Does anyone know of something obvious he could be doing wrong (dealing specifically with the TT and the Atari Software)? I have never worked with the Atari HD software, are there any quirks he/I should know about?

Thanks in advance.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-----------------------------------

1951. 1.2 Gig drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-13 18:36:48 UTC
From: alexd@milton.u.washington.edu
Message-ID: <1991Apr13.183648.5635@milton.u.washington.edu>
Source record: 48529

Can TOS look at 1.2 gigs? which host will work with
1.2 gig micropolis?

I need mass storage for digital/sound editing...

thanks

cheers!
gunnar
alexd@milton.u.washington.edu

1952. Re: Memory Upgrade Help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-13 19:56:39 UTC
From: scale@abode.wciu.edu
Message-ID: <1991Apr13.195639.4821@abode.wciu.edu>
Source record: 48535

Hi Kelly,
Upgrades will typically cost from $250 (for 2m) to $400 (for
4m) with usually either a JRI (uses SIMM's) or a Zubair (uses DRAM's) upgrade
board; these prices may or may not include installation. Also if you want to
upgrade to TOS 1.4 at the same time (a very good idea), that would be around
another $100 for TOS 1.4. Sounds expensive, doesn't it?!
Well on the other hand you could buy a brand new 2m 1040STe with TOS
1.6x for $500 (or a 4m 1040STe for $600!); then sell your older 1040ST for
around $200. Price wise, you end up spending about the same amount of money
buying a new machine as you do upgrading your old machine; the difference
being, you end up with a better machine.
I hope that I helped at least a little, bye.....

Luis

--
"""""""

1953. Getting Started w/ a Hard Drive (HELP)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-13 20:55:53 UTC
From: reyy@vax5.cit.cornell.edu
Message-ID: <1991Apr13.165553.4024@vax5.cit.cornell.edu>
Source record: 48534

Greetings,
I recently borrowed a hard drive from a friend of mine and
I can't seem to get it to work. But then again, I've never tried
to hook up a hard drive before. The problem I'm getting is that
the computer won't recognize the fact that the HD is there. I tried
HINSTALL.PRG but it tells me there is no logical drive available;
either that or it gives me two bombs. (I got HINSTALL.PRG from HDX301.LZH,
from atari.archive). Anyway, anyone want to give me a crash course
on how to set up a hard drive? (Also, the HD may have crashed, so I
might need to reformat, but I tried and it won't even let me do that;
but I'd rather try to see if I can try to get it running first).

Here's my system (Don't Laugh!)
Atari 520ST TOS 1.00
1 DSDD drive
1 SSDD drive
Color Monitor
and the drive is:
SupraDrive 20MB with a Seagate ST157N (not sure, the 48MB Seagate)
replacing the original drive.

Please respond via e-mail.
Thanks for all your help!!!

David S. Rowell
REYY@Vax5,cit,cornell.edu (Internet)
.sig available upon request

1954. Re: 1.2 Gig drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-13 21:11:12 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr13.211112.11899@ecst.csuchico.edu>
Source record: 48533

In article <1991Apr13.183648.5635@milton.u.washington.edu> alexd@milton.u.washington.edu (Alex Danilchik) writes:
>Can TOS look at 1.2 gigs? which host will work with
>1.2 gig micropolis?
>
>I need mass storage for digital/sound editing...
>

The March 1991 issue of ST Informer describes how to connect a 1.2 gigabyte Micropolis Model 1598-15 hard drive to an ST. Make sure your host adapter and driver will work with whatever drive you have.

In any case, regarding TOS, the article says, "I knew that the I wanted the first partition to be 16 megabytes. That's the largest that a boot partition can be on a TOS 1.0 system like mine. Boot partitions on systems with TOS 1.4 and later versions can have 32-megabyte partitions.

"For the remaining disk capacity, I elected to be symmetric and specified four maximum-sized (256-magabyte) BGM partitions."

BTW, he was using ICD's utilities with ICD host adapter.
--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1955. Drive redirects

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-13 22:16:11 UTC
From: cs00bd@unccvax.uncc.edu
Message-ID: <3343@unccvax.uncc.edu>
Source record: 48536

Is there any program out there that redirects drive accesses so that
a program that insists on having it's files on drive a can be placed on
drive c?

Thanks,
Brian

--

Reality is what YOU make of it. Brian Daniels (cs00bd@unccvax.uncc.edu)
"My opinions are mine and do not represent those of my host computer"

1956. Re: Drive redirects

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-14 01:37:16 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr14.013716.13084@ecst.csuchico.edu>
Source record: 48543

In article <3343@unccvax.uncc.edu> cs00bd@unccvax.uncc.edu (brian daniels) writes:
>
>
>Is there any program out there that redirects drive accesses so that
>a program that insists on having it's files on drive a can be placed on
>drive c?

I usually load the program into a sector editor and change the drive
indicators by hand, looking for "A:\" or something similar and changing it
to "C:\". Some programs won't let you do this. What program are you trying
to change?

If there is a program out there that does this automatically, I would
like to know about it too. :^)

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1957. ANSI-C compiler for ST??

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-14 06:05:44 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1991Apr14.060544.1824@rodan.acs.syr.edu>
Source record: 48545

Are either of GNU-C or Sozobon-C ANSI-compatible compilers?? If one of them is, could some kind soul tell me what files I need to grab from atari.archive to get a complete working system? I just got MWC (which is NOT ANSI compatible) and I'm trying to port Ghostscript to the ST. They supply "ansi2knr" with the Ghostscript archive, but it bombs when compiled w/MWC, so I can't use that. Or, even better, could someone tell me how to set up gcc on a Sun/4 so it will compile for the ST????

Please help...
---jb

1958. Re: Where can I get and/or how can I write a GDOS Printer Driver?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-14 09:56:14 UTC
From: jan@janhh.hanse.de
Message-ID: <1156.04.91@janhh.hanse.de>
Source record: 48546

From article <2685.04.91@drdhh.hanse.de>, by bjoern@drdhh.hanse.de (Bjoern Kriews):
> From article <1991Apr8.002348.28331@rodan.acs.syr.edu>, by jfbruno@rodan.acs.syr.edu (John Bruno):
>> Can anyone out there tell me where I can get a GDOS driver for a
>> Xerox 4045 model 50 Laser Printer?
>
> Speaking for old germany:
> As a registered developer you can get a GDOS Kit which contains some sample
> source and a library for writing raster-oriented drivers.

Put that goes for DM 500 (~$330). Thats a little more than I'd be willing
to spend on a printer driver.

> Otherwise too much work.
Agreed.

Happy trails, Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

1959. Re: Drive redirects

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-15 08:42:39 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Apr15104239@orion.laas.fr>
Source record: 48548

In article <1991Apr14.013716.13084@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

| I usually load the program into a sector editor and change the drive
| indicators by hand, looking for "A:\" or something similar and changing it
| to "C:\". Some programs won't let you do this. What program are you trying
| to change?

What about changing "A:\" to simply "\", advancing the following characters if necessary? Also, if programs would access with "\" rather than hard-wire "A:", all this wouldn't be necessary. Right?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

1960. mouse wires- what about the C64 mouse?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-15 09:29:22 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1991Apr15.092922.17780@cs.ruu.nl>
Source record: 48549

A short while ago I saw a message on this group about
converting ST-AMIGA mouses. Questions:

1) Is the C64 (GEOS) mouse system the same as the AMIGA mouse and
if so,

1b) What exactly were the wires to swap?

thanks in advance (please e-mail)

Annius Groenink
AVGROENI@CS.RUU.NL

--

____
Annius Groenink|undergraduate student
De Mamuchetweg 5|maths/computer science at the
3732 AK De Bilt|University of Utrecht, Holland.

1961. Re: Drive redirects

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-15 16:22:49 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <1991Apr15.162249.17715@colorado.edu>
Source record: 48552

In article <RALPH.91Apr15104239@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>What about changing "A:\" to simply "\", advancing the following
>characters if necessary? Also, if programs would access with "\"
>rather than hard-wire "A:", all this wouldn't be necessary. Right?

I changed the "A:" in tapemakr.prg (make cassette sleeves) to ".\" to get the
current directory. This works well for me, since the data files are in the
same directory as the program.

- todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

1962. Re: Drive redirects

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-15 16:40:22 UTC
From: dorner@telematik.informatik.uni-karlsruhe.de
Message-ID: <1991Apr15.174023.1@telematik.informatik.uni-karlsruhe.de>
Source record: 48550

In article <1991Apr14.013716.13084@ecst.csuchico.edu>, ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
> In article <3343@unccvax.uncc.edu> cs00bd@unccvax.uncc.edu (brian daniels) writes:
>>
>>
>>Is there any program out there that redirects drive accesses so that
>>a program that insists on having it's files on drive a can be placed on
>>drive c?
>
> I usually load the program into a sector editor and change the drive
> indicators by hand, looking for "A:\" or something similar and changing it
> to "C:\". Some programs won't let you do this. What program are you trying
> to change?
>
> If there is a program out there that does this automatically, I would
> like to know about it too. :^)
I wrote such a program a few weeks ago. I'll do some last testing, write the documentaion, then I'll post it to comp.binaries.atari.st.

The program works as accessory, which allows you to choose any folder on your harddisk as logical drive 'A' or 'B'.
One advantage: You really may choose any folder, so you wont have to use C:\ for all these programs who never heard of hard disks.
One drawback: It is dangerous to change the drive within another program, which could have open files on the specified drive. (Just as this program wont like it, if you plug off a physical drive.)

Thomas

1963. Re: Drive redirects

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-15 18:14:58 UTC
From: spa@fct.unl.pt
Message-ID: <SPA.91Apr15181458@alfa.fct.unl.pt>
Source record: 48551

on 15 Apr 91 08:42:39 GMT,
ralph@laas.fr (Ralph P. Sobek) said:
[...]

Ralph> What about changing "A:\" to simply "\", advancing the following
Ralph> characters if necessary? Also, if programs would access with "\"
Ralph> rather than hard-wire "A:", all this wouldn't be necessary. Right?

It would be even better to remove the leading "\", thereby allowing
you to just dump the stuff in a subdirectory, instead of cluttering up
the root of some partition (which I like to keep small).
--
-- Salvador Pinto Abreu <spa@fct.unl.pt> or <mcsun!unl!spa>
Universidade Nova de Lisboa, PORTUGAL

1964. ghostscript, dvips on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-15 21:24:45 UTC
From: timothyg@ncsa.uiuc.edu
Message-ID: <1991Apr15.212445.18348@ux1.cso.uiuc.edu>
Source record: 48553

Hi,

This is my third attempt to post this info. I'll get it right
one day.

I have a partial port of ghostscript (GNU project's postscript
interpreter) running on the ST. I know of one small bug, but as
soon as I get gdb working, I hope to exterminate it. I currently
have only the HP DeskJet driver working, but I think (hope) it
will be simple to install any of the other drivers distributed
with ghostscript (i.e. epson).

I am soliciting any information (about the atari and ghostscript)
which might help me to write a screen driver for the ST. I am not
very familiar with ST hardware, TOS, GEM, or the ghostscript
device interface, so that is a tall order. Perhaps someone will
volunteer to write it for me (wishful thinking). Is it possible
to have a GEM screen driver for a non-GEM program? Can I hack
one of the MSDOS VGA drivers?

I also have dvips running on the ST. Dvips converts TeX .dvi files
to postscript files. It supports the use of TeX 'special' commands
to include postscript graphics in TeX/LaTeX documents. The
TeX/dvips/ghostscript combination can be very powerful.

I can post these programs (as they are) if anyone is interested and
is willing to give me instructions for how to post executables.
Thanks,

Tim Gallivan
timothyg@ncsa.uiuc.edu

1965. C function wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-16 01:58:50 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <R90g11w164w@sys6626.bison.mb.ca>
Source record: 48554

I'm not sure if there is such a fuction, but I would like to know the C function for blanking the screen. Many ACCs have it and I still haven't found one that suits my needs. If anyone could post a message containing this (if it's short) or e-mail me it (if it's long) I would greatly appreciate it.
Thanks in advance.

```
/-=-=-=
```

1966. HD Munged up. Help, please!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-16 06:35:56 UTC
From: tony@tacky.cs.olemiss.edu
Message-ID: <1991Apr16.063556.1204@cs.olemiss.edu>
Source record: 48555

Until yesterday, everything was fine. I'm running HDX 3.01, and TOS 1.4
on a 1040ST with 1MB. My HD is a SH204. I have a single 20MB partition.
It has been up to 17-18MB full, and I recently pulled stuff off to make
room for MiNT and MGR. Fine. Now I start to fill it up, and WHAM!
It reports that I've only got 15MB! Reboots, turn-off, cable-shakes,
you name it. Still, 15MB! I want my hard drive!

My only access to new software is through the Internet. There's not
another ST around for miles. Hundreds of miles. We're talking
PC boon-docks.

Ideas?

This may give me the perfect opportunity: reformat with a 15MB
TOS partition and a 6MB MINIX partition for use with MiNT. I
need *mkfs* for MINIX. Does the mkfs that comes with the demo
of MINIX work on the Hard Drive? How about the address of the
ftp site where the MINIX demo hides if it does.

Thanks a million.
M M i N N TTTTTTT | Tony Reynolds
MM MM NN N T | tony@tacky.cs.olemiss.edu
M M M M i N N N T | cctony@sgisci1.ocis.olemiss.edu
M M M i N NN T |
M M i N N T | #define JOKE "Green Golfball"
F O R E V E R
MiNT is Not TOS-- a multi-tasking OS extension for TOS! Available on
atari.archive.umich.edu in the "mint" directory. Catch it! Suggest 1MB+

1967. Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-16 09:53:06 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1991Apr16.042133.20872@mailer.cc.fsu.edu>
Source record: 48556
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My friend managed to get his external Supra HD connected to his TT (which has an internal SCSI device). The TT differentiates between SCSI and ASCI devices. The internal drive is set at SCSI 0, so my friend set his Supra at SCSI 1, so they would not confict. This turned out to be the problem. BOTH drives had to be set to SCSI 0 to work. Extremely weird. Anyone have an explination?

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

1968. Re: TT hard disk chaining

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-16 12:21:08 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr16.122108.7122@informatik.uni-erlangen.de>
Source record: 48557
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

boyd@nu.cs.fsu.edu (Mickey Boyd) writes:

>I have a buddy who just got a TT. He wishes to connect his 80mb Supra to
>the machine (which already has a HD), thus having access to both drives. He
>did this by plugging the Supra into the DMA socket on the back of the machine.
>The internal hard disk uses the Atari HD software, and is at SCSI 0 (thus is
>the boot drive). His Supra is set at SCSI 1.

Let him set the ACSI target number of the Supra drive to 0. This will cure
your problem.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

1969. Re: Drive redirects

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-16 12:32:20 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr16.123220.7733@informatik.uni-erlangen.de>
Source record: 48559

```
>In article <3343@unccvax.uncc.edu> cs00bd@unccvax.uncc.edu (brian daniels) writes:
>>
>>
>>Is there any program out there that redirects drive accesses so that
>>a program that insists on having it's files on drive a can be placed on
>>drive c?

I have written such a beastie and will soon release it as a PD program
if there's enough interest for it. Is there?

-------------------------------------------------------------------------
Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de
-------------------------------------------------------------------------
```

1970. Re: M-Tools, where to ftp from?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-16 15:20:50 UTC
From: bcc@Eyring.COM
Message-ID: <1991Apr16.152050.21344@Eyring.COM>
Source record: 48558
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Apr10.130242.26931@lonex.radc.af.mil> longj@lonex.radc.af.mil (Jeffrey K. Long) writes:
>SO..... where can I get the latest, greatest version of M-Tools, and what
>should I look for to avoid the problems I have seen posted in the past?
>
The canonical version of Mtools is indeed posted at the .mil site mentioned in recent postings, but when I tried to FTP it (it is a 4-part set) one of the parts absolutely refused to transfer completely. It invariably truncated every time I copied it. I finally got a good copy at inria.inria.fr. The version I located is v2.0, and has support for CD, FORMAT, LABEL, and ATTRIB, plus a mkmanifest tool to assist in restoring unix file names that get lost in the translation to DOS file names.

1971. Re: Drive redirects

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-16 16:57:23 UTC
From: millert@tramp.Colorado.EDU
Message-ID: <1991Apr16.165723.3953@colorado.edu>
Source record: 48562

In article <1991Apr16.123220.7733@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>>In article <3343@unccvax.uncc.edu> cs00bd@unccvax.uncc.edu (brian daniels) writes:
>>>
>>>Is there any program out there that redirects drive accesses so that
>>>a program that insists on having it's files on drive a can be placed on
>>>drive c?
>
>I have written such a beastie and will soon release it as a PD program
>if there's enough interest for it. Is there?

You bet there is! :-)

- todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

1972. Re: mouse wires- what about the C64 mouse?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-16 17:20:11 UTC
From: Daniel_Roedding@fiction.ms.sub.org
Message-ID: <rsm126@fiction>
Source record: 48567

avgroeni@cs.ruu.nl (Annius Groenink) writes:

> 1) Is the C64 (GEOS) mouse system the same as the AMIGA mouse and
> if so,

> 1b) What exactly were the wires to swap?

Hmm ... I doubt this will work. What I did some years ago was to put an ST mouse into a C 64. I wrote a simple driver program for it (<200 bytes 6502 code :-), it really worked!! It was the best mouse at all (much better than all these pseudo-joystick mouses I'd seen before), but unfortunately no commercial program was compatible to it. So only my own programs supported this little hack.

Daniel

1973. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-16 19:53:00 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Apr16.195300.1906@jato.jpl.nasa.gov>
Source record: 48565
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Apr16.042133.20872@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>My friend managed to get his external Supra HD connected to his TT
>(which has an internal SCSI device). The TT differentiates between
>SCSI and ASCI devices. The internal drive is set at SCSI 0, so my
>friend set his Supra at SCSI 1, so they would not confict. This
>turned out to be the problem. BOTH drives had to be set to SCSI 0
>to work. Extremely weird. Anyone have an explination?

What did he plug the Supra into, daisy chained off the SCSI port, or
the Atari DMA port? If DMA port, then the answer is that you're using two
separate buses...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

1974. gnu c, gcc stuffy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-16 20:03:29 UTC
From: carter@cat23.cs.wisc.edu
Message-ID: <1991Apr16.200329.409@daffy.cs.wisc.edu>
Source record: 48358

Being a poor, VERY poor type of person, attending a HALF BAKED comp sci program and paying a PREMIUM price for it...

I decided to strike out on my own and investigate the many exciting possibilities of dicing aprt gcc and figuring out how the thing works.

Turbo C's Turbo Debugger is particularly good at doing stuff like this.

So could someone please tell Gregory where all the source is for the TOS version of gnu stuff? Perhaps a fiel list to get would be nice?

ftp 141.211.164.8 is where I have access.

Thank You much...

--The POOR Man

1975. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-16 21:22:00 UTC
From: bgr@uncle-bens.rice.edu
Message-ID: <1991Apr16.212200.7084@rice.edu>
Source record: 48560

I just want to tell everyone that I tried for the first time ever to
connect a hard drive to my ST and it's the easiest thing in the world.

I used the ICD AdSCSI adapter in a D&P enclosure and a Quantum drive, and
had it formatted, partitioned and running in under 2 hours. I have
TOS 1.0.

Total cost to me was $375 with a 40-MB drive. I wish I'd done this years ago.

So if you have ever wanted a hard drive but can't afford one and are
afraid to build you own, don't be. :-)

- Bob

1976. Re: Drive redirects

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-17 01:27:42 UTC
From: spa@fct.unl.pt
Message-ID: <SPA.91Apr17012742@alfa.fct.unl.pt>
Source record: 48564

In article <1991Apr16.123220.7733@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

>In article <3343@unccvax.uncc.edu> cs00bd@unccvax.uncc.edu (brian
daniels) writes:

>>Is there any program out there that redirects drive accesses so that
>>a program that insists on having it's files on drive a can be placed on
>>drive c?

I have written such a beastie and will soon release it as a PD program
if there's enough interest for it. Is there?

YES!
--
-- Salvador Pinto Abreu <spa@fct.unl.pt> or <mcsun!unl!spa>
Universidade Nova de Lisboa, PORTUGAL

1977. Supra HD utilities..I need 'em!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-17 03:49:53 UTC
From: reyy@vax5.cit.cornell.edu
Message-ID: <1991Apr16.234953.4088@vax5.cit.cornell.edu>
Source record: 48561
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings,

I've just received a SupraDrive Hard Disk from a friend,
but I can't seem to get it working on my ST. I'm very
new at hard drives, so everything I've done is experimental.
About all I've been able to do is test the access speed with
HDCHCK13.TOS!

I think my problem is that I need a copy of the utilities
that go with the hard drive (i.e. Supra's utilities). But
neither my friend nor I have them. (is this assumption
correct? i.e., I can't use non-Supra utilities on a Supra
drive? I tried HDX and no-go.)

So, that means I need a copy of these utilities. Is there any
reason why someone can't mail them to me? (I've got the drive,
it should be legal to have the utilities, too!) If not, does
anyone have a copy they can send me??? Please???

FYI, my setup is (and don't laugh):
Atari 520ST
TOS1.0
1 DSDD drive, 1 SSDD drive
SC1224 Monitor
20 MB SupraDrive, upgraded to 50 MB (w/ a Seagate ST157N I believe)

Thanks,
David S. Rowell
REYY@Vax5.cit.cornell.edu (Internet)
.sig available upon request

1978. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-17 05:19:21 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Apr17.011921.8599@mailer.cc.fsu.edu>
Source record: 48566
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Apr16.195300.1906@jato.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1991Apr16.042133.20872@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>>My friend managed to get his external Supra HD connected to his TT
>>(which has an internal SCSI device). The TT differentiates between
>>SCSI and ASCI devices. The internal drive is set at SCSI 0, so my
>>friend set his Supra at SCSI 1, so they would not confict. This
>>turned out to be the problem. BOTH drives had to be set to SCSI 0
>>to work. Extremely weird. Anyone have an explination?
>
>What did he plug the Supra into, daisy chained off the SCSI port, or
>the Atari DMA port? If DMA port, then the answer is that you're using two
>separate buses...
>--
He plugged it into the DMA. However, if it is a separate bus, then it
was the only device on it. So why does the Atari software demand that
it be device 0? That is what puzzles me.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

1979. ICD AdSpeed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-17 05:28:15 UTC
From: david@bdt.COM
Message-ID: <10688@bdt.COM>
Source record: 48435
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Do many people have the ICD AdSpeed?

I recently put one in a Mega ST-4 with a Moniterm board and
it seemed to work pretty well. I left the machine on overnight
and it had crashed by morning. It seems that it crashed within
a few hours. The problem seems to be heat related, because the
system seems to get flakey after it's been on for a while.

Has anybody else experienced similar problems?
--
David Beckemeyer (david@bdt.COM) | "Don't call me Stupid!"
Beckemeyer Development Tools | "No. That would be an insult
P.O. Box 21575, Oakland, CA 94620 | to all the stupid people!"
UUCP: {uunet,ucbvax}!unisoft!bdt!david | - A fish called Wanda

1980. Re: How store extra data at the end of an executable?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-17 08:07:19 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2741@odin.cs.hw.ac.uk>
Source record: 48563

```
In article <2904@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>I reiterate: you should not try to "append a picture file to the end of
>[your] executable file" but rather "arrange for a picture file to
>be included in your program file." This you can do, in the worst case,
>by turning the picture file into an assembly (or C!) source file,
>assembling (or compiling) it, and linking with the resulting .o file.
>
>Example using my DB (it doesn't matter what compiler you ultimately use):
> (DB example deleted)

I use Allan's linker (ALN) instead:

aln -p -i picture.neo _titlpic -o titlepic.o

This produces an object file, titlepic.o, that contains the NEOchrome
picture at label _titlepic which can then be accessed as a structure.
I should add of course that the picture will not be on a 256 byte
boundary and so you can't just point the hardware at it (unless you have
an STE or a TT of course).

>==========================================
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

+---------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---------------------------------------------------------------------------+
```

1981. MegaFile60 extended by ad. Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-17 11:05:15 UTC
From: ralph@prosun.first.gmd.de
Message-ID: <606@bigfoot.first.gmd.de>
Source record: 48568

How has any experience in adding a dive st506 into
the atari megafile 60. I've heard this will go on
using the maxon bhdi (or else) driver polling additonal
drives on the same ASCI port.
Thanks in front.

-------- Ralph Berg ....
||| GMD FIRST, Germany, Berlin
||| INTERNET: ralph@prosun.first.gmd.de
/|\ ....

1982. Re: C function wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-17 11:08:52 UTC
From: fabian@etek.chalmers.se
Message-ID: <1991Apr17.110852.11967@etek.chalmers.se>
Source record: 48569

```
In article <R90g11w164w@sys6626.bison.mb.ca>, marco@sys6626.bison.mb.ca (Marco) writes:
|> I'm not sure if there is such a fuction, but I would like to know the C
|> function for blanking the screen. Many ACCs have it and I still haven't
|> found one that suits my needs. If anyone could post a message containing
|> this (if it's short) or e-mail me it (if it's long) I would greatly
|> appreciate it.
|> Thanks in advance.

How about
printf("\x1BE");
or maybe
Bconout(2, '\x1b');
Bconout(2, 'E');
which essentially is the same. This is for TOS applications.

------------------------------------------------------------
M Fabian, fabian@contrl.chalmers.se | Control Engineering
fabian@etek.chalmers.se | Laboratory, CTH
| Sweden
------------------------------------------------------------
"Who says humans must be humane ?"
```

1983. Re: random key repeats...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-17 11:17:05 UTC
From: johnj@knor.prl.philips.nl
Message-ID: <2728@prles2.prl.philips.nl>
Source record: 48579

In article <2171@xenon.kcl-cs.UUCP> bointon@kcl-cs.UUCP (Marcus "Bru" Bointon) writes:
>
>I have recently started to have an odd problem- occasionally any of the keys
>esc, 1, 2, 3 or 4 will suddenly start to repeat at the full repeat rate.
>It can be stopped by pressing escape. The problem has occured on 2 STs using
>similar setups.
>
>
> Marcus Bointon.
>

After having never seen this for 5 years, I finally had it too.
I was just typing in First Word Plus (not even fast typing).

Besides the symptom described by Marcus above, I also had the following:
The last two charcters typed in, repeated only once, and from then on,
the ST takes ages (ok, just about 5 seconds I guess), to draw every
next character on the screen. I am able to select the save option in
the menu (which popped up rather fast-), but the actual save action
never starts. Only Ctrl-Del-Shift-etc helps.

For your knowledge:
No programs were started within the autofolder, and
I had only the SNAPSHOT accesoire started.

Is this the always denied PHANTOM TYPIST?

--
John Janssen Check the email address in the header, as this
J.v.Deventerstr.1 may have been filled in wrong by the system.
Venlo Holland
+31 77 513177 Reply to: johnj@idms.prl.philips.nl

1984. Re: Drive redirects

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-17 11:54:14 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr17.115414.4177@informatik.uni-erlangen.de>
Source record: 48570

spa@fct.unl.pt (Salvador Pinto Abreu) writes:

> I have written such a beastie and will soon release it as a PD program
> if there's enough interest for it. Is there?

>YES!

Stop filling my mail queue, please! I surrender! 8-)

I will write a short doc for the program and place it in the PD.
In the meantime, maybe someone could explain me how to make sure
that it appears in comp.binaries.atari.st. I tried the recommended
path once with some other program, but never succeeded.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

1985. Re: C function wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-17 13:14:28 UTC
From: steve@thelake.mn.org
Message-ID: <A1104025233@thelake.mn.org>
Source record: 48571

```
[In article <R90g11w164w@sys6626.bison.mb.ca>,
marco@sys6626.bison.mb.ca (Marco) writes ... ]

> I'm not sure if there is such a fuction, but I would like to know the C
> function for blanking the screen. Many ACCs have it and I still haven't
> found one that suits my needs. If anyone could post a message containing
> this (if it's short) or e-mail me it (if it's long) I would greatly
> appreciate it.

The UManitoba ether mailer has no idea where you are, so ...

Do you want to clear the screen or black it? Two different things. If the
latter, try saving the palette and resetting it to zeroes.

int oldpal[16], i;
int pal[] = {0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0};

for (i=0;i<16;i++)
oldpal[i] = Setcolor(i,-1); /* save old palette */
Setpalette(p); /* set new palette */

...

Setpalette(oldpal); /* restore original palette */

Note: This is off-top-of-head, untested code. Corrections welcome.
I have no idea how an STE or TT would react to this code.

----
Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org
```

1986. Re: HD Munged up. Help, please!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-17 14:54:55 UTC
From: cummins@unx2.ucc.okstate.edu
Message-ID: <1991Apr17.145455.22464@unx2.ucc.okstate.edu>
Source record: 48575

I just had a similar problem. 32 mb partition showed up as a 16Mb partition. I tried rewriting the partition info (It looked OK to start with) and rebuilding the partition (used ICD Format program) but niether helped. Shoulda tried Cleanup... but I just Reformatted. Thank God for Backups!

cummins@unx2.ucc.okstate.edu

1987. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-17 15:48:45 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Apr17.154845.29875@newcastle.ac.uk>
Source record: 48572
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Apr16.195300.1906@jato.jpl.nasa.gov>,
hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
|>In article <1991Apr16.042133.20872@mailer.cc.fsu.edu>
boyd@nu.cs.fsu.edu writes:
|>>My friend managed to get his external Supra HD connected to his TT
|>>(which has an internal SCSI device). The TT differentiates between
|>>SCSI and ASCI devices. The internal drive is set at SCSI 0, so my
|>>friend set his Supra at SCSI 1, so they would not confict. This
|>>turned out to be the problem. BOTH drives had to be set to SCSI 0
|>>to work. Extremely weird. Anyone have an explination?
|>
|>What did he plug the Supra into, daisy chained off the SCSI port, or
|>the Atari DMA port? If DMA port, then the answer is that you're using two
|>separate buses...

Yes, but why does this explain why it will not work with an id other
than 0? I can see that if TT SCSI and ASCI are seperate buses then it is
ok to use the same id. Does this meen that the TT ASCI port only
supports one device not the full 8 on the ST. If it supports the full 8
then with two buses or 16 SCSI devices the TT can handle some serious
backing storage :->

|>--
|> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
|> Disclaimer: How would I know, I just got here!

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

To:
Subject:

In article <1991Apr16.195300.1906@jato.jpl.nasa.gov>,
hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
|>In article <1991Apr16.042133.20872@mailer.cc.fsu.edu>
boyd@nu.cs.fsu.edu writes:
|>>My friend managed to get his external Supra HD connected to his TT
|>>(which has an internal SCSI device). The TT differentiates between
|>>SCSI and ASCI devices. The internal drive is set at SCSI 0, so my
|>>friend set his Supra at SCSI 1, so they would not confict. This
|>>turned out to be the problem. BOTH drives had to be set to SCSI 0
|>>to work. Extremely weird. Anyone have an explination?
|>
|>What did he plug the Supra into, daisy chained off the SCSI port, or
|>the Atari DMA port? If DMA port, then the answer is that you're using two

|>separate buses...

Yes, but why does this explain why it will not work with an id other
than 0? I can see that if TT SCSI and ASCI are seperate buses then it is
ok to use the same id. Does this meen that the TT ASCI port only
supports one device not the full 8 on the ST. If it supports the full 8
then with two buses or 16 SCSI devices the TT can handle some serious
backing storage :->

|>--
|> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
|> Disclaimer: How would I know, I just got here!

1988. Re: MegaFile60 extended by ad. Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-17 16:31:11 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr17.163111.24932@informatik.uni-erlangen.de>
Source record: 48573

ralph@prosun.first.gmd.de (Ralph Berg) writes:

>How has any experience in adding a dive st506 into
>the atari megafile 60. I've heard this will go on
>using the maxon bhdi (or else) driver polling additonal
>drives on the same ASCI port.

The driver is called CBHD and is part of my book on harddisks
published by MAXON. The upgrade is easy and is described in
the book. In short:
- use a 3.5" drive (5.25" drives won't fit)
- use the second 20 pin connector on the controller board for the
ST506 data bus; the control bus is shared
- remove one of the two terminator packs
- make a small modification on the controller board (phone or email
me for details)
- get software that knows how to access the second drive (for example,
see above)

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

1989. pinouts for SC1224

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-17 17:07:00 UTC
From: rhaar@albert.cs.gmr.com
Message-ID: <50874@rphroy.UUCP>
Source record: 48574

Could someone provide the pinouts and signal descriptions
for a SC1224 monochrome monitor?

thanks,

Bob Haar InterNet : rhaar@gmr.com
Computer Science Dept., G.M. Research Laboratories
DISCLAIMER: Unless indicated otherwise, everything in this note is
personal opinion, not an official statement of General Motors Corp.

1990. Monitors!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-17 17:46:49 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991Apr17.174649.10302@ecst.csuchico.edu>
Source record: 48577

```
-------------------------------------------------------------------------
|YO! I am looking for any information on Monitor UpGrades for the ST.
|
|If you have heard about it, used it, are selling one, or know the
|prices and where to get one please leave me amessage. I have heard of
|something called the Izack Board 1000*760 in color, I have also heard
|About Moniterm. My goal is to reduce the number of monitors I use, so
|the Moniterm is a great Idea, but still another extra, not a
|replacement. The Izack board sounds great, but I don't know what
|software utilizes 1000*760 in 16color low Res.
|
|If there are any other options out there I am VERY interested in
|hearing about them. The quest for the ultimate ST monitor system
|continues. If I gather enough information, Ill post any thing
|interesting. If you are interested in selling something, please leave
|me a description of the Item, What it does, and how much you are
|asking.
|
|send mail to.... neonman@ecst.csuchico.edu
-------------------------------------------------------------------------
```

1991. Re: C function wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-17 21:02:44 UTC
From: marc@sequoia.cray.com
Message-ID: <112434.21243@timbuk.cray.com>
Source record: 48578

In article <R90g11w164w@sys6626.bison.mb.ca>,
marco@sys6626.bison.mb.ca (Marco) writes:

> I'm not sure if there is such a fuction, but I would like to know the C
> function for blanking the screen. Many ACCs have it and I still haven't
> found one that suits my needs. If anyone could post a message containing
> this (if it's short) or e-mail me it (if it's long) I would greatly
> appreciate it.

How about using the `clear screen' VT52 escape. Can't think of it off-hand, but you should be able to find it documented somewhere. Or else some other netter with a better memory than mine (not difficult :-)) might help you... (The good point about this method is that it takes virtually no programming: just a printf statement.)

[M][a][r][c]

##
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
##

1992. Re: MegaFile60 extended by ad. Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-17 23:15:20 UTC
From: erlingh@sigyn.idt.unit.no
Message-ID: <ERLINGH.91Apr18011520@sigyn.idt.unit.no>
Source record: 48580

Well, I haven't tested exactly st506, but I've tested other RLL drives
in my megafile60, and there's nothing more to do than to unplug the
old drive and plug in the new one. Easy :-)

Erling.
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Atari Lives !

1993. Re: MegaFile60 extended by ad. Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-17 23:53:15 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5479@wucc.waseda.ac.jp>
Source record: 48582

As to connecting two sets of bus lines:
1) I simply bought these flat cables from a shop (adding the second drive to ADAPTEC board is a common practice in IBM PC world).
2) One or two of the 20-pin data bus had been disabled and had to be cut and enabled.
3) finding suitable a mounting kit and additional power supply required some inventiveness but I managed.
4) Minix-ST presupposes the existence of unit 0 lun 1 and ICD's TOS driver just works fine. Sorry, I haven't even tried to use the driver that came with my Megafile.
Hope to have been of some help.
Dr Y. Tsuji (ytsuji@jpnwas00.BITNET)

1994. Re: UNIX on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-18 01:28:58 UTC
From: steve@thelake.mn.org
Message-ID: <A2744981137@thelake.mn.org>
Source record: 48581

[In article <0426455@fredw>,
fred@fredw (Fred Wells,System owner) writes ...]

> I recently overheard someone comment on an Atari Unix system being offered in
> Europe.
>
> CAN IT BE TRUE? :->

Yeah. At CeBIT, Atari showed Unix System V running on the TT030 with
X.Windows a graphical user interface called Wish.

But it won't run on the ST.

> When I often suggest Atari to someone entering the home computer world, their
> first question is often, "what about Unix?" At which point I have to lower my
> head and submit that I really don't know. :-(

You can tell them about the TT, and you also can tell them about Minix, which
is based on the specifications for Unix Version 7. (That's not a later version
than System V -- v7 is more like System III.7.) It costs about $140 and is
available from Prentice-Hall. See comp.os.minix.

There was another Unix clone called Idris developed by Whitesmiths
a couple of years ago, but it wasn't marketed properly (i.e., it wasn't
available in stores at a reasonable price) and I think it's dead now.
Mark Williams may also have worked on an ST version of Coherent, but
so far as I know, it was never released.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

1995. Re: M-Tools, where to ftp from?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-18 01:54:31 UTC
From: ersys!mforget@nro.cs.athabascau.ca
Message-ID: <kTTk12w164w@ersys.uucp>
Source record: 48395
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> The canonical version of Mtools is indeed posted at the .mil site mentioned
> in recent postings, but when I tried to FTP it (it is a 4-part set) one of
> the parts absolutely refused to transfer completely. It invariably truncated
> every time I copied it. I finally got a good copy at inria.inria.fr. The
> version I located is v2.0, and has support for CD, FORMAT, LABEL, and ATTRIB,
> plus a mkmanifest tool to assist in restoring unix file names that get lost
> in the translation to DOS file names.

What is M-Tools, exactly? I haven't heard of it before, so I'm curious.
It it a HD Utility, or is it some form of CLI? Thanks for the
information (I hope).

<< ersys!mforget@nro.cs.athabascau.ca >>
<< or in the language that PEOPLE use >>
<< Michel Forget...:) >>

1996. Re: UNIX on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-18 05:37:02 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr18.053702.14626@ecst.csuchico.edu>
Source record: 48583

In article <A2744981137@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>
>You can tell them about the TT, and you also can tell them about Minix, which
>is based on the specifications for Unix Version 7. (That's not a later version
>than System V -- v7 is more like System III.7.) It costs about $140 and is
>available from Prentice-Hall. See comp.os.minix.

Moreover, there's a demo of Minix at an ftp site, and I'm sorry I can't
remember where. Perhaps it should be posted at atari.archive. If anyone
wants it there (if it's not there already), let me know.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

1997. RE:RE Megafile 60 extended by ad. drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-18 10:04:25 UTC
From: ralph@prosun.first.gmd.de
Message-ID: <608@bigfoot.first.gmd.de>
Source record: 48584

Hello Claus, thanks for your answer.

Ok, I've readed your answer and yesterday I've readed the Scheibenkleister II book in detail the part of the CBHD driver and the SCSI-ASCI.

[1]
Perhaps you can mail hits for the small modification on the controler board.
What's about overpowering the power station as described in Scheibenkleister?

[2]
In addition I do'nt understand (after installing the CBHD Driver) how you can address the second Drive on the same ASCI port. Can TOS manage this feature.
So do you have a drive as [C:0] and [C:1] on the desktop as Icons or else.

[3]
I've also installed the CBHD driver on my C-Boot-Partition-0.
Because I did'nt what to format my disc, I've just installed the CBHD driver with the INSTALL command of the SED, including using the default SEDROOT.DAT SEDBOOT.DAT resources. Ok it works. But on booting the ST from the Boot-Partition, the drivers says Bootblock modified VPL vectors modified, might include a virus. What can I do?
Is it possible to read the old ROOT-Sector(I've saved it onto the Floppy) by the SED to get the information for the Installation?

[4]
I've installed the Luftschloss(V2.6) RamDisc. Running well within TOS 1.4.
Second I've installed the Neodesk3(3.01). Now I've got problems.
Also starting the RamDisk at first in the Auto Dir (so belonging to TOS and not to Neodesk) isn't save. Every time opening the RamDisk Dir the TOS(or?) generates an ERROR Dialog reading "Daten defekt? Pruefen Sie die Verbindungs-kabel oder legen Sie eine Floppy ein. TOS Fehler [-1]".
What's wrong? Might be Neodesk3.
Do you have any experience with this?

Ok, I think it's more than enough, but on (things.take.time) I thank you in front
Ralph Berg

Ralph Berg, Reichenbergerstr.89,
D-1000 Berlin 36, West Germany during day 030/25499151
German National Research Center,FIRST FAX 030/25499172
ralph@prosun.first.gmd.de

1998. Re: UNIX on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-18 11:24:01 UTC
From: david@doe.utoronto.ca
Message-ID: <1991Apr18.112401.7780@doe.utoronto.ca>
Source record: 48397

I use Minix on a Mega 2. It's quite a nice package, but it's not even close to Xenix much less Unix. Minix is still really a hacker's toy, not a complete OS, and you have to be prepared to spend a lot of time on the net reading comp.os.minix and downloading patches, etc. (This will change a bit when Advanced Minix is available for the ST).

The reason (or one of the reasons) that we don't have Unix on the ST is that the 68000 is not really able to run it, because it has no memory management. The 68020 or 68030 is quite capable, though. If you REALLY want Unix with X-Windows, etc., here is what you will need:

1) Preferable at least 4 Megs RAM.
2) ca. 100 Megs HD space, JUST FOR THE OS
3) 100-200 Megs HD space if you want a full news feed
4) 25-50 Megs swap space for virtual memory.
5) Whatever you want for your own programs (you'll need 5-10 Megs just for emacs, for instance).

At the Dictionary of Old English, we have three regular programmers using Unix with 1 Gigabyte of Hard Disk space, and we are so tight for storage that we lost a chunk of incoming news last weekend, and we are constantly moving stuff to tape (oh yeah, you'll want some kind of tape drive...).

I personally would love to have Unix at home, but we should carefully consider the implications first. You could probably get away with a really stripped-down unix on 100 Megs, but forget about getting a news feed, having more than one user, or porting any programs (you'll have about 10 Megs free, depending on the setup). Also, forget about big packages like X-Windows, emacs and TeX, much less Posix conformance. The Unix that you would end up with is not the Unix that you use and love at work.

--
//
/ David Megginson david@doe.utoronto.ca /
/ Centre for Medieval Studies meggin@vm.epas.utoronto.ca /
//

1999. MWC & hiding objects in resources

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-18 11:27:00 UTC
From: sean@ccwf.cc.utexas.edu
Message-ID: <47391@ut-emx.uucp>
Source record: 48586

I'm having trouble hiding objects within a resourcce. I've tried changing the object's flag (i.e. obj.ob_flag = HIDETREE) and redrawing the tree - but no go. I can do anything else (make selectable, crossed, deselected, etc...) but I can't hide the object.

I'm sure this is possible (the Resource Construction Kit allows it). Also, when I decompile a resource containing both hidden and unhidden objects (using the resdecomp) the listing states those objects that were hidden with the entry "OPTION: hidden". And when I execute the resource, sure enough, the objects with "OPTION: hidden" are hidden and those without are displayed.

Any suggestions?

Thanks,
Sean Sterling Foiles / Univ. Texas Comp Sci Grad / sean@happy.cc.utexas.edu

2000. Re: ghostscript, dvips on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-18 12:09:40 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Apr18140940@orion.laas.fr>
Source record: 48585
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.text.tex

I have uploaded to atari.archive.umich.edu Tim Gallivan's pre release
version of dvips for the Atari ST: pr_dvips.zoo. Tim would like to
get feedback from you Atariens. So please send comments/kudos/
criticisms to him: timothyg@yoda.ncsa.uiuc.edu.

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

2001. Re: UNIX on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-18 13:24:04 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Apr18.132404.1@simvax.labmed.umn.edu>
Source record: 48393

In article <1991Apr18.053702.14626@ecst.csuchico.edu>, ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
> Moreover, there's a demo of Minix at an ftp site, and I'm sorry I can't
> remember where.

Check the latest 'Welcome to comp.sys.atari.st' for the address of the Minix demo, as well as Dr. Tanenbaum's article.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

2002. Re: MWC & hiding objects in resources

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-18 15:06:14 UTC
From: marc@sequoia.cray.com
Message-ID: <093029.24377@timbuk.cray.com>
Source record: 48590

In article <47391@ut-emx.uucp>, sean@ccwf.cc.utexas.edu (Sean Sterling Foiles) writes:
|> I'm having trouble hiding objects within a resourcce. I've tried
|> changing the object's flag (i.e. obj.ob_flag = HIDETREE) and redrawing
|> the tree - but no go. I can do anything else (make selectable, crossed,
|> deselected, etc...) but I can't hide the object.

I believe that the HIDETREE flag should be set for the *parent* of the object
you wish to hide.

[M][a][r][c]

##
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
##

2003. Radio Shack Color printers and the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-18 15:14:13 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <5956@vela.acs.oakland.edu>
Source record: 48589
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.tandy

I have been eyeballing the color printer that is being sold by Tandy.
I am wondering if anyone has ever hooked one up for use on their ST and what kind of results they had. I am looking for something to do some color printing as well as doing some rough drafts of my DTP work before taking it down to the school to laser print.

If anyone has any experience with these, I would appreciate it.
Especially with postscript files.

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

2004. Re: UNIX on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-18 18:26:43 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr18.182643.14834@jato.jpl.nasa.gov>
Source record: 48398

In article <A2744981137@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>
>>When I often suggest Atari to someone entering the home computer world, their
>>first question is often, "what about Unix?" At which point I have to lower my
>>head and submit that I really don't know. :-(
>
>You can tell them about the TT, and you also can tell them about Minix, which
>is based on the specifications for Unix Version 7. (That's not a later version
>than System V -- v7 is more like System III.7.) It costs about $140 and is
>available from Prentice-Hall. See comp.os.minix.

Brian Kernighan (I think) once remarked that "System 7 was an improvement on
all of its successors."

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2005. Re: 1.2 Gig drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-18 20:27:20 UTC
From: baffoni@aludra.usc.edu
Message-ID: <16682@chaph.usc.edu>
Source record: 48587

In article <1991Apr13.211112.11899@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

> "For the remaining disk capacity, I elected to be symmetric and specified
>four maximum-sized (256-magabyte) BGM partitions."

What is a BGM partition? Can it only be used with >= TOS1.4? Does the
TT have the same 32MB partition limit?

>
>BTW, he was using ICD's utilities with ICD host adapter.
>--
> Ed Krimen ....
> ||| Video Production Major, California State University, Chico
> ||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
> / | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

-Mike

2006. Ste fix for 2.5 meg upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-18 22:23:03 UTC
From: pdel@ADS.COM
Message-ID: <-P6&-`$@ads.com>
Source record: 48588

I just upgraded my STe to 2.5 megs like it says to do in the March '91
issue of Atari interface.
I put the 1 meg simms in slots 1 & 3 (from back to front) and the other
2 256k'ers in slots 2 & 4.
However, a memory checker says I have 4 meg. they said this would happen,
so go get a program called simmfix.arc that's s'posed to fix this.

Well, I looked on compuserve and Delphi and didn't find anything. I also
looked on atari.archive but don't know if the file is called something
else.

Anyone have any clues or fixes for this?

thanks, Peter D.

--

login name: L1-A
In real life: Peter Delevoryas
In any other life: a cheap imitation

2007. Need MIDI Interrupt Handler

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-18 22:32:15 UTC
From: gints@prophet.esd.sgi.com
Message-ID: <1991Apr18.223215.27389@odin.corp.sgi.com>
Source record: 48399

HI !!!

A few months ago, a good ST MIDI interrupt handler was a hot topic.
Would some dude be kind enough to post the solution that gets around the
mouse and MIDI having the same priority? Thank you in advance.

2008. Re: Simulating keypress

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 00:17:14 UTC
From: nox@jelal.north.de
Message-ID: <a1334661@jelal.north.de>
Source record: 48413

moin bjoern!

From article <2654.04.91@drdhh.hanse.de>, by bjoern@drdhh.hanse.de (Bjoern Kriews):
> From article <1991Apr5.151946.25763@etek.chalmers.se>, by fabian@etek.chalmers.se
(Martin Fabian):
>>
>> Is there any (legal) way to simulate a keypress from inside
>> a program.
>
> This is not too legal, but it works:
> [queue_key() code deleted]

yes, but beware of race conditions! or in other words, disabling
interrupts while doing these things sounds like a veeery good idea...
(reminds me of that `phantom typist' thing - is it fixed now? well at
least you're _not_ the first one who, while dealing with interrupts,
didn't think of murphy's law 25 hours a day. :-)
>
> Hope that helps,
> Bjoern
so do i, (and bjoern, tell me when you read this - your one
made those ~100km from you to me in `only' seven days!),
Juergen

PS: yes you guess it, my german is better...
--
J"urgen Lock / ..!nicedel!lynx1!jelal!nox / d09c@dhbrrz41.bitnet
...ohne Gewehr

2009. Re: 1.2 Gig drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 00:24:27 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr19.002427.20742@ecst.csuchico.edu>
Source record: 48391

In article <16682@chaph.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <1991Apr13.211112.11899@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>
>> "For the remaining disk capacity, I elected to be symmetric and specified
>>four maximum-sized (256-magabyte) BGM partitions."
>
> What is a BGM partition? Can it only be used with >= TOS1.4? Does the
>TT have the same 32MB partition limit?
>
>>
>>BTW, he was using ICD's utilities with ICD host adapter.

BGM stands for Big GeM; at least that what one reference called it. I think
can only be used with TOS 1.4. It sets the sectors (correct term?) to anything
higher than 512 bytes. You can go up to 2048 I believe.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2010. Re: Ste fix for 2.5 meg upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 00:32:19 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr19.003219.20867@ecst.csuchico.edu>
Source record: 48392

In article <-P6&-`$@ads.com> pdel@ADS.COM (Peter Delevoryas) writes:
>I just upgraded my STe to 2.5 megs like it says to do in the March '91
>issue of Atari interface.
>I put the 1 meg simms in slots 1 & 3 (from back to front) and the other
>2 256k'ers in slots 2 & 4.
>However, a memory checker says I have 4 meg. they said this would happen,
>so go get a program called simmfix.arc that's s'posed to fix this.
>

I tried SIMMFIX a few months ago, and it worked fine, when it did. The
program is 248 BYTES long, and the computer wouldn't always recognize it
as a program. I would sometimes get a TOS Error #35.

The solution to this problem is to either go with two megs or go with four.
BTW, SIMM prices seem to be on the rise. I bought two 1megx8 80ns in Jan
for around $85. I bought two more this past week for around $97.

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2011. Re: Radio Shack Color printers and the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 02:30:35 UTC
From: bcasper@taco.cc
Message-ID: <1991Apr19.023035.19503@ncsu.edu>
Source record: 48400
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.tandy

No experience with a Radio Shack printer, BUT... I've got a Fijitsu DX-2100 color printer that I never use anymore since I've sold the rest of my system. I paid $500 for it about 3 years ago, And I'd like to get about $225 or so for it now. It's a real workhorse and it's Epson JC-80 compatible which makes it work with any software. I had excellent results with it on my ST. Fujitsu is a really big company. They still make a similiar model which uses the same ribbons. Most of their products are used in industry, so you don't see a lot of them anywhere else. If you're interested, let me know...

--
Brian Casper
bcasper@eos.ncsu.edu
NCSU - Project EOS
(witty .sig pending)

2012. Re: Radio Shack Color printers and the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 02:38:47 UTC
From: bcasper@taco.cc
Message-ID: <1991Apr19.023847.19796@ncsu.edu>
Source record: 48401
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.tandy

Hey, I have no experience with a Radio Schlack [sic] color printer, but I do have a Fujitsu DX-2100 Color printer that I don't use anymore. Fujitsu's are big in industry and business, and the company makes just about everything you can thing of for computers - they're here to stay... The model that I have is about 3 years old, and has been replaced with another version that uses the same ribbons, so there is no problem getting them. I have no use for the thing since I've sold my ST and have no computer. It is Epson compatible and uses a JC-80 driver so it works with just about any program. I've got some old Tom Hudson driver that will allow dumps from any screen as well. I paid about $500 for it back then, and I'd like to get about $225 for it now. It's really quite a tank of a printer, it has a really pleasing NearLetterQuality mode, and is about 210 cps in draft. Lemme know if you're interested.

--
Brian Casper
bcasper@eos.ncsu.edu
NCSU - Project EOS
(witty .sig pending)

2013. Re: Radio Shack Color printers and the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 04:43:32 UTC
From: bcasper@taco.cc
Message-ID: <1991Apr19.044332.23324@ncsu.edu>
Source record: 48396
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.tandy

Sorry for the triple post here, but I just figured out where this new
version of mxrn sent my e-mail...

--
Brian Casper
bcasper@eos.ncsu.edu
NCSU - Project EOS
(witty .sig pending)

2014. Re: Ste fix for 2.5 meg upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 05:33:17 UTC
From: pdel@ADS.COM
Message-ID: <1Y6&FP*@ads.com>
Source record: 48394

>I tried SIMMFIX a few months ago, and it worked fine, when it did.

Where did you get simmfix?

>BTW, SIMM prices seem to be on the rise.

I know, I think I'll get two more before they go up. $42 at Peripheral
Outlet (80ns), but after COD and shipping, 2 of 'em = $97
--

login name: L1-A
In real life: Peter Delevoryas
In any other life: a cheap imitation

2015. Megafile 60 noisy startup/ shutdown

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 07:21:20 UTC
From: geert@ahds.UUCP
Message-ID: <1962@ahds.UUCP>
Source record: 48404
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I start up or shut down my megafile 60 it always makes and has
made a cracking/ noisy sound. After it has startup it doesn't make
this sound no longer, and works just fine.

I wonder if anyone else has this cracking sound with their megafiles.
Perhaps, can anyone tell me what makes this sound?
Is it normal?

Thanks in advance.

Geert.

UUCP : ..!hp4nl!ahds!geert
Geert Jonkheer Albert Heijn B.V. The Netherlands.

2016. Re: M-Tools, where to ftp from?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 10:06:50 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3201@laura.UUCP>
Source record: 48402
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <kTTk12w164w@ersys.uucp>, ersys!mforget@nro.cs.athabascau.ca
(Michel Forget) writes:
|> What is M-Tools, exactly? I haven't heard of it before, so I'm curious.
|> |> It it a HD Utility, or is it some form of CLI? Thanks for the
|> information (I hope).

It is a set of programs that lets you handle floppies formatted for MS-DOS
(or Atari) on your Unix machine.

I have it installed on my Sun IPC and use it to exchange files with my
Atari ST. The big plus is that it works much faster than transfer over the
serial line.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

2017. Re: UNIX on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 10:20:21 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Apr19.102021.24220@santra.uucp>
Source record: 48407

In article <A2744981137@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>
>Yeah. At CeBIT, Atari showed Unix System V running on the TT030 with
>X.Windows a graphical user interface called Wish.
>
>But it won't run on the ST.

Is there a chanse that it would run on a Mega4, which has 68030 SST &
graphics expansion installed? Harddisk is no problem...

(68030 with full options = 8Mb fastRAM, 33MHz 68030 & 68882)

Jartsu

* *
* Nothing yet, but I'll keep on scanning... *
* ^^ *

2018. Phantom typist

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 10:58:02 UTC
From: johnj@knor.prl.philips.nl
Message-ID: <2737@prles2.prl.philips.nl>
Source record: 48406

As I stated in a previous message I finally run into the
phantom typist, which I always thought did not exist.

I am using the same machine (ST520 with 1MB) for 5 years,
now and stil using the same version of first word plus.
And I always do a cold reboot before starting First Word plus
(from floppy A) to kill possible virusses (I even wait some
time before switching on again).
That floppy only contains the First Word Plus program, the
First Mail program and only one accesoire (Snapshot). There
is no auto directory on the floppy.

The only difference in those years is the upgrade from TOS 1.0
to TOS 1.4 a few months ago, and that I use the automatic
program start-up facility that TOS 1.4 offers to start
First Word Plus.

What happens:
- During (even very slow) typing, suddenly the last few characters
(sometimes 2, 3 4 or 5 chars) typed in being repeated automatically
rather slow on the line I was working. If I'm aware of it soon,
I can do a (cold) reboot by the Ctrl-Shift_ALt-DEl key press
that TOS 1.4 offers. But in most times, it results in 9 bombs
on the screen and a hard (=switch) reboot is required.

After having it rather often in the last weeks, I think I found a
cause of the problem. Although I'm not 100% certain, I try to
believe that the symptom always started after typing a character very
fast after pressing the backspace key!!!!

This rang a bell in me!

In first word plus (and probably other texteditors aswell)
all keys are queued, to allow fast typing.
However, the delete and backspace key (as I noted) are not
queued (not visibly anyway). This is done to provide you from
deleting too much characters.

This inconsequent keyhandling mechanism may be the cause of the
problem.

Although the above still does not explain, why I never saw the
phantom typist for all those years I used TOS 1.0, it finally
may give a(nother) start point for some investigation in this
matter.

Any ideas?
Who?

--
John Janssen Check the email address in the header, as this
J.v.Deventerstr.1 may have been filled in wrong by the system.
Venlo Holland
+31 77 513177 Reply to: johnj@idms.prl.philips.nl

2019. Re: Megafile 60 noisy startup/ shutdown

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 12:05:13 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr19.120513.18644@informatik.uni-erlangen.de>
Source record: 48405
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

geert@ahds.UUCP (Geert W.T. Jonkheer CCS/TS) writes:

>When I start up or shut down my megafile 60 it always makes and has
>made a cracking/ noisy sound. After it has startup it doesn't make
>this sound no longer, and works just fine.

The sound is from autoparking the heads during shutdown and releasing
them during startup. Perfectly normal.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2020. Re: 1.2 Gig drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 12:08:29 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr19.120829.19066@informatik.uni-erlangen.de>
Source record: 48403

ekrimen@ecst.csuchico.edu (Ed Krimen) writes:

>BGM stands for Big GeM; at least that what one reference called it. I think
>can only be used with TOS 1.4. It sets the sectors (correct term?) to anything
>higher than 512 bytes. You can go up to 2048 I believe.

BGM partitions can be used with any TOS version. They use bigger
logical sectors; physical sector size remains the same.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2021. Questions about Getting Started

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 14:12:22 UTC
From: templon@copper.ucs.indiana.edu
Message-ID: <1991Apr19.141222.24650@bronze.ucs.indiana.edu>
Source record: 48409

Hope this is the right place to post. The upper-level group (atari.st) seemed to be reserved for the fervent discussion of 'demos'.

I am thinking about getting an ST machine. The reasons are 1) wanting to stay away from Intel architecture, 2) the ST runs Minix and 3) these things seem to be unbelievably cheap. I am asking for opinions about the machine, running Minix on it, things you like / dislike, etc. Some particulars:

- I have minix running on the Mac at the moment - how does ST minix compare with Macminix? I would think it would be faster, since mac minix has to run as an application rather than an OS.

- what is the native ST interface like (not minix, but this GEM thingy) compared to the Mac?

- what is the minimum configuration I'll likely be able to get away with? I am eyeing starting out with a 520 - 512k and a monochrome monitor, with some sort of HD. I am used to having 2.5 Meg of RAM and 60 Meg HD on my Mac. It seems like Atari stuff should need less space from what I have heard.

For anyone wanting to ask, 'why not stick with your mac?', i'll just say that the Mac and I have to part for technical reasons! i have thought about getting one of the new macs (the LC, say) but this seems a little dumb when there are these ST's selling for well under $1000, especially the used ones.

Thanks for any email you might send.

Jeff Templon

2022. Re: M-Tools, where to ftp from?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 14:20:02 UTC
From: bcc@Eyring.COM
Message-ID: <1991Apr19.142002.576@Eyring.COM>
Source record: 48412
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <kTTk12w164w@ersys.uucp> ersys!mforget@nro.cs.athabascau.ca (Michel Forget) writes:
>> The canonical version of Mtools is indeed posted at the .mil site mentioned
>> in recent postings, but when I tried to FTP it (it is a 4-part set) one of
>> the parts absolutely refused to transfer completely. It invariably truncated
>> every time I copied it. I finally got a good copy at inria.inria.fr. The
>> version I located is v2.0, and has support for CD, FORMAT, LABEL, and ATTRIB,
>> plus a mkmanifest tool to assist in restoring unix file names that get lost
>> in the translation to DOS file names.
>
>
>What is M-Tools, exactly? I haven't heard of it before, so I'm curious.
>It it a HD Utility, or is it some form of CLI? Thanks for the
>information (I hope).

Mtools does not run on an ST -- at least it has no reason to. It is a set of utilities to assist cross-developers on non-DOS/non-TOS machines. Originally, it was created to allow someone on a Sun read/write IBM floppy disks. Since TOS is compatible with the IBM format, a Unix-noid can use it to download favorite comp.binaries.atari.st stuff from the network directly to disk. Another possibility is to run the Sozobon compiler on the Unix machine, create binaries for TOS and write them to the floppy disk directly with Mtools. The process avoids Kermit and the other messy serial protocols. The code is easily ported to other hosts, as long as you have some way of reading a 512-byte sector from the raw disk. We have Emmet P. Gray to thank for this; I only use them.
Brian Cooper.

2023. ftp and bbs programs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 15:13:57 UTC
From: obourdon@sunicnc.France.Sun.COM
Message-ID: <1991Apr19.171357@sunicnc.France.Sun.COM>
Source record: 48410

I would like to get some pointers on ftp archives where I could
get informations on how to set up an anonymous ftp account and
programs to run BBS
Thanks

--

+--+----------------------------------+
Olivier BOURDON	Address : SUN MICROSYSTEMS
E-Mail : obourdon@sunicnc.France.Sun.COM	International Center for
Tel : +33 76 41 42 19	Network Computing
Fax : +33 76 41 42 41	32 av du Vieux Chene
	38 240 Meylan Zirst
	FRANCE
+--+----------------------------------+

2024. Return codes & how to kill()

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 16:45:31 UTC
From: ant@mks.com
Message-ID: <1991Apr19.164531.22350@mks.com>
Source record: 48408

I've been hunting high and low in the DevDocs for information on
how a parent process finds the return code of the child process.
Now I know Pexec() returns a value when it executes a program, but
I only use Pexec() to load, and I initiate the program through
separate means.

Q: What I want to know is the return code passed back in D0, on the
stack, or in some global system location? Is the return code
available at the time of the call to the Terminate Handler?
I'm trying to make mods to the Sozobon Debugger to handle printing
the return values before it exits.

Q: If I've used Pexec() to load a program and I'm handling the
execution of parts of that program. How can I tell the system
to terminate that child process. Basically I want a kill() or
a ptrace(PT_KILL_PID, child, 0, 0) so that I can add a restart
command.

-ant
--
__ "So many pedestrians
_ . .-|- / _\ . . |_ _. _ _ . . So little time."
(_\ |\| | |(_/ |\/| |\ _\ o (_ (_) |\/| bumber sticker
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2L 6W9

2025. Re: Supra HD utilities..I need 'em!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 17:52:48 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <30216@cs.yale.edu>
Source record: 48411
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Apr16.234953.4088@vax5.cit.cornell.edu> reyy@vax5.cit.cornell.edu writes:
>I think my problem is that I need a copy of the utilities
>that go with the hard drive (i.e. Supra's utilities). But
>neither my friend nor I have them. (is this assumption
>correct? i.e., I can't use non-Supra utilities on a Supra
>drive? I tried HDX and no-go.)

You should be able to use any utilities, including HDX. However, you
will have to tell HDX the parameters of the drive (#heads, cylinders,
sectors, etc.) in order to format the drive properly. Since you've
upgraded the drive by replacing the mechanism, even the Supra
utilities might not work for you. They know about the mechanisms that
Supra uses but not necessarily about the one you put in.

Have you tried calling Supra for a copy of the utilities? They might
be willing to send them to you if you can furnish them with a serial
number.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

2026. Aerco mem board problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-19 22:00:59 UTC
From: randyh@hpsad.HP.COM
Message-ID: <18420012@hpsad.HP.COM>
Source record: 48415

I have a problem with an Aerco mem upgrade I recently purchased.

It worked for about a month and then suddenly stopped. My computer would no longer boot with the upgrede attached. If I hook the board up and then remove a single memory chip (any one will do) my computer will boot, but of coarse it only sees 500k of mem. This is also the case if I disconect either of the two ribbon cables from the board.

The memory is good, I checked it out. The other thing I noticed was an awful lot of noise on the +5 and ground lines of the board. This noise is not present on the ST mother board. I changed all the caps and got a little improvement.

If anyone has seen this problem or can suggest some things I could still check, please tell me.

Thanks,
Randy Hosler

2027. Need help with bad RS232 port

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-20 17:04:52 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <14371@ccncsu.ColoState.EDU>
Source record: 48414

Hello:
My 1040ST has a bad RS232 port and I'm trying to fix it, when nothing connected to the RS232 port it works fine. But when a working modem connected to the port the screen on the mono monitor got distored in some part. And the Uniterm would hung up the whole machine when try to dail out.
(NOTE: Uniterm and modem are working correct and has try with another ST with exact same configuration).
Is it the 1488 or 1489 went bad? OR the Sound chip? Any hints?
Thanks
Tang
sytang@lamar.colostate.edu

2028. Which C function I wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-20 21:29:08 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <037P11w164w@sys6626.bison.mb.ca>
Source record: 48416

Thank you to all who responded to my request for the C function to blank
the screen. Just to clarify, I want to "black" the screen. So as to
prevent burn in.
Thanks again.

/-=-\
*John Perry; Voice #-204/783-0812; Internet: *
*marco%sys6626.bison.mb.ca@niven.cc.umanitoba.ca *
--
* "It is an old maxim of mine that when you have excluded *
* the impossible, whatever remains, however improbable, *
* must be the truth." -Sir Arthur Conan Doyle *
\-=-/

2029. Re: Megafile 60 noisy startup/ shutdown

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-21 19:12:38 UTC
From: hvaalde@cs.vu.nl
Message-ID: <9768@star.cs.vu.nl>
Source record: 48417
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

>geert@ahds.UUCP (Geert W.T. Jonkheer CCS/TS) writes:

>>When I start up or shut down my megafile 60 it always makes and has
>>made a cracking/ noisy sound. After it has startup it doesn't make
>>this sound no longer, and works just fine.

>The sound is from autoparking the heads during shutdown and releasing
>them during startup. Perfectly normal.

>--
Do all megafile 60 drives have autopark? I own one and never noticed it
I use the ship program every time I shut down my computer

How can I find out if my disk autoparks?

Harold van Aalderen (hvaalde@cs.vu.nl)

2030. Problem with my C program to copy files between floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-21 21:00:56 UTC
From: umochock@ccu.umanitoba.ca
Message-ID: <1991Apr21.210056.5685@ccu.umanitoba.ca>
Source record: 48418

For my first useful C program on my STe, I wrote a program to copy files from one disk to another. I was tired of using a ram disk every time I wanted to copy a file to a different disk (since I have only one disk drive).

I'm using Sozobon C with gulam as my shell.

I try to Malloc a buffer equal to the size of the file being copyied. Then I do a Fread from the source file, prompt the user to swap disks, fopen the destination file, and Fwrite the contents of the buffer. And, fclose both files. Note: I needed to use Malloc, Fread, and Fwrite since I required long ints (not the short expected by malloc, fread, and fwrite).

If I can't Malloc the space I need, I try to Malloc 1/2 as much, and then Fread the first half, Fwrite the first half, Fread the last half (and this is where my problem is), and Fwrite the last half. (I do it in two passes.)

I tested the thing to death and it works under the following situations:

o Copy a file that is smaller than available memory (i.e. only one disk swap needed).

o Copy a file larger than available memory from a ram disk to drive a:. This works with two or even 10 swaps. The swapping is simulated here but does verify that my code to read and write the file in as many pieces as needed works just fine.

It doesn't work when you:

o Copy a file from disk to disk than requires two or more passes. The second Fread on the source file returns 0 bytes read. Checked ferror but it is also zero.

So (and here's my point), I have two files open simulatiously, both in drive a:, but on different disks. And the ST does not seem to like it. Anyone ever try this? Does TOS allow this? Or, is it a bug in my program?

Any help would be appreciated.
--
|
| \/ Russell Ochocki, University of Manitoba
| _/_ Winnipeg, Manitoba, Canada (umochock@ccu.umanitoba.ca)
|

2031. Re: Problem with my C program to copy files between floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-22 01:24:22 UTC
From: wallace@oldtmr.enet.dec.com
Message-ID: <1991Apr21.222744.27622@engage.enet.dec.com>
Source record: 48419

In article <1991Apr21.210056.5685@ccu.umanitoba.ca>, umochock@ccu.umanitoba.ca (Russell Ochocki) writes...
>
>For my first useful C program on my STe, I wrote a program to copy files from
>one disk to another. I was tired of using a ram disk every time I wanted to
...
>So (and here's my point), I have two files open simulatiously, both in drive
>a:, but on different disks. And the ST does not seem to like it. Anyone ever

You can't just pull a disk out of a drive with an open file on it, UNLESS GEMDOS tells you to. To get GEMDOS to tell you to change disks, change your program to copy files from drive A: to drive B: (yes I know you only have one drive). When your program tries to access drive B: (ie: to open the file) you will get an alert box telling you to put in the other disk into drive A:, when you go back and access drive A: again (ie: to read the second half of the file) then you will get another alert box telling you to change disks again.

This should fix your problem.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2032. Re: Problem with my C program [a few general hints about malloc]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-22 01:47:58 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Apr22.014758.3846@wam.umd.edu>
Source record: 48420

In article <1991Apr21.210056.5685@ccu.umanitoba.ca> umochock@ccu.umanitoba.ca (Russell Ochocki) writes:
>
>I try to Malloc a buffer equal to the size of the file being copyied. Then I
>do a Fread from the source file, prompt the user to swap disks, fopen the
>destination file, and Fwrite the contents of the buffer. And, fclose both
>files. Note: I needed to use Malloc, Fread, and Fwrite since I required long
>ints (not the short expected by malloc, fread, and fwrite).

Although this isn't what you were asking about, I think it's worth mentioning for the benefit of others who are just starting out:

If you want to allocate more memory than can be specified in an unsigned int, use calloc. It takes two parameters which are multiplied together to get the size of the requested block. To allocate 128K:

```
p = calloc(128, 1024);
```

As a bonus the memory you get is also cleared. You could write your own replacement for Malloc as follows:

```
char *
my_Malloc(size)
register long size;
{
register unsigned hi, lo;

hi = (unsigned) (size >> 16);
lo = (unsigned) (size & 0x0000FFFF);

return calloc(hi, lo);
}
```

(This assumes that a long is 32 bits and an unsigned int is 16, which is not portable, so it's best to use calloc directly.)

In general it is VERY WISE to avoid using the bios Malloc and Free and use the malloc, calloc, and free provided with your compiler of choice. The bios Malloc has bugs (some still remain for historical reasons) and is quite ideosyncratic. Sozobon's malloc and calloc (in dlibs.a) work quite well, although one caveat to Sozobon users is that the malloc routines can only manage 1 Meg of memory. A trivial change to the dlibs source file malloc.c fixes this, fortunately.

Also, assuming you were using fread and fwrite, you would have to be sure to specify "b" in the flags ("b" for "binary") to prevent automatic conversion of CR to CR/LF.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

2033. Re: Windows and Events Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-22 07:29:44 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr22.072944.1120@jato.jpl.nasa.gov>
Source record: 48421

In ONE of several similarly designed programs, the name and info lines of windows get crud when another window is topped, e.g. Control Panel. I remember reading something to be careful about with these data, but I'll be damned if I can find it again! I was careful to make both of them static (non-stack) strings. Does anybody remember what to do so this doesn't happen?

If I create a window with WindowCreate(...Closer+InfoLine+Name...), then do WindowSet(...Closer+Name...) and then WindowGet(...WorkXYWH,x,y,w,h), the rectangle that comes back is as though the InfoLine were still there. The picture on the screen, and the behaviour when redrawing or topping verifies this. Is there a way to make the InfoLine temporarily go away, or must one destroy the window and re-create it?

When window B is atop window A, and window B is moved, window A is told to redraw everything of it that shows. How can one repaint just those parts that are newly exposed? It's not too hard when dealing only with windows the program owns, but what about DA windows?

How can one wait for left OR right mouse button with Event<...>? EventButton and EventMultiple wait for left AND right mouse button down if the mask and button arguments are both 3.

Any help, on any question, would be appreciated. To ensure me receiving it, please e-mail answers. Of course, if you think others will be interested, post also.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2034. HELP: Seagate ST157N-1 error code...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-22 07:52:00 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <1283@idcapd.idca.tds.philips.nl>
Source record: 48422
Cross-posted to: comp.periphs.scsi,comp.sys.atari.st.tech

The Seagate St157N-1 (48Mb, 3.5", SCSI) harddrive of a friend of mine has chosen to display blinking error codes (using the activity LED). We would like to know what they mean. Normally this drive performs a couple of [seeks on startup, but now it either displays 3 or 6 blinks on the LED. The drive keeps spinning.

Any info on this error code is most welcome

_ ---
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: +31 55-432372 fax: +31 55-432103
"Do, or do not. There is no 'try'" Yoda - The Empire Strikes Back

---

2035. Re: MWC & hiding objects in resources

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-22 13:41:09 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <25635@ttidca.TTI.COM>
Source record: 48436

In article <093029.24377@timbuk.cray.com> marc@sequoia.cray.com (Marc Bouron) writes:
>
>In article <47391@ut-emx.uucp>, sean@ccwf.cc.utexas.edu (Sean Sterling Foiles) writes:
>|> I'm having trouble hiding objects within a resourcce. I've tried
>|> changing the object's flag (i.e. obj.ob_flag = HIDETREE) and redrawing
>|> the tree - but no go. I can do anything else (make selectable, crossed,
>|> deselected, etc...) but I can't hide the object.
>
>I believe that the HIDETREE flag should be set for the *parent* of the object
>you wish to hide.

No. You hide the object by setting the HIDETREE flag bit on the object you
wish to hide, but you must then redraw the parent of the object being hidden.

This actually makes sense, once you think about it. When an object is
hidden, it is ignored by the object drawing routines. If you draw an object,
then set the HIDETREE bit, and redraw it, it gets ignored. This means that
it still appears to be on the display, since there was no visible change.

If you redraw the parent of the object, it replaces the old image. Then, since
the hidden object gets ignored, the portion of the parent which is "behind"
the hidden object continues to be visible on the display.

--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca.tti.com *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

2036. FATSPEED: great & Reverse execution of AUTO folder programs (?!)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-22 14:24:56 UTC
From: dick@ahds.UUCP
Message-ID: <1970@ahds.UUCP>
Source record: 48426

FATSPEED:
After one year of struggle with defective FAT tables I installed FATSPEED this week in my STF. GREAT!!! (thanks, Graham and Tomas)
Problems I had were verryy sloooow creation of files on my harddisk (btw, a Megafile 44 (the removable disk thing)) and FAT tables in the ST that went corrupt each time I did a 'show info' of a HD partiton, as a result of which some directories showed empty (0 bytes use in 0 items), while they weren't - I had to reboot over-and-over again to repair them.
FATSPEED cured all problems. I vote for an Oscar for it's creator, Ulrich Kuebler !!

AUTO-FOLDER:
I noticed some peculiarities earlier in starting programs from the Auto folder: when I added a program to it never runned automatically at bootup. To get Fatspeed to run, I HAD to get it run at bootup. I also always had the impression that FOLDERXXX.prg never runned (no output, while it generated output - something like 'FOLDER100 installed' when I ran it seperately).

I have tested things as follows:
Newly created AUTO folder, and copied in sequence: AHDI.prg, FOLDER100.prg and then FATSPEED.prg into it. Booted up (cold boot) and looked...
And ONLY output of AHDI appeared in the screen. No output of the other two progs appeared on the screen. FATSPEED did nothing (easy to check) so it never ran.

Next test:
Recreated AUTO folder, and copied the above files now in different order, controlled by instinct. So first FATSPEED, than FOLDER100, than AHDI.
Cold boot, and..... FIRST AHDI runs and generates output on the screen, followed by FATSPEED (displays it's author etc), and at last FOLDER100 runs, producing the Installed message.

??????????????????????????

Can anyone explain this wierd sequence of execution to me ?

Data: Machine = Atari 1040 STF, running TOS 1.2 with attached HD Mega44
---- with AHDI 3.1 diskdriver. No further features installed.

Thanks for any comments on this,

Dick.

2037. Re: Megafile 60 noisy startup/ shutdown

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-22 15:33:23 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr22.153323.16506@informatik.uni-erlangen.de>
Source record: 48423
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hvaalde@cs.vu.nl (Aalderen van Harold) writes:

>Do all megafile 60 drives have autopark? I own one and never noticed it
>I use the ship program every time I shut down my computer

If the drive used in your MF60 is a Seagate ST277R, you don't need
the ship program anymore. The ST238R used in the Megafile 30 doesn't
autopark. You can find out the exact type of the drive used by
looking at the back of the Megafile 30 which should bear a label
with 'SEA6065' or something like that if it is a Seagate drive.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2038. Re: Problem with my C program [a few general hints about malloc]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-22 15:38:28 UTC
From: steve@thelake.mn.org
Message-ID: <A1422792342@thelake.mn.org>
Source record: 48425

[In article <1991Apr22.014758.3846@wam.umd.edu>,
dmb@wam.umd.edu (David M. Baggett) writes ...]

> Although this isn't what you were asking about, I think it's worth
> mentioning for the benefit of others who are just starting out:
>
> If you want to allocate more memory than can be specified in an unsigned int,
> use calloc. It takes two parameters which are multiplied together to get
> the size of the requested block. To allocate 128K:
>
> p = calloc(128, 1024);

You also can use lalloc, which works like the library malloc()
function except that it requires a long argument. (Be sure to include
malloc.h when calling any dynamic memory management functions.)

Also, good advice is worth repeating, so...

> In general it is VERY WISE to avoid using the bios Malloc and Free and
> use the malloc, calloc, and free provided with your compiler of
> choice.

(Possible exception: Desk Accessories.)

Back to the original topic of this thread:

(1) Never remove a disk while a file is open.

(2) Never write a program that tempts a user to do (1).

I'm not quite sure why the original program was written, since the
Desktop handles a virtual B drive nicely (just install it!), but if I
were writing such a program:

(1) I'd be sure to close the files before prompting the user to
remove a disk.

(2) I'd call Mediach() after the swap to force an update of the
GEMdos i/o buffers and make sure the action had been performed
properly.

I might also read the directory to be doubly sure. Beware of Murphy.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

2039. Re: Windows and Events Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-22 15:43:54 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr22.154354.16919@informatik.uni-erlangen.de>
Source record: 48424

vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:
>How can one wait for left OR right mouse button with Event<...>?
>EventButton and EventMultiple wait for left AND right mouse button down
>if the mask and button arguments are both 3.

A method that works with all GEM versions so far is the following:
Set bit 8 in the evnt_button mclicks parameter. This negates the
event condition in the mclicks, mmask and mstate parameters. To
wait for left OR right button, use the following evnt_button
call:

```
mclicks = 1 | 256;
mmask = 3;
mstate = 0;
evnt_button(mclicks, mmask, mstate);
```

This instructs the AES to come back with a mouse click event when
the two mouse buttons are NOT both released, in other words, when
one of the mouse buttons is pressed.

This method works reliably and is currently being tested at Atari.
I hope they will finally document it and relieve us from mixing
AES and VDI calls to poll the mouse states.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2040. Re: HELP: Seagate ST157N-1 error code...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-22 18:40:54 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991Apr22.184054.20179@ecst.csuchico.edu>
Source record: 48428
Cross-posted to: comp.periphs.scsi,comp.sys.atari.st.tech

In article <1283@idcapd.idca.tds.philips.nl> wilko@idca.tds.PHILIPS.nl (W.C. Bulte) writes:
>The Seagate St157N-1 (48Mb, 3.5", SCSI) harddrive of a friend of mine has
>chosen to display blinking error codes (using the activity LED). We would
>like to know what they mean. Normally this drive performs a couple of [seeks
>on startup, but now it either displays 3 or 6 blinks on the LED. The drive
>keeps spinning.
>
>Any info on this error code is most welcome

I don't think it's necessarily an error code, but there does seem to be
something wrong with the drive, at least from the information you give us.
Problems with the drives are usually communicated to the user via sense codes.
I don't have any experience with drivers other than ICD's, but it will
usually display a sense code in the upper right hand corner of the screen
if there is anything wrong.

Can you access the drive at all? If so, I'd recommend backing it up if
you haven't done so already.

I'd also recommend calling Seagate and ask them, if no one here has an
answer. Good luck!

--
Ed Krimen ....
||| Video Production Major, California State University, Chico
||| INTERNET: ekrimen@ecst.csuchico.edu FREENET: al661
/ | \ SysOp, Fuji BBS: 916-894-1261 FIDONET: 1:119/4.0

2041. Re: Problem with my C program [a few general hints about malloc]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-22 19:49:43 UTC
From: optimiza@utrcu1.UUCP
Message-ID: <827@utrcu1.UUCP>
Source record: 48427

```
In article <1991Apr22.014758.3846@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>If you want to allocate more memory than can be specified in an unsigned int,
>use calloc. It takes two parameters which are multiplied together to get
>the size of the requested block. To allocate 128K:
> p = calloc(128, 1024);
>As a bonus the memory you get is also cleared. You could write your own
>replacement for Malloc as follows:
>char *
>my_Malloc(size)
> register long size;
>{
> register unsigned hi, lo;
> hi = (unsigned) (size >> 16);
> lo = (unsigned) (size & 0x0000FFFF);
> return calloc(hi, lo);
>}
Unfortunately, this will not work the way you intend. Assume you want to
Malloc() a block of 65536 bytes. This leads to hi being 1, and lo being
0. This will calloc() a block of 1*0=0 bytes. What you want to do is
factorize size in two factors that are both small enough to be handled
by calloc. I cannot come up right now with an algorithm that does this
both time and memory efficient.
But, there is another possibility. If you are using an ANSI-C compiler,
the standard says that malloc takes an argument of type size_t, but not
that it will be 16 bit. Turbo C, for example, takes a (maybe even
unsigned) long. (unfortunately, this is not the case with MSDOS-TC,
making ports somewhat more difficult)
---
Henk de Leeuw
optimiza@utwente.nl
optimiza%utrcu1.uucp@uunet.uu.net
```

2042. GFA Basic and GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-22 20:29:26 UTC
From: wrhee@leland.Stanford.EDU
Message-ID: <1991Apr22.202926.14574@leland.Stanford.EDU>
Source record: 48430

GFA Basic 3.0 I can can create files and print them with OUTPRINT.PRG, but EasyDraw, and Calamus still won't import them. (Calamus hints that the sizing information wasn't stored with the files!) I know this is possible because it is done within the BSTAT program, but the source was locked.

Any help is greatly appreciated!!!!

2043. high speed serial problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-22 22:36:33 UTC
From: laird@think.com
Message-ID: <1991Apr22.223633.17497@Think.COM>
Source record: 48434

I have an old 520ST (with only an external floppy drive!) with 1 Mb RAM, and I am having trouble with the serial port. I am trying to use it with a Telebit Trailblazer modem, and it works fine with a low speeds (e.g. 2400 bps) but it tends to lock up at PEP speeds (19.2K bps). I tried installing a program in my AUTO folder which was supposed to fix the problem, but all that did was to cause the modem to _always_ lock up. I've used the modem with other ST's (a STacy and a Mega) and it seemed to work fine, so I believe that the problem must be in my ST. Can anyone suggest anything to check? Is there a likely connection to check, or chip to replace?

Thanks.

- Laird Popkin (laird@think.com)

2044. Setpallete spelling

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-22 23:02:23 UTC
From: cliff@jarthur.claremont.edu
Message-ID: <11851@jarthur.Claremont.EDU>
Source record: 48429

Is Setpallete the standard spelling for the sepalette routine? Sozobon C drove me up the wall because it took me some time to find out the function call was mispelled (they spelled it "Setpallete" instead of "Setpalette" which I think be correct). Anyway, I just found that GCC1.39 spells it "Setpallete" as well. What's the deal? My books refer to the call as "Setpalette," and palette is spelled palette. I haven't a clue as to what a pallete is. I went into my osbind.h files and fixed the entries, though maybe I should change it back if others' programs are going to puke on my computer.

What's up?

--Cliff

2045. g++

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-22 23:13:10 UTC
From: cliff@jarthur.claremont.edu
Message-ID: <11852@jarthur.Claremont.EDU>
Source record: 48431

I'm having problems getting my g++ compiler to work. It seems unable to find the standard header files, such as stdio.h. I know, I have to set my path first. Well, I think I have. Here's what's up:

I'm using gulam, and the printenv command says

G++INC=d:\gnu\g++lib\g++-incl

I know that stdio.h is in d:\gnu\g++lib\g++-incl\stdio.h and if I substitute:

#include"d:\gnu\g++lib\g++-incl\stdio.h"

then the compiler works fine.

#include<stdio.h>

gives me errors and says it is unable to find stdio.h. Although this is might unrelated, gcc1.39 has no problems at all.

One more thing. Even if I have #include"d:\gnu\g++lib\g++-incl\stdio.h", the compiler will go through and compile, giving me .o files. It will not link them togethere; it can't find the loader or linker or something (probably the same problem with the paths). I usually then just link with gcc and have no problems. Can someone send me a list of environmental variables that need to be set for the g++ to work correctly?

I'm using a MegaST2 with TOS 1.4.

Any help will greatly be appreciated.

--Cliff

2046. Re: HELP: Seagate ST157N-1 error code...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-22 23:20:02 UTC
From: cliff@jarthur.Claremont.EDU
Message-ID: <11853@jarthur.Claremont.EDU>
Source record: 48433
Cross-posted to: comp.periphs.scsi,comp.sys.atari.st.tech

In article <1991Apr22.184054.20179@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>

[...stuff deleted...]

>Problems with the drives are usually communicated to the user via sense codes.
>I don't have any experience with drivers other than ICD's, but it will
>usually display a sense code in the upper right hand corner of the screen
>if there is anything wrong.
>
>--
> Ed Krimen ....

I get sense codes every once in a blue moon, usually right after I tell my friends I never have problems with my HD. I'm using a Seagate 157N, I think. It's a 48.8 meg mechanism with ICD host adaptor and software. What are sense $17 and $15 errors. I think those are the only two I've had. Can I get a listing of sense errors? Who would I write to, ICD, Seagate, or the babooze who I bought the HD from and might have neglected to give me the info?

-Cliff
--
cliff@jarthur.claremont.edu | "Ted Striker? Never heard of him. Wait!
cliff@jarthur.uucp | That's not exactly true. We were like
...uunet!jarthur!cliff | brothers."
cstein@hmcvax.bitnet | --Buck Murdoch

2047. Re: Setpallete missspelling (sic)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-23 00:43:11 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Apr23.004311.23688@wam.umd.edu>
Source record: 48432

In article <11851@jarthur.Claremont.EDU> cliff@jarthur.claremont.edu (Clifford Stein) writes:
>
>Is Setpallete the standard spelling for the sepalette routine? Sozobon C
>drove me up the wall because it took me some time to find out the function
>call was mispelled (they spelled it "Setpallete" instead of "Setpalette"
>which I think be correct). Anyway, I just found that GCC1.39 spells it
>"Setpallete" as well. What's the deal?

It was spelled that way in Atari's original osbind.h --- the spelling
has been retained in most compilers for "historical reasons."

>My books refer to the call as
>"Setpalette," and palette is spelled palette. I haven't a clue as to what a
>pallete is. I went into my osbind.h files and fixed the entries, though
>maybe I should change it back if others' programs are going to puke on my
>computer.

The easiest thing to do is put the lines

```
#ifndef Setpalette
#define Setpalette Setpallete
#endif Sepalette
```

right after

```
#include <osbind.h>
```

and your code will work with all ST compilers. The #ifndef ensures that
"if ain't broke you won't fix it."

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

2048. Re: UNIX on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-23 09:30:41 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <13161@hydra.Helsinki.FI>
Source record: 48437

someone stated that there's no unix for atari but there is:
it is version V
and has x-vindows in it and gnu c-developers kit + some aditional stuff
(dunno about news though)
it's sold installed on a 200mb hard disk, which replaces the TT's internal scsi
...
released in europe 10. april 91 (jeez that's gone !)
prize: $1600 (so told at cebit)

>>
>>>>>> " I'm completely operational & all my cicuits are functioning <<<<<<
>>>>>> correctly...correc...corr...co...-! " : HAl9000 <<<<<<
>>

2049. Re: Problem with my C program to copy files between floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-23 10:45:10 UTC
From: ramaer@cs.utwente.nl
Message-ID: <1991Apr23.124510@cs.utwente.nl>
Source record: 48438

```
In article <1991Apr21.210056.5685@ccu.umanitoba.ca>, umochock@ccu.umanitoba.ca (Russell
Ochocki) writes:
|> [deleted]
|> I try to Malloc a buffer equal to the size of the file being copyied. Then I
|> do a Fread from the source file, prompt the user to swap disks, fopen the
|> destination file, and Fwrite the contents of the buffer. And, fclose both
|> files. Note: I needed to use Malloc, Fread, and Fwrite since I required long
|> ints (not the short expected by malloc, fread, and fwrite).
|>
|> If I can't Malloc the space I need, I try to Malloc 1/2 as much, and then Fread
|> the first half, Fwrite the first half, Fread the last half (and this is where
|> my problem is), and Fwrite the last half. (I do it in two passes.)
|> [deleted]
|> It doesn't work when you:
|>
|> o Copy a file from disk to disk than requires two or more passes. The second
|> Fread on the source file returns 0 bytes read. Checked ferror but it is
|> also zero.
|>
|> So (and here's my point), I have two files open simulatiously, both in drive
|> a:, but on different disks. And the ST does not seem to like it. Anyone ever
|> try this? Does TOS allow this? Or, is it a bug in my program?
|>

I have no answers to your questions but
you can probably avoid the problem in the following way:

Fopen - Fread x bytes - Fclose!!!
prompt
Fopen - Fwrite x bytes - Fclose
prompt
Fopen - Fseek to position x - Fread - Fclose
prompt
Fopen - Fseek to the end - Fwrite - Fclose
.
.
.

hope this helps,
Mark
```

2050. Re: ICD AdSpeed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-23 13:05:35 UTC
From: ric@mcrware.UUCP
Message-ID: <6126@mcrware.UUCP>
Source record: 48344
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <10688@bdt.COM> david@bdt.COM (David Beckemeyer) writes:
>
>Do many people have the ICD AdSpeed?

For those of you with score cards, add 1. I've had mine for a number of
months.

>
>I recently put one in a Mega ST-4 with a Moniterm board and
>it seemed to work pretty well. I left the machine on overnight
>and it had crashed by morning. It seems that it crashed within
>a few hours. The problem seems to be heat related, because the
>system seems to get flakey after it's been on for a while.
>
>Has anybody else experienced similar problems?

Mine was added to an old 520ST (w/2.5M). I can't speak for the installation
into a Mega, but in a 520 there doesn't seem to be a heat problem. I run my
ST for about 8 hours a day (as a terminal).

Ric

-=-=-=

2051. Dark Color Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-23 13:29:18 UTC
From: whitcomb@aurs01.uucp
Message-ID: <59755@aurs01.UUCP>
Source record: 48343

Ryk E Spoor recently wrote:

-I have a problem that I hope someone can help with. It seems that
-certain models of the color monitor, including the one I have, display
-colors much more darkly than they should.

I also have an older, darker color monitor. For the most part, I don't have a problem with it, but in some color games (most notably "Their Finest Hour") the colors are so dark that I cannot distinguish between, say, dark green and black. This is not a problem on the newer monitors. Is there an internal pot that I can tweek to brighten up the screen?

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT

2052. Re: Problem with my C program [a few general hints about malloc]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-23 14:42:25 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Apr23.144225.6273@wam.umd.edu>
Source record: 48341

In article <827@utrcu1.UUCP> optimiza@utrcu1.UUCP (De Leeuw) writes:
>In article <1991Apr22.014758.3846@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>>
>> [my brain-damaged code]
>>
>Unfortunately, this will not work the way you intend. Assume you want to
>Malloc() a block of 65536 bytes. This leads to hi being 1, and lo being
>0. This will calloc() a block of 1*0=0 bytes. What you want to do is
>factorize size in two factors that are both small enough to be handled
>by calloc. I cannot come up right now with an algorithm that does this
>both time and memory efficient.

Oops, looks like someone broke into my account and posted something stupid!
I'll make sure I use better passwords in the future. :-)

Actually what I usually do in practice is something like

```
calloc((unsigned) (bigsize / 32), 32);
```

which will work for sizes up to 32*65536 bytes. You can always increase
the "chunking factor" here at the expense of a few wasted bytes allocated.
This is basically what you describe but "by hand."

Another caveat re: Malloc is that it takes a _long_ parameter:

```
Malloc(32L);
```

instead of

```
Malloc(32); /* <- This will cause bad things to happen */
```

This type of bug is particularly difficult to track down. It would be
nice if the os-binding for Malloc had a (long) typecast in it to solve
problems like these -- oh well.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

2053. Re: GFA Basic and GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-23 16:21:04 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <28145EF1.18086@maccs.dcss.mcmaster.ca>
Source record: 48362

In article <1991Apr22.202926.14574@leland.Stanford.EDU> wrhee@leland.Stanford.EDU (won rhee) writes:
>GFA Basic 3.0 I can can create files and print them with OUTPRINT.PRG, but
>EasyDraw, and Calamus still won't import them. (Calamus hints that the sizing
>information wasn't stored with the files!) I know this is possible because
>it is done within the BSTAT program, but the source was locked.
>
>Any help is greatly appreciated!!!!
>

There seems to be some disagreement about scaling of metafiles among programs. I remember when I was working on a program to create metafiles, I could create them so OUTPRINT.PRG like them, Pagestream would import them, but they would be upside down, and Easydraw would squash them down to about a height of zero. By trial and error I guessed the scale Easydraw was using and had them imported properly, but I preferred Pagestream (pseudo-) compatibility, and so used that. I think you will have to play with the numbers you pass to vm_coords().

Hope I was helpful, and good luck.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

2054. Re: Setpallete spelling

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-23 16:32:12 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <2814618C.18599@maccs.dcss.mcmaster.ca>
Source record: 48439

In article <11851@jarthur.Claremont.EDU> cliff@jarthur.claremont.edu (Clifford Stein) writes:
>[is it Setpallete or Setpalette?]

Abacus Internals spells it Setpalette. (btw, palette is the proper spelling of the word, Webster says) I don't have my Lattice C 5 manuals handy, but I remember reading that they deliberately mispelled theirs (they call it Setpallete if I recall correctly) because they want to remain compatible with the original Atari bindings. Much as I dislike the seemingly slipshod original bindings, I would leave them that way so that if you distribute your code, everyone else does not have to change your code or their libraries.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

2055. Mega ST2 Upgrade Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-23 17:57:39 UTC
From: whitcomb@aurs01.uucp
Message-ID: <59758@aurs01.UUCP>
Source record: 48440
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I wouldn't have believed it a year ago when I bought it, but I now have to expand the memory on my Mega ST2. Those MIDI programs and essential utilities really eat up the memory! I would appreciate advice or pointers to references on the following topics:

1. Impressions of the Z*RAM Mega 2-to-4 board. Specifically, how reliable is it, and will the board get in the way of the expansion slots or an internal hard drive? Also, how likely is a solderless board to shake loose?

2. Companies that will install a memory upgrade by mail: experiences, reliability, cost, turnaround time and so forth.

3. Articles or instructions for a DIY memory upgrade. Listings of chips (with part numbers) and good sources for parts would be great. I know how to use a soldering pen, but it's been a while, so advice on how tricky the job is would also be useful.

4. In the "as long as I've got the hood up" department, I'd like to know how people who've upgraded from TOS V1.2 to V1.4 have fared. Was it more trouble than it was worth? Did you lose any program compatibility? Should I just hang around until the fabled STE Mega upgrade board comes along?

5. Is there a list of boards that make use of the Mega expansion slot?

6. Has anyone had experiences installing an internal hard drive in a Mega?

Of course there is always the option of unloading my Mega 2 and upgrading to a Mega STE...

Thoughts, opinions, dirty limericks welcome.

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT

2056. Bernoulli to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-23 19:57:56 UTC
From: dom@hpfcdj.HP.COM
Message-ID: <35730001@hpfcdj.HP.COM>
Source record: 48388

I am looking to add a Bernoulli Box (SCSI) to an ST that I have acquired.

Has anyone done this before? What is required ?

The ST does not now have a hard disk.

Dave Merrill

2057. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-23 20:33:20 UTC
From: apratt@atari.UUCP
Message-ID: <2910@atari.UUCP>
Source record: 48346
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

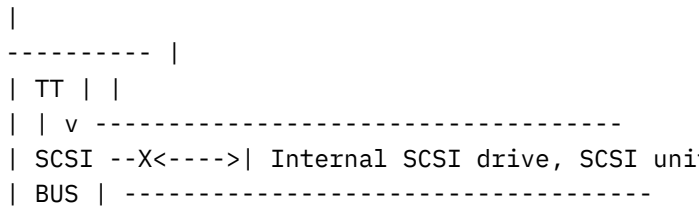
D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:

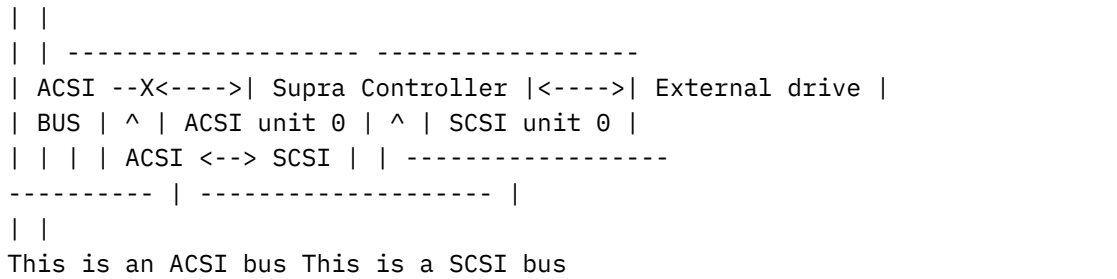
>In article <1991Apr16.195300.1906@jato.jpl.nasa.gov>,
>hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>|>In article <1991Apr16.042133.20872@mailer.cc.fsu.edu>
>boyd@nu.cs.fsu.edu writes:
>|>>My friend managed to get his external Supra HD connected to his TT
>|>>(which has an internal SCSI device). The TT differentiates between
>|>>SCSI and ASCI devices. The internal drive is set at SCSI 0, so my
>|>>friend set his Supra at SCSI 1, so they would not confict. This
>|>>turned out to be the problem. BOTH drives had to be set to SCSI 0
>|>>to work. Extremely weird. Anyone have an explination?
>|>
>|>What did he plug the Supra into, daisy chained off the SCSI port, or
>|>the Atari DMA port? If DMA port, then the answer is that you're using two
>|>separate buses...

>Yes, but why does this explain why it will not work with an id other
>than 0? I can see that if TT SCSI and ASCI are seperate buses then it is
>ok to use the same id. Does this meen that the TT ASCI port only
>supports one device not the full 8 on the ST. If it supports the full 8
>then with two buses or 16 SCSI devices the TT can handle some serious
>backing storage :->

[I posted this earlier, but from the look of it the message didn't leave my
site.]

It's not the least bit wierd if you work through the logic of the busses.
The fatal flaw in your reasoning is that you think since both drives are
SCSI drives, they should have different SCSI unit numbers. What's actually
happening as far as the TT is concerned is that you have one SCSI drive and
one ACSI drive. The Supra drive is connected through a controller which
lets you plug the SCSI drive into the ACSI bus. The controller, in
essence, creates a tiny SCSI bus between it and the drive you connect to
it. This controller will only control one unit, and it has to be SCSI unit
0. The controller probably has a switch of its own, to tell it which ACSI
drive it should respond as.





If you add another Supra controller (or ICD controller or any SCSI-to-ACSI converter) to the ACSI bus, you would have to make it ACSI unit 1, but the drive it controls would still be SCSI unit 0, and there's no conflict because it's the only SCSI drive on the SCSI bus that the controller creates between itself and that drive.

Get the picture?

More minutae: HDX asks "SCSI or ACSI" when you select a drive; it's talking about SCSI or ACSI as the TT sees things, not necessarily which kind of mechanism it is. Almost all Atari drives are now SCSI drives with an ACSI-to-SCSI converter inside the case, where you don't see it. The Megafile 44 is a good example. Some used to be (and may still be) ST-506 drives with an ST506-to-ACSI converter inside the case, so don't count on one or the other without checking.

The chief difference between SCSI and ACSI in the TT is that the SCSI bus supports the full SCSI command set, and ACSI doesn't. One important command which ACSI does not support is "inquire capacity." When you can do "inquire capacity" you don't need to know anything else about the drive to format or partition it, ergo no wincap and no "click on the drive type" box. Wincap is still required for HDX to be able to format and partition some (all?) ACSI drives.

A final note: Mega STe's have an internal SCSI drive like TT's, but again, there is a SCSI-to-ACSI converter inside the box, so as far as TOS and HDX are concerned, it's an ACSI drive. Mega STe's don't really have SCSI, even though it kind of looks like they do.

==========

Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2058. trash(Papierkorb) -> rubbish

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-23 22:18:42 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5510@wucc.waseda.ac.jp>
Source record: 48345

My knowledge of GEM programming is very poor and cannot rename the name of the rubbish bin shown on the desktop. I once tried to read the .inf file into my debugger and tried to change the name, but the space did not fit(strlen(trash) == 5 while strlen(rubbish) == 7). Can someone e-mail me a sample desktop.inf whose rubbish bin is shown as 'rubbish' or teach me how to write a program for it? I understand most programming languages. And when e-mailing the desktop.inf, please uuencode it. Thanks.

Dr Yoshimasa Tsuji
ytsuji@cfi.waseda.ac.jp
YTSUJI AT JPNWAS00.BITNET

P.S.
This posting is just out of curiosity.

2059. Cartridge port timing questions.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-24 00:32:05 UTC
From: swanee@megadata.mega.oz.au
Message-ID: <1991Apr24.003205.19880@megadata.mega.oz.au>
Source record: 48350

Does anyone know what the timing constraints of the cartridge port (ST, MEGA, STE and TT) are? Without a DTACK or DSACK signal being returned from the port, what are the data setup times required to meet the internal logic timing for data transfer.

Bearing this in mind, the TT runs at a much higher clock speed, so does the cartridge port now also have changed timing requirements over the ST's? If so, does this mean that most of the older devices using this port may no longer work?

Any information regarding this would be gratly appreciated.

Thanks in advance,
Geoff Swan.
(swanee@megadata.oz)

2060. saving screen in a GEM app.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-24 01:20:40 UTC
From: rcb@netcom.COM
Message-ID: <1991Apr24.012040.22627@netcom.COM>
Source record: 48351

I am writing a GEM application based on a dialog box which occasionally has another dialog box written over it. When this 'pop-up' dialog box is done and I have called form_dial() the second time, instead of the original dialog box being restored, the desktop background is restored. Obviously, that doesn't 'cut it'. Is there a way for me to save the background and restore it when I'm done with the 'pop-up' dialog?

It looks like the problem is that GEM is not aware that my original dialog box is the background. How do I notify GEM that the background is not the original desktop? I've thought about doing a 'wind_set(0, WF_NEWDESK, ...)' but, if I do that, how would I get the original desktop back when my application is done?

Maybe insanity is the best answer. Any suggestions otherwise?

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
"Just when you think you know it all, it changes!"

2061. Re: ICD AdSpeed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-24 02:12:40 UTC
From: carter@cat23.cs.wisc.edu
Message-ID: <1991Apr24.021240.21989@daffy.cs.wisc.edu>
Source record: 48361
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just had a friend who bought an ad speed call me up too tell me that
ICD shipped him a dead 68K with the board!

That must suck.

--Gregory

PS: Currently in a bad state of affairs with a few people out there...
I would send you my head in the mail, shipping paid, but I am wimpering
silently.

2062. Re: ICD AdSpeed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-24 03:35:08 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <41604@cup.portal.com>
Source record: 48342
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've had my Adspeed since just after the last Glendale show. Its in a mega 4 that runs 24 hours a day, no problems.

2063. GNU C and evnt_timer()

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-24 03:36:43 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991Apr24.033643.12187@zip.eecs.umich.edu>
Source record: 48349

I seem to keep having problems with my C compilers. First I had Laser C, but I wanted ANSI so I bought Lattice 5, but it was quite buggy, so now I am using GNU C.

Anyway, I was using evnt_timer/evnt_multi to wait for a certain amount of time in Lattice C, then I would poll the serial port to see if anything had arrived...well, this worked fine for Lattice with a wait count of 10 (low-count). Well needless to say, this doesn't work fine for GNU C. Any amount of time over 0 is pathetically slow. I mean I set it to 100 for one particular instance and I would still be waiting for it to time-out if I hadn't rebooted. What's the deal? Does GNU use seconds instead of milli-seconds for its timer calls? I really need to have this work so I can look for bar-code reader input...it works in Lattice!!

Any help is greatly appreciated.

Richard Hall
University of Michigan

--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

2064. Re: trash(Papierkorb) -> rubbish

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-24 06:18:58 UTC
From: warwick@cs.uq.oz.au
Message-ID: <959@uqcspe.cs.uq.oz.au>
Source record: 48348

In <5510@wucc.waseda.ac.jp> ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:

>Can someone e-mail me a sample desktop.inf whose rubbish bin
>is shown as 'rubbish' or teach me how to write a program for it?
>I understand most programming languages. And when e-mailing the
>desktop.inf, please uuencode it. Thanks.

The desktop.inf is in ASCII, just use any old text editor, or even a
word processor with an "ASCII" mode, and change the text. You don't
have to stick to words of the same length either.

Warwick
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

2065. Re: trash(Papierkorb) -> rubbish

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-24 07:50:07 UTC
From: geert@ahds.UUCP
Message-ID: <1977@ahds.UUCP>
Source record: 48347

In article <5510@wucc.waseda.ac.jp>, ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:
> My knowledge of GEM programming is very poor and cannot rename the
> name of the rubbish bin shown on the desktop. I once tried to
> read the .inf file into my debugger and tried to change the name,
> but the space did not fit(strlen(trash) == 5 while strlen(rubbish)
> == 7). Can someone e-mail me a sample desktop.inf whose rubbish bin
> is shown as 'rubbish' or teach me how to write a program for it?
> I understand most programming languages. And when e-mailing the
> desktop.inf, please uuencode it. Thanks.

Just a hint, you must not debug the desktop.inf file with your
debugger, but its easier to edit the desktop.inf file with
a editor (for example wordplus or tempus).
There you can easily change the name of the thrash icon into
rubbish (don't bother about the size of the text).
The maximum size of an icon text is (so good as I remember it)
10. Thus you so long as your name does not exceed 10 characters
it will work. Try it!

Geert.

2066. Re: HELP: Seagate ST157N-1 error code...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-24 12:25:59 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr24.082559.28567@mailer.cc.fsu.edu>
Source record: 48353
Cross-posted to: comp.periphs.scsi,comp.sys.atari.st.tech

In article <1991Apr22.184054.20179@ecst.csuchico.edu>, ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>In article <1283@idcapd.idca.tds.philips.nl> wilko@idca.tds.PHILIPS.nl (W.C. Bulte) writes:
>>The Seagate St157N-1 (48Mb, 3.5", SCSI) harddrive of a friend of mine has
>>chosen to display blinking error codes (using the activity LED). We would
>>like to know what they mean. Normally this drive performs a couple of [seeks
>>on startup, but now it either displays 3 or 6 blinks on the LED. The drive
>>keeps spinning.
>>
>>Any info on this error code is most welcome
>
>I don't think it's necessarily an error code, but there does seem to be
>something wrong with the drive, at least from the information you give us.
>Problems with the drives are usually communicated to the user via sense codes.
>I don't have any experience with drivers other than ICD's, but it will
>usually display a sense code in the upper right hand corner of the screen
>if there is anything wrong.
>

Just FYI, the ICD host adaptor is the only one for the ST that communicates the device sense codes to the user. This is quite nice. As for the error codes via LEDs, it would perhaps be simplest to call Seagate (you can call 1-800-555-1212 and get their 1-800 number). I have done this in the past, and they have responded with a Xerox of whatever info I needed. Just ask them for a manual for the device.
--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-----------------------------------

2067. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-24 12:31:11 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Apr24.081643.28248@mailer.cc.fsu.edu>
Source record: 48352
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2910@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
>D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:
>
>The fatal flaw in your reasoning is that you think since both drives are
>SCSI drives, they should have different SCSI unit numbers. What's actually
>happening as far as the TT is concerned is that you have one SCSI drive and
>one ACSI drive. The Supra drive is connected through a controller which
>lets you plug the SCSI drive into the ACSI bus. The controller, in
>essence, creates a tiny SCSI bus between it and the drive you connect to
>it. This controller will only control one unit, and it has to be SCSI unit
>0.

My reasoning is fine, thank you. Yes, what you describe above is intuitively obvious after knowing that both drives needed to be set to 0. What is less obvious is why the Supra HAD to be set to 0. My ICD host adaptor will allow me to set the SCSI device id to whatever I want, and will still find the drive at boot time. I can hook multiple drives up to it, etc. Thus, I make the following assertion: there are two logically seperate busses on the TT (which concern fixed disks): a pure SCSI and an ASCI. Each is independent in the sense of SCSI device id numbers, so each can have a device 0 without conflict. My question (based on this assertion) is this: Why did the Supra drive _require_ SCSI id 0? It was the only device on that "bus"? In other words, do the SCSI id numbers on a bus have to start with 0, then increment by one? Could I have a device 0, then a device 4? If not, why? This has been successfully done by both Supra and ICD (and Atari, I thought). If so, then is the restriction only on the first SCSI device (ie does a device 0 have to exist, but other devices need not be sequentially numbered)?

Another way to look at the question is this: What need be considered when hooking up multiple ASCI devices (consisting of host adaptor and SCSI device) to the TT? How must the SCSI id numbers be picked for all drives to work? It is inexcusable that this information was not included in the TT manual. For example, my hard disk was set to SCSI id 1 when I bought it. Thus, were I to get a TT (and without the benifit of helping my friend) I would not be able to get the damn thing to work without a phone call to Atari. Since this computer is a logical upgrade from the ST architecture, all information needed to "upgrade" should be included in the manual!!!!!!
--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-----------------------------------

2068. Re: trash(Papierkorb) -> rubbish

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-24 12:57:04 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5512@wucc.waseda.ac.jp>
Source record: 48355

Thanks a lot for everyone who kindly remarked that 'desktop.inf' file
is an MSDOS-type ASCII file. The thing is that my Developer's Kit did
not contain any info about it! I had always thought the 'desktop.inf'
was an esoteric file containing the bit image of the rubbish bin etc.
Thanks for all who helped me. The issue is now closed.

2069. KAOS TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-24 13:20:22 UTC
From: ersys!ggranger@nro.cs.athabascau.ca
Message-ID: <NkTw11w164w@ersys.uucp>
Source record: 48354
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If anybody in Europe has the KAOS TOS 1.4 fix files, it would be greatly appreciated if they could upload them to atari.archive.umich.edu. Talk has been buzzing across the pond here in North America about KAOS TOS (in the FoReM & ///Turbo x-nets), and many people would like to get these fix files for TOS 1.4.

BTW, what kind of bugs were fixed in KAOS TOS 1.4 that makes it so much better than the regular TOS 1.4?

Greg Granger

| INet: ersys!ggranger@nro.cs.athabascau.ca |
| Fnet: Greg Granger (Node 532) Dark Knight (Node 595)|
| Post: 5906-188 Street Edmonton, AB Canada T6M-2A9 |
| Tele: +1 403 481-0803 OR +1 403 481-5110 |

Greg Granger ersys!ggranger@nro.cs.athabascau.ca
Edmonton Remote Systems: Serving Northern Alberta since 1982

2070. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-24 15:32:45 UTC
From: cummins@unx2.ucc.okstate.edu
Message-ID: <1991Apr24.153245.19616@unx2.ucc.okstate.edu>
Source record: 48357
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>|>>turned out to be the problem. BOTH drives had to be set to SCSI 0
>>|>>to work. Extremely weird. Anyone have an explination?
>
>>Yes, but why does this explain why it will not work with an id other
>>than 0? I can see that if TT SCSI and ASCI are seperate buses then it is
>>ok to use the same id. Does this meen that the TT ASCI port only

On my Mega ST... I have no SCSI 0 drive. I use scsi 4 and 5 so I can
daisy chain a friends scsi 0 drive and still access my own disks.
But I can still boot... and use my hard disks w/o any SCSI 0 device
attached.

The fellow you've been chatting with says the TT won't recognize SCSI devices
1-7 on the ASCI bus, at least not without an SCSI 0 in place. Device 0 MUST
be used for the first device. Why????

John Cummins
cummins@unx2.ucc.okstate.edu

2071. Re: saving screen in a GEM app.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-24 18:03:53 UTC
From: marc@sequoia.cray.com
Message-ID: <115241.1926@timbuk.cray.com>
Source record: 48356

In article <1991Apr24.012040.22627@netcom.COM>, rcb@netcom.COM (Roy Bixler) writes:
|>
|> I am writing a GEM application based on a dialog box which
|> occasionally has another dialog box written over it. When this
|> 'pop-up' dialog box is done and I have called form_dial() the second
|> time, instead of the original dialog box being restored, the desktop
|> background is restored. Obviously, that doesn't 'cut it'. Is there a
|> way for me to save the background and restore it when I'm done with
|> the 'pop-up' dialog?
|>
|> It looks like the problem is that GEM is not aware that my original
|> dialog box is the background. How do I notify GEM that the background
|> is not the original desktop? I've thought about doing a 'wind_set(0,
|> WF_NEWDESK, ...)' but, if I do that, how would I get the original
|> desktop back when my application is done?
|>
|> Maybe insanity is the best answer. Any suggestions otherwise?

You should write your application so that it uses AES - i.e. use evnt_mesag()
or envt_multi() calls. This way, when you free up a patch of screen where your
dialog used to be with the form_dial() call, the AES will send you a message to
tell you what area of the screen needs redrawing. (It's up to you to do the
redrawing - if your dialog is an object tree, this is no problem.)

If all this is news to you, then I would suggest Tim Oren's ProGEM series of
articles as a damn decent way to teach you about these things. Certainly an
improvement on my ramblings...

[M][a][r][c]

##
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
##

2072. Re: saving screen in a GEM app.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-24 18:53:22 UTC
From: bittrolff@evans.enet.dec.com
Message-ID: <2991@shodha.enet.dec.com>
Source record: 48359

In article <115241.1926@timbuk.cray.com>, marc@sequoia.cray.com (Marc Bouron) writes...
>
>In article <1991Apr24.012040.22627@netcom.COM>, rcb@netcom.COM (Roy Bixler) writes:
>|>
>|> I am writing a GEM application based on a dialog box which
>|> occasionally has another dialog box written over it. When this
>|> 'pop-up' dialog box is done and I have called form_dial() the second
>|> time, instead of the original dialog box being restored, the desktop
>|> background is restored. Obviously, that doesn't 'cut it'. Is there a
>|> way for me to save the background and restore it when I'm done with
>|> the 'pop-up' dialog?
>|>
>|> It looks like the problem is that GEM is not aware that my original
>|> dialog box is the background. How do I notify GEM that the background
>|> is not the original desktop? I've thought about doing a 'wind_set(0,
>|> WF_NEWDESK, ...)' but, if I do that, how would I get the original
>|> desktop back when my application is done?
>|>
>|> Maybe insanity is the best answer. Any suggestions otherwise?

There are a couple of other ways to handle this. One that I use is to save the screen area under the dialog box when you put it up and restore it when you put it back, using the blit routines. Specifically, you can use the vro_copyfm() routines. Or you can save each dialog box using the same technique and restore all of it when you get a redraw message. Or you can save the whole screen, although this uses 32K of memory.

As far is insanity, I came pretty close when I was first trying to implement this stuff! :^)

~^~^~^

2073. Re: GNU C and evnt_timer()

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-24 19:01:21 UTC
From: rcb@netcom.COM
Message-ID: <1991Apr24.190121.6011@netcom.COM>
Source record: 48360

In article <1991Apr24.033643.12187@zip.eecs.umich.edu> heavy@zip.eecs.umich.edu (Richard Scott Hall) writes:
>Anyway, I was using evnt_timer/evnt_multi to wait for a certain
>amount of time in Lattice C, then I would poll the serial port
>to see if anything had arrived...well, this worked fine for
>Lattice with a wait count of 10 (low-count). Well needless to
>say, this doesn't work fine for GNU C. Any amount of time over
>0 is pathetically slow. I mean I set it to 100 for one particular
>instance and I would still be waiting for it to time-out if I
>hadn't rebooted. What's the deal? Does GNU use seconds instead
>of milli-seconds for its timer calls? I really need to have this
>work so I can look for bar-code reader input...it works in Lattice!!

No, the problem is that the 'evnt_timer()' and 'evnt_multi() with
timer' calls in GNU C's gemlib are buggy. The fix is very simple if
you have source code for gemlib - just swap the word order of the
int_in[] parameters. I have sent this fix to bammi as well, so you
should see it in a future release of gemlib.

>
>Any help is greatly appreciated.
>
>Richard Hall
>University of Michigan
>
>--
>
>Standard disclaimer: I am not me, I am who you think you are...
> so don't blame me.

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
"Just when you think you know it all, it changes!"

2074. Can't get Setpallete() to work.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-24 20:22:44 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <LoiX11w164w@sys6626.bison.mb.ca>
Source record: 48372

Here's the code I've been trying to use to blank (black) my screen:

```
------------------------------------------------------------------------
#include <stdio.h>
#include <osbind.h>

main()
{
int i, pal;
for (i=0;i<16;i++)
pal = i;
Setpallete(pal);
}
------------------------------------------------------------------------
```

I have tried everything, the spelling, everything. Am I totally on the wrong track with this (the purpose, by the way, is to blank the screen to prevent burn in). The above program just inverts the screen, when I click on the Control panel ACC it is re-inverted back to black on white and the first color in the pallete is set all 3 bars at the top. When I pull them down the screen goes white on black and running the program does nothing. Any suggestions?


```
/-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-\
*John Perry; Voice #-204/783-0812; Internet: *
*marco%sys6626.bison.mb.ca@niven.cc.umanitoba.ca *
*---------------------------------------------------------*
* "It is an old maxim of mine that when you have excluded *
* the impossible, whatever remains, however improbable, *
* must be the truth." -Sir Arthur Conan Doyle *
\-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-/
```

2075. MIDI INTERRUPT ROUTINE BLUES

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-24 22:48:56 UTC
From: miskinis@aisg.enet.dec.com
Message-ID: <4525@ryn.mro4.dec.com>
Source record: 48365

Hi,

Things have got quite busy at work, and I haven't been spending
as much time on as the ST that I'd really like to...

I *HAVE NOT* been successful at writing an interrupt handler
that allows "normal" operation of mouse and/or keyboard.

It seems that only a few people have done this, and as soon
as they do, they market something using it. This is what it seems
like anyway, since there's not too much discussion of it anywhere.

There are several great sequencers out there, so I know it's
possible...

If finances allow, I'm going to try to become a registered
Atari developer. I tried getting some technical support from Atari
in the past, but as soon as I say I'm not a registered developer,
they really don't want to talk to me...

PLEASE! If there's anyone out there with code that does
this, PLEASE PLEASE post it!

Thanks,

John

2076. Repeat Appeal for GDOS info

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 00:02:46 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991Apr25.000246.2180@lonex.radc.af.mil>
Source record: 48321
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This is my second attempt to see if anyone on the net can recommend a source for a GDOS printer-driver for an HP-DeskJet.

Anyone have a favorite, or know where I can find one at all??

--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.radc.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

2077. Driver needed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 01:55:09 UTC
From: ersys!ggranger@nro.cs.athabascau.ca
Message-ID: <misX13w164w@ersys.uucp>
Source record: 48368
Cross-posted to: rec.music.synth,comp.sys.atari.st,comp.sys.atari.st.tech

I am posting this msg for a friend of mine. He has asked me if anybody has a driver for a Korg M1 to work with Music Studio for the Atari ST (since this is a X-post into r.a.s). Any help would be greatly appreciated, as he is very desperate to find a driver for his M1. I may need it in time, as I know of somebody that has one.

Greg Granger

| INet: ersys!ggranger@nro.cs.athabascau.ca |
| Fnet: Greg Granger (Node 532) Dark Knight (Node 595)|
| Post: 5906-188 Street Edmonton, AB Canada T6M-2A9 |
| Tele: +1 403 481-0803 OR +1 403 481-5110 |

Greg Granger ersys!ggranger@nro.cs.athabascau.ca
Edmonton Remote Systems: Serving Northern Alberta since 1982

2078. DBMan Programming question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 02:34:51 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <6118@vela.acs.oakland.edu>
Source record: 48364

I am about to delve into the world of DBman and DataBase III+ style programming

I am hoping to be able to do a search of a couple of various feilds in my database. I have set up a couple text feilds that are made up of letters and/or ?'s. I have a list of questions that I ask of the people that I am adding to the database, and if they apply I put a letter, if they do not, I put a question mark (I did this, as that is one of the wildcards they mentioned)

a finished string might look like : 'AB?D?F?H??KLM?O???ST??WX?Z'
for what of course would be complete as : 'ABCDEFGHIJKLMNOPQRSTUVWXYZ'

I am going to be writing a program then to find the closest match(es) sort of like a dating service, but not quite. Anyone have any suggestions on how to go about this?

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

2079. HD identification (Was: Megafile 60 noisy startup/ shutdown

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 04:11:10 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Apr25.041110.7463@watmath.waterloo.edu>
Source record: 48369
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Apr22.153323.16506@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>
>If the drive used in your MF60 is a Seagate ST277R, you don't need
>the ship program anymore. The ST238R used in the Megafile 30 doesn't
>autopark. You can find out the exact type of the drive used by
>looking at the back of the Megafile 30 which should bear a label
>with 'SEA6065' or something like that if it is a Seagate drive.

You can also use the program "ratehd.prg". This is supplied by
the folks at ICD, and may be obtained at "atari.archive.umich.edu".

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca

2080. Re: Problem with my C program to copy files between floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 05:44:17 UTC
From: umochock@ccu.umanitoba.ca
Message-ID: <1991Apr25.054417.21973@ccu.umanitoba.ca>
Source record: 48366

To those of you that answered my plea: thanks! A summary of your ideas follows.

Several people mentioned using drives a: and b: so the GEM box to switch disks would appear. From the beginning, I was using a: for the source and b: for the destination file but that box never appeared.

Thinking it maybe was something gulam was doing, I tried running it from the desktop -- still no boxes.

On a hunch, I renamed the executable from .ttp to .prg and well-what-da-ya-know it worked! ---- but only from the desktop, not inside gulam. Try ls a:; ls b: in gulam -- I don't get the box. I tried b: in mupfel though and I did get the box to switch disks.

Gulam must be suppressing this box. How can I re-activate the box?

Others mentioned flushing the I/O buffers with Mediach() and making sure the ST got the media change with Getbpb(). This didn't make a difference -- still no alert box.

The adventure continues....

--
|
| \/ Russell Ochocki, University of Manitoba
| _/_ Winnipeg, Manitoba, Canada (umochock@ccu.umanitoba.ca)
|

2081. Need purchase info (TT)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 05:57:16 UTC
From: r0mill01@ulkyvx.bitnet
Message-ID: <1991Apr25.055716.221@ulkyvx.bitnet>
Source record: 48373

I'm an old st developer who's interested in moving to the TT30. I'd like some information. I'm looking to get a system with a hi-res mono (full-page) monitor, *nix with X-windows--the full complement of do-dads and gadgets. I'd appreciate any help at all for this request. Can someone recommend vendors and such--give me typical prices and all that.

Please respond to
r0mill01@ulkyvx.bitnet or
72347.2767@compuserve.com

I rarely get to read this group.

2082. Re: saving screen in a GEM app.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 08:33:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <981@uqcspe.cs.uq.oz.au>
Source record: 48370

[re multiple dialog boxes]

>There are a couple of other ways to handle this. One that I use is to save the
>screen area under the dialog box when you put it up and restore it when you
>put it back, using the blit routines. Specifically, you can use the
>vro_copyfm() routines. Or you can save each dialog box using the same technique
>and restore all of it when you get a redraw message. Or you can save the whole
>screen, although this uses 32K of memory.

The trouble with this is, you only get 1 level of nesting (or another 32K
every time you open another dialog on top of an old one!).

A far better, and easier method is to just redraw the form AFTER the nested
form is complete. Just use objc_draw for this purpose.

I do recommend you read Tim Oren's ProGEM series - they are at atari.archive.

You asked about setting your own desktop object, here's how:

First, to set an object as the new desktop:
(note, this is hacked from Modula-2, so beware)

```
NewDesk=14
rsrc_gaddr(tree,FormNumber,&Form);
wind_set(0,NewDesk,Form,0);
```

To go back to the original desktop:

```
wind_set(0,NewDesk,0,0);
```

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

2083. *** HELP! Annoying Verticle line screen garbage! ***

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 09:10:33 UTC
From: sean@ccwf.cc.utexas.edu
Message-ID: <47867@ut-emx.uucp>
Source record: 48376

OK, here's the story so far:

Occasionally my ST Color Monitor SC1224 fills up with vericle lines along the left side of every other character column. In lo rez that means 20 verticle lines, in med rez it's 40.

But this only occurs in text areas. If I boot from my hard drive using ICD's host adapter, the screen's starts out ok but once the GEM desktop appears so do the annoying lines. Then my desktop picture arrives covering up the lines. The picture looks fine except for some traces of the lines on the picture's extream borders. Then when the drive windows open up, the verticle lines are back, but now only on the inside of the drive boxes.

At first I thought it might be anything from loose connections, to my monitor master (although I am currently sans Monochrome - got one to sell?), to a hard drive virus (yeeeks!). So I turned everything off for 5+ minutes, disconnected my hard drive, connected the Color monitor directly into my Mega4, and booted with a virus free disk. Sure enough, the same problem.

Essentially, where ever text is or can be displayed (including editable text fields) are verticle lines on every other character's left side. This includes the space character. Some times these lines preclude the character entirely and I end up with lines like:

```
| | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | |l|c| |e|e|t| |o|t|n|e|)| | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | |
```

(Click here to continue)

It's happened three times in as many days for seemingly random reasons and lasts anywhere from a few minutes to an hour or more. The first time I recall this happening was during a large hard disk to hard disk copy. The size was about 4 megs of information, with <300 files and folders. (Yes I have plenty of extra folders allocated (2500) thru ICD's software.) During the middle of copying and updating, the copy window (`currently copying filename to filename') gets the lines. Another time was on returning to the desktop from an application (application name forgotten).

No amout of re-booting, jostling of cables, or praying to local deities helps what so-ever.

Any clues?

Thanks in advance.

|| Sean Sterling Foiles ||
|| sean@ccwf.cc.utexas.edu ||

|| Comp Sci Grad of Univ of Texas ||

2084. Re: HELP: Seagate ST157N-1 error code...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 10:06:08 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <1286@idcapd.idca.tds.philips.nl>
Source record: 48375
Cross-posted to: comp.periphs.scsi,comp.sys.atari.st.tech

In article <1991Apr24.082559.28567@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>In article <1991Apr22.184054.20179@ecst.csuchico.edu>, ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>>In article <1283@idcapd.idca.tds.philips.nl> wilko@idca.tds.PHILIPS.nl (W.C. Bulte) writes:
>>>The Seagate St157N-1 (48Mb, 3.5", SCSI) harddrive of a friend of mine has
>>>chosen to display blinking error codes (using the activity LED). We would

[lots deleted]

For us, being non-US, it would be most helpful if anyone could provide us
with the fax# of Seagate support. This is probably more effective than
an across-the-world voice call.

Thanks

- --
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: +31 55-432372 fax: +31 55-432103
"Do, or do not. There is no 'try'" Yoda - The Empire Strikes Back
----

2085. Need purchase info (TT)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 10:15:47 UTC
From: 72347.2767@CompuServe.COM
Message-ID: <"910425101547.72347.2767.EHA28-1"@CompuServe.COM>
Source record: 48379

```
X-NEWS: ulkyvx comp.sys.atari.st.tech: 269
Path: ulkyvx.bitnet!r0mill01
From: r0mill01@ulkyvx.bitnet
Newsgroups: comp.sys.atari.st.tech
Subject: Need purchase info (TT)
Message-ID: <1991Apr25.055716.221@ulkyvx.bitnet>
Date: 25 Apr 91 05:57:16 GMT
Organization: University of Louisville
Lines: 11

I'm an old st developer who's interested in moving to the TT30. I'd like
some information. I'm looking to get a system with a hi-res mono (full-page)
monitor, *nix with X-windows--the full complement of do-dads and gadgets.
I'd appreciate any help at all for this request. Can someone recommend
vendors and such--give me typical prices and all that.

Please respond to
r0mill01@ulkyvx.bitnet or
72347.2767@compuserve.com

I rarely get to read this group.
```

2086. Re: HELP: Seagate ST157N-1 error code...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 10:33:27 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr25.103327.3511@informatik.uni-erlangen.de>
Source record: 48371
Cross-posted to: comp.periphs.scsi,comp.sys.atari.st.tech

boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>>usually display a sense code in the upper right hand corner of the screen
>the device sense codes to the user. This is quite nice. As for the
>error codes via LEDs, it would perhaps be simplest to call Seagate (you can

This is plain wrong. Just about every host adaptor communicates the
sense codes to the ST. The ICD software, however, is the only one that
displays the sense codes on the screen.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2087. Re: KAOS TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 12:07:10 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91115.122751ONM07@DMSWWU1A.BITNET>
Source record: 48374
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

First of all: who said that KAOS 1.4.2 is so much better than TOS 1.04?

BTW: KAOS 1.4.2 is copyrighted and costs 69.- DM. Besides, it needs the original GERMAN TOS 1.04 ROM set to produce the EPROM files.

2088. TOS 1.0 on disc

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 14:38:31 UTC
From: dave@cm.cf.ac.uk
Message-ID: <1991Apr25.143831.29147@cm.cf.ac.uk>
Source record: 48377
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari

Does anyone out there know if I can still get TOS 1.0 on disc.
I have a few programs that wont run on TOS 1.4 and this seems
to be the best solution.

Can you get anyother TOS versions on disc?

Thanks in advance

Dave Marshall.

2089. Re: Need help with bad RS232 port

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 15:25:08 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <2910.04.91@drdhh.hanse.de>
Source record: 48450

From article <14371@ccncsu.ColoState.EDU>, by sytang@lamar.ColoState.EDU (Shoou-yu tang):
> My 1040ST has a bad RS232 port and I'm trying to fix it, when nothing connected
> to the RS232 port it works fine. But when a working modem connected to the port
> the screen on the mono monitor got distored in some part. And the Uniterm would
> hung up the whole machine when try to dail out.
> (NOTE: Uniterm and modem are working correct and has try with another ST with
> exact same configuration).
> Is it the 1488 or 1489 went bad? OR the Sound chip? Any hints?

First guess: 1488 (output driver)

Anyway, the both 14xx are easier to replace than the YM-2149 and
cost nearly nothing.

Greetings, Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)

2090. Re: KAOS TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 15:34:39 UTC
From: micro@imada.dk
Message-ID: <1991Apr25.153439.1521@imada.dk>
Source record: 48378
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ersys!ggranger@nro.cs.athabascau.ca (Greg Granger) writes:

>BTW, what kind of bugs were fixed in KAOS TOS 1.4 that makes it so much
>better than the regular TOS 1.4?

Grow and Shrink boxes have been removed, and the code that forces a redraw
of the window when it have been sized, also have been removed...
(therefor it isn't compatible with programs that uses fixed sized windows,
eg a window that is limited in the lower right-hand corner).

The program is NOT PD or SHAREWARE, you buy it as a upgrade to TOS1.04 on
disc. On the disc is a program that modifyes the TOS in rom and saves the
patched code on disc, ready for the Eprom-programmer...
Price is around 89 DM.

-Klaus.

>Greg Granger

2091. Re: saving screen in a GEM app.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 19:36:06 UTC
From: rcb@netcom.COM
Message-ID: <1991Apr25.193606.6530@netcom.COM>
Source record: 48455

warwick@cs.uq.oz.au writes:
>You asked about setting your own desktop object, here's how:
>
>First, to set an object as the new desktop:
>(note, this is hacked from Modula-2, so beware)
>
>NewDesk=14
>rsrc_gaddr(tree,FormNumber,&Form);
>wind_set(0,NewDesk,Form,0);
>
>To go back to the original desktop:
>
>wind_set(0,NewDesk,0,0);

I tried this and it worked fine. I will do this, but as an
alternative, I could go back to what I was doing before (redrawing my
original object when the dialog is finished). It's just a lot nicer
to have system support, instead of having to program everything
yourself.

>
>
>Warwick.
>--
> _-_|\ warwick@cs.uq.oz.au
> / * <-- Computer Science Department,
> _.-._/ University of Queensland,
> v Brisbane, AUSTRALIA.

Thanks very much!

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
"Just when you think you know it all, it changes!"

2092. Re: Problem with my C program [a few general hints about malloc]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 20:50:24 UTC
From: apratt@atari.UUCP
Message-ID: <2913@atari.UUCP>
Source record: 48383

steve@thelake.mn.org (Steve Yelvington) writes:

>[In article <1991Apr22.014758.3846@wam.umd.edu>,
> dmb@wam.umd.edu (David M. Baggett) writes ...]

>> If you want to allocate more memory than can be specified in an unsigned int,
>> use calloc. It takes two parameters which are multiplied together to get
>> the size of the requested block. To allocate 128K:
>>
>> p = calloc(128, 1024);

In general, this is not a fix. I have seen allocators which call malloc
from calloc after multiplying the two args together AS INTS, not longs. So
this does you no good at all. Some compilers work and some don't in this
respect. You pays your money and you takes your chances.

>You also can use lalloc, which works like the library malloc()
>function except that it requires a long argument. (Be sure to include
>malloc.h when calling any dynamic memory management functions.)

Much better solution, if your library has lalloc. Some have lmalloc, so try
both. (I forget if the original poster said what compiler/library he was
using.)

>> In general it is VERY WISE to avoid using the bios Malloc and Free and
>> use the malloc, calloc, and free provided with your compiler of
>> choice.

Humph. TOS 1.4 and upwards have NO PROBLEMS with Malloc that have been
reported to me.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2093. Re: Return codes & how to kill()

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 20:54:42 UTC
From: apratt@atari.UUCP
Message-ID: <2914@atari.UUCP>
Source record: 48363

ant@mks.com (Anthony Howe) writes:
>I've been hunting high and low in the DevDocs for information on
>how a parent process finds the return code of the child process.
>Now I know Pexec() returns a value when it executes a program, but
>I only use Pexec() to load, and I initiate the program through
>separate means.

Sigh. I guess there's nothing much to say about this... Are you SURE you can't use Pexec to execute the program, too? Try mode 4, then Mfree the environment and basepage (in that order) that were created when you used Pexec mode 3 or 5 (whichever you used). Starting with TOS 1.4, you can use Pexec mode 6: mode 3 plus mode 6 equals mode zero. The return code from mode 6 will be the return code from the process.

>Q: What I want to know is the return code passed back in D0, on the
> stack, or in some global system location? Is the return code
> available at the time of the call to the Terminate Handler?
> I'm trying to make mods to the Sozobon Debugger to handle printing
> the return values before it exits.

The return code is not available at the terminate handler. The return code is the argument to Pterm() or Ptermres(), or zero for Pterm0(). If you want, I guess you could catch those calls and squirrel away the return code before passing the call on to GEMDOS.

>Q: If I've used Pexec() to load a program and I'm handling the
> execution of parts of that program. How can I tell the system
> to terminate that child process. Basically I want a kill() or
> a ptrace(PT_KILL_PID, child, 0, 0) so that I can add a restart
> command.

You have to execute a Pterm() call while the process is the "current process" as far as GEMDOS is concerned.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2094. Re: saving screen in a GEM app.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 21:14:11 UTC
From: bittrolff@evans.enet.dec.com
Message-ID: <3012@shodha.enet.dec.com>
Source record: 48382

>The trouble with this is, you only get 1 level of nesting (or another 32K
>every time you open another dialog on top of an old one!).
>
>A far better, and easier method is to just redraw the form AFTER the nested
>form is complete. Just use objc_draw for this purpose.

I couldn't use the objc_draw because I had some background graphics (directly into the window) that were being written on top of, with no easy way to recreate.

~^~^~^

2095. Re: HD identification (Was: Megafile 60 noisy startup/ shutdown

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 21:59:07 UTC
From: erlingh@idt.unit.no
Message-ID: <1991Apr25.215907.20132@ugle.unit.no>
Source record: 48380
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Apr25.041110.7463@watmath.waterloo.edu>, ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
|> In article <1991Apr22.153323.16506@informatik.uni-erlangen.de> csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
|>
|> You can also use the program "ratehd.prg". This is supplied by
|> the folks at ICD, and may be obtained at "atari.archive.umich.edu".
|>

Nope, on the megafile (at least on mine), ratehd only reports what adapter is in it, not what kind of mech it contains.My megafile is reported to include an Adaptec 4070 A.

|> --
|> Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
|> Internet: ljdickey@watmath.waterloo.edu
|> UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
|> X.400: ljdickey@watmath.UWaterloo.ca

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Atari Lives !

2096. Re: Problem with my C program to copy files between floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-25 22:09:47 UTC
From: erlingh@idt.unit.no
Message-ID: <1991Apr25.220947.20263@ugle.unit.no>
Source record: 48381

In article <1991Apr25.054417.21973@ccu.umanitoba.ca>, umochock@ccu.umanitoba.ca (Russell Ochocki) writes:
|> Gulam must be suppressing this box. How can I re-activate the box?

How about:
gem your_cp.prg
This tells gulam to activate your_cp.prg as a gem-application, and thus should work.

|> |
|> | \/ Russell Ochocki, University of Manitoba
|> | _/_ Winnipeg, Manitoba, Canada (umochock@ccu.umanitoba.ca)
|> |

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Atari Lives !

2097. Need Monitor!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-26 02:19:32 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991Apr26.021932.16163@ecst.csuchico.edu>
Source record: 48367
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,misc.wanted,misc.forsale

MONITOR WANTED!!!!!!!

I am looking for a Color MultiSync monitor, preforably 16" or larger.
Please leave me a description of its spects, and a price!

A monitor like the NEC 4D 16" or 5D 20"
or like the Samsung 17"

Thanks, Justin DuBois neonman@ecst.csuchico.edu

* * **** ** * * * * ** * * =neonman@cscihp.ecst.csuchico.edu=
** * * * * ** * ** ** * * ** * === Bigger than life! ============
* ** *** * * * ** * * * **** * ** ===== Justin DuBois ==============
* * **** ** * * * * * * * * ======= Chico CA. ================

2098. Re: Dark Color Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-26 04:53:06 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <9104260453.AA11300@sun.soe.clarkson.edu>
Source record: 48384

Hi me again...

After reading my statement that there are many adjustments inside the SC1224, some of you can't believe that I ACTUALLY made the adjustments when the monitor was ON, and my ST had an image on it.

Method: Turn one adjustment a little one way, and watched the screen, if it did something good, I turned it some more, if it did something bad, I turned it back.

Since I had already been stupid enough to make some adjustments, I fiddled with the rest of them and enlarged the screen, and played with the color.

AAron@sun.soe.clarkson.edu
I might be considered careless, but I felt daring and confident.
If you try this, you can be considered careless too!

2099. Re: Problem with my C program [a few general hints about malloc]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-26 05:37:43 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Apr26.053743.12456@wam.umd.edu>
Source record: 48385

In refrence to my suggestion to avoid Bios Malloc, Allan Pratt writes:
>
>Humph. TOS 1.4 and upwards have NO PROBLEMS with Malloc that have been
>reported to me.

This has little bearing on the fact that TOS 1.2 and downwards DO have problems. I want my software to run on all ST's. Please understand that I wasn't trying to criticize you; in fact I realize that the whole situation has been made worse for you because lots of programmmers have _relied_ on the earlier bugs.

Using Unix-compatible malloc routines provided in a compiler's libc.a is better than using Atari's Malloc binding because:

1) It works on all ST's (assuming said malloc is properly written)
2) It's more portable (does not assume longs are bigger than ints)
3) It's not prone to Malloc(1) versus Malloc(1L) bugs

On the other hand, the drawbacks are:

1) It's slower
2) It adds code size to your executable

It would be great if I could assume all ST's out there were running TOS 1.4, but I can't. I should think you'd want us to be writing stuff that is maximally machine-indpendent. I'm not being snide here; this is a thorny issue that ST programmers have to deal with. I've written lots of code using Malloc and lots of code using malloc -- I've never had problems with the Dlibs malloc routine, while the Bios Malloc (under TOS 1.2, I admit) caused me tremendous grief.

If you thought I was just making some off the cuff slanderous remark, you were mistaken. I posted the advice I gave based on 4 years of heavy-duty ST programming, simply hoping to prevent others from wasting their time dealing with bugs and ideosyncracies I learned about the hard way several years ago.

If Atari wants my opinion (which they probably don't), I think they should release "official" source code for malloc, calloc, and lalloc that works on all ST's and coalesces memory correctly. (Perhaps this would check the TOS version and just call the Bios for 1.4 and up.) Then we'd have a common denominator. This would also solve the problem of how to allocate more than 64K at a time.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

2100. Re: saving screen in a GEM app.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-26 09:30:51 UTC
From: marc@sequoia.cray.com
Message-ID: <033332.22181@timbuk.cray.com>
Source record: 48387

In article <3012@shodha.enet.dec.com>, bittrolff@evans.enet.dec.com (Steve Bittrolff) writes:

|>
|> >The trouble with this is, you only get 1 level of nesting (or another 32K
|> >every time you open another dialog on top of an old one!).
|> >
|> >A far better, and easier method is to just redraw the form AFTER the nested
|> >form is complete. Just use objc_draw for this purpose.
|>
|> I couldn't use the objc_draw because I had some background graphics (directly
|> into the window) that were being written on top of, with no easy way to
|> recreate.

If you're drawing `custom' objects in your dialog box that can't be managed with the given set of boxes, buttons, etc, you should consider using a G_PROGDEF object: the ob_spec should then point at a data structure (can't remember the name) which contains the address of a routine to do the custom drawing, and a longword parameter. This way you can still use objc_draw(), which will automatically use your code to draw your custom object. Again, I would recommend Tim Oren's ProGEM for a better explanation of this.

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

2101. Re: Problem with my C program to copy files between floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-26 09:36:57 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Apr26113657@orion.laas.fr>
Source record: 48386

I also have had severe troubles when accessing drive b: under gulam.
My ST would crash.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

2102. Re: Problem with my C program [a few general hints about malloc]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-26 10:24:18 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <2941.04.91@drdhh.hanse.de>
Source record: 48474

From dmb@wam.umd.edu (David M. Baggett):
> Oops, looks like someone broke into my account and posted something stupid!

Oops, looks like someone did it once again .-)

> calloc((unsigned) (bigsize / 32), 32);

Just think about bigsize == 320002...

```
,ppp .ppp
pp pp``Tp pp pp```pp
__ __ BE__ ,_ __ 6B__
VV ,pVV .ppJBpppp "V ,pVV pppBLppp
`` |BBBBBBBL `` BBBBBBBF
j[BBBBBBBBBBBBBFj jjBBBBBBBBBBBBEj
BBBWWBBBBBBBBBBB BBBWWBBBBBBBBBBBL
/pBBBppBBBBBBBBBBBpp ,pBBBppBBBBBBBBBBBpp
6BBBBBBBBBBB`}BBBBBE [BBBBBBBBBBB`TBBBBBB
``BBBBBBBBBBj}BBBB`` `BBBBBBBBBBj|BBBBL`
VVBBBBBBBp_BBBBRV VVBBBBBBBL_BBBBBVV
'"BBBBBBBBBB"" '"BBBBBBBBBB""
```BBBBB``` ```6BBBB```
(not necessarily, but...)
```

Greetings, Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)
```

2103. C++ compiler

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-26 11:50:47 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991Apr26.115047.19778@newcastle.ac.uk>
Source record: 48443
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Hi,
Simple question - Is there a C++ compiler for the ST?

Cheers

Dave Johnson
```

2104. parasite interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-26 12:00:39 UTC
From: arditi@taloa.unice.fr
Message-ID: <89@taloa.unice.fr>
Source record: 48389

I have e strange problem that I will try to explain...

I did a program wich starting address is $8 so it overlays all interrupt
vectors. Of course I set SR to $2700 (No interrupts should happen).
On Atari STE and all STF except the serie which was sold just before STF
had a double sided drive, my code works well. But with this serie it bugs.
I discovered that on that serie, a parasite interrupt (I don't remember
its number) happens.

So I would know if someone knows what starts this interrupt on ST and why
it does not work same on all different mother cards.
I think a good technician, a member of Atari Corp. could answer me.

Thank you.

PS.: Excuse me, I'm French so my English is...you know !

--

/ !\ Laurent Arditi (arditi@taloa.unice.fr)
/ ! \
/ !--\ "When a man lies, he murders some part of the world..."
----.! \. (Metallica)
"How will I laught tomorrow when I can't even smile today ?"
(Suicidal Tendencies)

Skweek is going to drive you nuts ! Never forget !

2105. parasite interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-26 12:06:55 UTC
From: arditi@taloa.unice.fr
Message-ID: <90@taloa.unice.fr>
Source record: 48390

I have e strange problem that I will try to explain...

I did a program wich starting address is $8 so it overlays all interrupt vectors. Of course I set SR to $2700 (No interrupts should happen).
On Atari STE and all STF except the serie which was sold just before STF had a double sided drive, my code works well. But with this serie it bugs.
I discovered that on that serie, a parasite interrupt (I don't remember its number) happens.

So I would know if someone knows what starts this interrupt on ST and why it does not work same on all different mother cards.
I think a good technician, a member of Atari Corp. could answer me.

Thank you.

PS.: Excuse me, I'm French so my English is...you know !

--

/ !\ Laurent Arditi (arditi@taloa.unice.fr)
/ ! \
/ !--\ "When a man lies, he murders some part of the world..."
----.! \. (Metallica)
"How will I laught tomorrow when I can't even smile today ?"
(Suicidal Tendencies)

Skweek is going to drive you nuts ! Never forget !

2106. Re: Phantom typist

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-26 17:40:05 UTC
From: pegram@kira.UUCP
Message-ID: <1991Apr26.174005.16520@uvm.edu>
Source record: 48446

From article <2737@prles2.prl.philips.nl>, by johnj@knor.prl.philips.nl (John Janssen):
>
> As I stated in a previous message I finally run into the
> phantom typist, which I always thought did not exist.

[most of post omitted]
>
> After having it rather often in the last weeks, I think I found a
> cause of the problem. Although I'm not 100% certain, I try to
> believe that the symptom always started after typing a character very
> fast after pressing the backspace key!!!!

Yes! Yes! Thats my experience exactly!

> This rang a bell in me!
>
> In first word plus (and probably other texteditors aswell)
> all keys are queued, to allow fast typing.
> However, the delete and backspace key (as I noted) are not
> queued (not visibly anyway). This is done to provide you from
> deleting too much characters.
>
> This inconsequent keyhandling mechanism may be the cause of the
> problem.
>
> Although the above still does not explain, why I never saw the
> phantom typist for all those years I used TOS 1.0, it finally
> may give a(nother) start point for some investigation in this
> matter.

I believe I *did* see this when I was running Tos 1.0, but things are
rather fuzzy now - it's been a while since I got 1.4. It would bomb
if I got really fast with the backspace key.

> --
> John Janssen Check the email address in the header, as this
> J.v.Deventerstr.1 may have been filled in wrong by the system.
> Venlo Holland
> +31 77 513177 Reply to: johnj@idms.prl.philips.nl

Keep up the good work!

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

P.S. (and you thought I had a .sig!) Hi Tracy, can you email or post to the net at all? I'd like to hear from you on the net occaisionally. Bye,
Bob

2107. Re: Windows and Events Questions -- Follow Up

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-26 18:25:18 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr26.182518.24869@jato.jpl.nasa.gov>
Source record: 48441

I've solved half of the problems about which I previously inquired.
Answers follow:

In article <1991Apr22.072944.1120@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>In ONE of several similarly designed programs, the name and info lines
>of windows get crud when another window is topped, e.g. Control Panel.
>I remember reading something to be careful about with these data, but
>I'll be damned if I can find it again! I was careful to make both of
>them static (non-stack) strings. Does anybody remember what to do so
>this doesn't happen?

The suspected problem was in fact the true problem: The strings were on
the stack, so when AES re-drew the windows the address pointed at crud.
The problem was that TDI Modula makes a local copy of arguments that are
ARRAY OF CHAR if they're not VAR.

>If I create a window with WindowCreate(...Closer+InfoLine+Name...), then
>do WindowSet(...Closer+Name...) and then WindowGet(...WorkXYWH,x,y,w,h),
>the rectangle that comes back is as though the InfoLine were still there.
>The picture on the screen, and the behaviour when redrawing or topping
>verifies this. Is there a way to make the InfoLine temporarily go away,
>or must one destroy the window and re-create it?

No answer yet. Anybody have ideas (Allan?)

>When window B is atop window A, and window B is moved, window A is told
(using WindowGet with FirstXYWH and NextXYWH)
>to redraw everything of it that shows. How can one repaint just those
>parts that are newly exposed? It's not too hard when dealing only with
>windows the program owns, but what about DA windows?

No answer yet. Anybody have ideas?

>How can one wait for left OR right mouse button with Event<...>?
>EventButton and EventMultiple wait for left AND right mouse button down
>if the mask and button arguments are both 3.

Claus Brod answered this in <1991Apr22.154354.16919@informatik.uni-erlangen.de>

>Any help, on any question, would be appreciated. To ensure me receiving
>it, please e-mail answers. Of course, if you think others will be
>interested, post also.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder

vsnyder@jato.uucp

2108. Re: Problems with VDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-26 18:28:38 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr26.182838.25076@jato.jpl.nasa.gov>
Source record: 48442

The VDI procedure CopyRasterOpaque (vro_copyfm) seems not to care about a clipping rectangle set by the VDI SetClipping procedure. Is this true or am I just holding my mouth wrong?

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2109. Re: saving screen in a GEM app.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-26 22:09:03 UTC
From: bittrolff@evans.enet.dec.com
Message-ID: <3034@shodha.enet.dec.com>
Source record: 48445

>If you're drawing `custom' objects in your dialog box that can't be managed
>with the given set of boxes, buttons, etc, you should consider using a
>G_PROGDEF object: the ob_spec should then point at a data structure (can't
>remember the name) which contains the address of a routine to do the custom
>drawing, and a longword parameter. This way you can still use objc_draw(),
>which will automatically use your code to draw your custom object. Again, I
>would recommend Tim Oren's ProGEM for a better explanation of this.

My custom objects were on the background window, not the dialog box. I haven't used the PROGDEF pointer before, however. Does it point to executable code or just some sort of bitmap? (It would be kind of nifty if it pointed to an executable routine).

I'll also check out ProGEM. I know you posted a pointer to it, and I lost it, where can I find it?

Thanks

~^~^~^

2110. Re: Windows and Events Questions -- Follow Up

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-26 23:07:00 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3016@cod.NOSC.MIL>
Source record: 48447

Regarding Claus Brod's suggestion for getting one or the other mouse button with event_mbutton or event_multi, thanks, it helped me out.

I am having a problem that hopefully someone else has already encountered and solved. I am running TOS1.4 on a 1040STF with 4 megs, using LASER C 1.0.

When I execute my program from within the Laser shell, the event_multi call works fine. When I execute my program from the desktop, the event_multi call will not receive mouse button events. It's as if something is intercepting them. My event_multi call is checking for keyboard and mouse button input and the keyboard input works. Using event_mbutton instead of event_multi has no effect.

I have tried disabling all the junk in my auto folder, to no effect. It seems weird that something that runs ok out of a shell wouldn't run off the desktop.

If the solution is to upgrade Laser C, I would like to. Does anyone know Megamax's phone # & address. I have written to the address in my manual requesting an upgrade but have received no reply.

Thanks

Mike Healy

healy@cod.nosc.mil

2111. Getting ASCII value from scancode

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-26 23:25:19 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991Apr26.232519.12216@zip.eecs.umich.edu>
Source record: 48444

I am having a problem. It is quite easy to get the scancode
for a key being pressed (by using evnt_keybd/envt_multi), but
it is a little harder if you just want the ASCII value. For
instance:

it is possible to press any ALT+<key> sequence in my program.
When I get a keyboard event, I get the keyboard state from
vq_key_s() (i.e. shift/control/alt), but I get the scancode
from evnt_keybd/multi. So i guess what I am asking, is there
anyway to go from scancode to ASCII without having to define
all the values in my program?

Richard Hall
University of Michigan
--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

2112. Re: Problem with my C program [a few general hints about malloc

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-27 03:26:42 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <41734@cup.portal.com>
Source record: 48448

>
>Humph. TOS 1.4 and upwards have NO PROBLEMS with Malloc that have been
>reported to me.
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt
Well, I have TOS 1.4 and made a text editor program called SEDT crash.
When I reported the problem to the author of SEDT he traced it back to
the fact that his library was using Malloc directly for all allocations.
When he changed to a different memory allocation algorithm the problem
went away.

Also I just rewrote the memory allocation algorithm for a Modula-2 I have that
appeared to be using Malloc directly... a short test program using their
library crashed the computer (2 bombs) after a bit over 800 small allocations.
My rewrite made it to 10000 small allocations (from a single large Malloced
block) with no problems.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com BIX: r.tim_coslet
California could REALLY use 40 days and 40 nights of rain right now!

2113. Re: Getting ASCII value from scancode

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-27 05:36:12 UTC
From: rcb@netcom.COM
Message-ID: <1991Apr27.053612.24946@netcom.COM>
Source record: 48454

In article <1991Apr26.232519.12216@zip.eecs.umich.edu> heavy@zip.eecs.umich.edu (Richard Scott Hall) writes:
>I am having a problem. It is quite easy to get the scancode
>for a key being pressed (by using evnt_keybd/envt_multi), but
>it is a little harder if you just want the ASCII value. For
>instance:
>
> it is possible to press any ALT+<key> sequence in my program.
> When I get a keyboard event, I get the keyboard state from
> vq_key_s() (i.e. shift/control/alt), but I get the scancode
> from evnt_keybd/multi. So i guess what I am asking, is there
> anyway to go from scancode to ASCII without having to define
> all the values in my program?

When you press 'normal' keys (without ALT), the ASCII code is in the least significant byte of the scan-code. With ALT, the least significant byte is 0. So, it looks like getting the ASCII would involve a table which maps the most significant byte of the scan-code to ASCII. Unfortunately, this scan-code byte is based on the QWERTY positioning of the keys.

It's true that it would be nice if the non-ASCII code for ALT keys were, say, the same least significant 7 bits (as the corresponding ASCII character) with the 8'th bit set, but ... After all, why make it hard on the people who write typing tutors?

>
>Richard Hall
>University of Michigan
>--
>
>Standard disclaimer: I am not me, I am who you think you are...
> so don't blame me.

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
"Just when you think you know it all, it changes!"

2114. Re: Getting ASCII value from scancode

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-27 07:41:42 UTC
From: harryk@bucsf.bu.edu
Message-ID: <80354@bu.edu.bu.edu>
Source record: 48451

In article <1991Apr26.232519.12216@zip.eecs.umich.edu> heavy@zip.eecs.umich.edu (Richard Scott Hall) writes:
>I am having a problem. It is quite easy to get the scancode
>for a key being pressed (by using evnt_keybd/envt_multi), but
>it is a little harder if you just want the ASCII value. For
>instance:
>
> it is possible to press any ALT+<key> sequence in my program.
> When I get a keyboard event, I get the keyboard state from
> vq_key_s() (i.e. shift/control/alt), but I get the scancode
> from evnt_keybd/multi. So i guess what I am asking, is there
> anyway to go from scancode to ASCII without having to define
> all the values in my program?
>
>Richard Hall
>University of Michigan
>--
>
>Standard disclaimer: I am not me, I am who you think you are...
> so don't blame me.

You should use evnt_keybd() which returns an integer.

Now, the high-order byte contains the scan code of the key pressed,
and the low-order byte contains the ASCII code.

==
Harry Karayiannis Post:
|| |# || 15 N.Beacon, #316
|#| ||#| |#| Boston University Allston, MA 02134
|#| ||#| |#| Computer Science Dpt. U.S.A.
|##| ||#| |##| _____________________
||#| ||#| ||#| |INTERnet:
//// |||| \\\\ % fortune -o | harryk@bucsf.bu.edu
///// |||| \\\\\ "Hackers do it with |BITnet:
///// ATARI ST \\\\\ fewer instructions" | cscrzcc@buacca.bu.edu
===|_____________________

2115. Re: KAOS TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-27 10:40:48 UTC
From: wolf@fb14vax.sbsvax.uucp
Message-ID: <WOLF.91Apr27124048@fb14vax.sbsvax.uucp>
Source record: 48449
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <91115.122751ONM07@DMSWWU1A.BITNET> ONM07@DMSWWU1A.BITNET (Julian F. Reschke) writes:

>First of all: who said that KAOS 1.4.2 is so much better than TOS 1.04?

I guess, at least two, namely the developers :-)
But seriously, aren't there still some deficiencies which could be cured in TOS 1.4 (B.t.w. why 1.04?)? And why is KAOS praised to be the ultimate TOS 1.4 patch, which is my impression while looking at some reviews in german magazines? Two arguments I would accept are:
- improvements are mainly marginal
- degree of incompatibility is to high.
Any advice is appreciated.
Latest news (I know of): there's no EPROM service at the time, due to licence problems.

Wolfgang
--

+---+
| Wolfgang Huwig | intelligent | FB 14 Informatik IV |
+ CS Dept./AI Lab | remark | Universitaet des Saarlandes |
| wolf@cs.uni-sb.de | goes here | D-6600 Saarbruecken 11 |
+----------------------------+------------------------------------+

2116. Re: HELP: Seagate ST157N-1 error code...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-27 13:37:54 UTC
From: chap@art-sy.detroit.mi.us
Message-ID: <9104270937.aa01903@art-sy.detroit.mi.us>
Source record: 48453
Cross-posted to: comp.periphs.scsi,comp.sys.atari.st.tech

>In article <1283@idcapd.idca.tds.philips.nl> wilko@idca.tds.PHILIPS.nl (W.C. Bulte)
writes:
>>The Seagate St157N-1 (48Mb, 3.5", SCSI) harddrive of a friend of mine has
>>chosen to display blinking error codes (using the activity LED). We would
>>like to know what they mean. Normally this drive performs a couple of [seeks
>>on startup, but now it either displays 3 or 6 blinks on the LED. The drive
>>keeps spinning.

According to the ST{251,277,296}N Product Manual (which *might* be similar to
the ST157N as far as blink codes):

One blink: Microprocessor/Internal Memory Test failure
Two blinks: Microprocessor ROM checksum
Three blinks: Controller chip failed to initialize
Four blinks: Controller program RAM test
Five blinks: Data buffer RAM test
Six blinks: Drive is unable to reach and maintain proper spindle speed
Eight blinks: The controller is unable to read its own control microcode
from the drive.
Nine blinks: The control microcode can be read but is corrupted.

These conditions all have corresponding sense codes.
--
Chap Flack Their tanks will rust. Our songs will last.
chap@art-sy.detroit.mi.us -Mikos Theodorakis

Nothing I say represents Appropriate Roles for Technology unless I say it does.

2117. Re: Getting ASCII value from scancode

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-27 17:25:16 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991Apr27.172516.29313@zip.eecs.umich.edu>
Source record: 48452

In article <80354@bu.edu.bu.edu> harryk@bucsf.bu.edu (Harry Karayiannis) writes:
>In article <1991Apr26.232519.12216@zip.eecs.umich.edu> heavy@zip.eecs.umich.edu (Richard Scott Hall) writes:
>>
>> it is possible to press any ALT+<key> sequence in my program.
>> When I get a keyboard event, I get the keyboard state from
>> vq_key_s() (i.e. shift/control/alt), but I get the scancode
>> from evnt_keybd/multi. So i guess what I am asking, is there
>> anyway to go from scancode to ASCII without having to define
>> all the values in my program?
>>
>>Richard Hall
>>University of Michigan
>
> You should use evnt_keybd() which returns an integer.
>
> Now, the high-order byte contains the scan code of the key pressed,
> and the low-order byte contains the ASCII code.
>

Yes, it does, but not if someone presses 'ATL+A'. The low order bits in this case are zero. I want to be able to see that they pressed 'A' while holding down 'ATL'. I can get the keyboard state with vq_key_s() (this tells me if they are holding down shift/control/alt), but what I need to know now is what ASCII key they pressed with it. So if I can get some method to find this out, I won'd need some big if-then-else-if structure to key for a specific value...for instance, 'ATL+A' = 0x1e00, 'ATL+B' = 0x3000. Now the only what I know which ASCII key they pressed is by having some code like:

```
if (key == 0x1e00)
c = 'A';
else if (key == 0x3000)
c = 'B';
.
.
.
```

ad infinitum

I don't really want to do this, but it might be necessary.

Richard Hall
University of Michigan

--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

2118. Force Desktop Res Change?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-28 01:40:20 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991Apr28.014020.3838@lonex.radc.af.mil>
Source record: 48324

A friend and I were considering undertaking our first joint programming effort, and though that as a shake-down project, we would try and build a simple "hot-key" program that would allow one to swap between low-med resolution with the stroke of a key.

I seem to remember reading something here in months past about the subject of changing resolutions within programs, and was wondering if someone who remebers the gist of the conversations would be willing to give me a brief summary of what was said then.

Also, is there any way to force a resolution change WITHOUT a resulting reboot of the system. I mean, from desktop (med) to desktop (low) and vice-versa?

Any help would be appreciated.

--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.radc.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

2119. Re: Getting ASCII value from scancode

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-28 17:49:50 UTC
From: dbrooks@osf.osf.org
Message-ID: <21490@paperboy.OSF.ORG>
Source record: 48457

heavy@zip.eecs.umich.edu (Richard Scott Hall) writes:
>>> is there
>>> anyway to go from scancode to ASCII without having to define
>>> all the values in my program?
>>
>> You should use evnt_keybd() which returns an integer.
>>
>> Now, the high-order byte contains the scan code of the key pressed,
>> and the low-order byte contains the ASCII code.
>
>Yes, it does, but not if someone presses 'ATL+A'. The low order
>bits in this case are zero.

Right. Unfortunately, the low-order bytes are zero in lots of other cases:
function keys and cursor keys, to name two.

Here's what I do when I see a null byte. First, kbshift(-1) & 8 tells me
if ALT is depressed. Now you take the scancode and look it up again in the
key mapping table. The address of this table is handed to you as the
return value of keytbl(-1L, -1L, -1L), which you need call only once; this
points to a vector of pointers to the unshift, shift and capslock tables
(each 128 bytes indexed by scancode).

Now all you have to do is undo the GSX nonsense -- hello? Are you still
there? -- best to experiment with values between '1' and '='; I get
terribly confused at this point.

--
David Brooks dbrooks@osf.org
Systems Engineering, OSF uunet!osf.org!dbrooks
Donnie Wahlberg is brought to you by three billion years of evolution.

2120. Re: Getting ASCII value from scancode

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-28 19:10:37 UTC
From: dbrooks@osf.osf.org
Message-ID: <21491@paperboy.OSF.ORG>
Source record: 48458

entropy@gnu.ai.mit.edu (entropy) writes:
>Could you maybe give a hunk of code using the methods you described?

Pleasure. In startup:

```
char **keytb;
char *ktunshift, *ktshift;

keytp = (char **)Keytbl(-1L, -1L, -1L);
/* Setting [2] to same as [0] forces capslock to be ignored... */
ktunshift = keytp[2] = keytp[0];
ktshift = keytp[1];

...

/* Now, if you have the scancode right justified in int scode... */

shifts = Getshift(); /* i.e. kbshift(-1);

if (shifts & 8) { /* ALT */

if (scode >= 0x78) /* Allan Pratt explained this once, but... */
/* GSX correction: */
scode -= 0x76;

/* This code ignores the capslock key. Use shifts & 0x10 to look at it. */
ch = ((shifts & 3)?ktshift:ktunshift)[scode];

if (shifts & 4) /* CTRL */
ch &= 0x1f;

if (using_full_8_bits)
ch |= 0x80;
else
emit('\033'); /* Use esc-char as alias for 8th bit */
}

emit(ch);
```

--
David Brooks dbrooks@osf.org
Systems Engineering, OSF uunet!osf.org!dbrooks
Donnie Wahlberg is brought to you by three billion years of evolution.

2121. Going from X11 to GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-28 19:42:06 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1991Apr28.194206.1750@oz.plymouth.edu>
Source record: 48460
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

(for those who care --> follow-ups directed towards
comp.sys.atari.st.tech where they belong)

This is really a hypothetical question......
There is a program called "viola" that is sort of an X11 (x
windows) version of hypercard.

Does anybody have any experience porting programs built on the X11
model of client-server programs to GEM (or anything else) on the ST ?
(I know..... I COULD wait until I could afford a TT and *nix..)

I'm pretty sure it's been done already --> for example... the program
contained in texdraw.lzh in /atari/tex on atari.archive.umich.edu ...

Anyone got any ideas ??? Comments ???

-Andy-

--
"The Snark WAS a Boojum, you see!"	Good : acs@unhd.unh.edu
"Reality !?! Isn't that something	Better : ANDYS@psc.plymouth.edu
you sprinkle on ice ??"	Best : oddjob@oz.plymouth.edu

2122. Re: Getting ASCII value from scancode

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-28 21:44:38 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Apr28144438@nutrimat.gnu.ai.mit.edu>
Source record: 48456

In article <21490@paperboy.OSF.ORG> dbrooks@osf.osf.org (David Brooks) writes:

>Now all you have to do is undo the GSX nonsense -- hello? Are you still
>there? -- best to experiment with values between '1' and '='; I get
>terribly confused at this point.

I understood everything up till this point, mostly. What GSX
nonsense? How do I undo it? Hello? Are you stilll there?

Could you maybe give a hunk of code using the methods you described?

many thanks,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

2123. Help!! Monitor screen "shakes"

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-28 21:59:31 UTC
From: vovut@prism.cs.orst.edu
Message-ID: <1991Apr28.215931.8719@lynx.CS.ORST.EDU>
Source record: 48459

I'm having more problems with my monochrome monitor again. A few weeks ago my monitor "died". Luckily a few people on the network informed me that all I had to do was to replace several diodes. I did that and it has worked fine.

A few days ago the picture started to "shake". The entire screen vibrates, with the left side being more noticeable.

I didn't replace the diodes in the monitor with the *exact* diodes, but the salesperson at the electronics shop said the ones I have will work. I think the differene is that the ones I'm using now have a higher voltage rating (??).

Has anybody seen this problem? Is there a fix, or do I need to buy another monitor?

Thanks in advance.

vovut@prism.cs.orst.edu

2124. Re: Help!! Monitor screen "shakes"

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 01:23:14 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <chuck.672888194@mrcnext>
Source record: 48465

vovut@prism.cs.orst.edu writes:

>I'm having more problems with my monochrome monitor again. A few weeks
>ago my monitor "died". Luckily a few people on the network informed
>me that all I had to do was to replace several diodes. I did that
>and it has worked fine.

>A few days ago the picture started to "shake". The entire screen
>vibrates, with the left side being more noticeable.
---
do you have an external power supply, and where do you put it? a few
weeks ago i set my system up after unpacking, and set the "big black
brick" next to the monitor. the display quivvered, just enough to
be annoying and worrying,until i thought to move the PS. fine now.

--
---
chuck bridgeland---anarchoRepublican
"one thing about a police state, you can always find the police" l. neil smith
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

2125. Re: Windows and Events Questions -- Follow Up

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 08:21:59 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr29.082159.12107@informatik.uni-erlangen.de>
Source record: 48461

vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:

>>When window B is atop window A, and window B is moved, window A is told
> (using WindowGet with FirstXYWH and NextXYWH)
>>to redraw everything of it that shows. How can one repaint just those
>>parts that are newly exposed? It's not too hard when dealing only with
>>windows the program owns, but what about DA windows?

This is normal SCREENMGR behavior. In fact, the KAOS programmers tried
to add a 'smart redraw' option to their TOS version. It turned out that
quite a few programs didn't like this and messes up their redraw.

I don't understand though why one would like to redraw other program's
windows, like those of a DA. Can you be more explicit?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2126. Re: Windows and Events Questions -- Follow Up

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 08:26:34 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr29.082634.12301@informatik.uni-erlangen.de>
Source record: 48462

healy@cod.NOSC.MIL (Mike Healy) writes:

>Regarding Claus Brod's suggestion for getting one or the
>other mouse button with event_mbutton or event_multi,
>thanks, it helped me out.

Please keep in mind that the method I suggested is inofficial. It is
being inspected at Atari and might be legalized (should be, if you
ask me 8-) one day, but use it with caution until they give us green
light.

>I am having a problem that hopefully someone else has
>When I execute my program from within the Laser shell, the
>event_multi call works fine. When I execute my program
>from the desktop, the event_multi call will not receive
>mouse button events. It's as if something is intercepting
>them. My event_multi call is checking for keyboard and mouse
>button input and the keyboard input works. Using event_mbutton
>instead of event_multi has no effect.

Maybe you could provide us with a short extract from your evnt_multi
loop and init code. I don't think it has anything to do with AUTO
folder programs or other interdependencies.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2127. Re: Problems with VDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 08:28:33 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr29.082833.12515@informatik.uni-erlangen.de>
Source record: 48463

vsnyder@jato.jpl.nasa.gov (Van Snyder) writes:

>The VDI procedure CopyRasterOpaque (vro_copyfm) seems not to care about
>a clipping rectangle set by the VDI SetClipping procedure. Is this true
>or am I just holding my mouth wrong?

If you're copying onto screen, vro_cpyfm seems to know about clipping
rectangles. It doesn't clip, though, when copying in memory.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2128. Re: Getting ASCII value from scancode

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 08:33:47 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Apr29.083347.12706@informatik.uni-erlangen.de>
Source record: 48464

dbrooks@osf.osf.org (David Brooks) writes:

>entropy@gnu.ai.mit.edu (entropy) writes:
>/* Now, if you have the scancode right justified in int scode... */

> shifts = Getshift(); /* i.e. kbshift(-1);

You don't have to call kbshift; the keyboard status is returned in one of
the evnt_multi return parameters. Use this value instead of the kbshift
value to be sure to get a consistent view of the things going on at the
keyboard and in the AES keyboard buffer.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2129. ROM sockets in a Mega ST 2

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 08:34:47 UTC
From: felner@nessie.cs.id.ethz.ch
Message-ID: <1991Apr29.083447.27132@bernina.ethz.ch>
Source record: 48475

I want to upgrade a friend's Mega ST 2 from Blitter TOS to TOS 1.4. I have never opened a Mega ST myself before, but I know that there are motherboards for 2 ROM chips and others for 6 ROM chips (as in the old 520s). Last night I opened his machine and I found 6 28-pin ROM sockets, labelled LO-0 to LO-2 and HI-0 to HI-2. But there are only two ROMs in the sockets labelled LO-0 and HI-0 !?!? I am confused, but I proceed and put 6 27256 EPROMS with TOS 1.4 in those 6 sockets. I boot, the screen turns white, the floppy light flashes and the machine reboots and reboots and reboots ...

Questions:

Why are there 6 sockets if the ROMs only need 2? Or do I have both options, 2 and 6 ROM chips? If so, how do I change from one to the other? Is there a jumper somewhere? I would prefer the 6 chips solution. If I have to stick with 2 chips, which EPROM type do I need?

The revision number of the motherboard is 5.0. The machine is about 2-3 years old.

Tomas Felner
--
Tomas Felner, Quellenstrasse 30, CH-8005 Zurich, Switzerland
email: felner@nessie.cs.id.ethz.ch, felner@iiic.ethz.ch
for C hackers: #include <std_disclaimer.h>
for Modula-2 programmers: FROM Standards IMPORT Disclaimer;

2130. Re: Getting ASCII value from scancode

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 08:50:26 UTC
From: klamer@mi.eltn.utwente.nl
Message-ID: <klamer.672915026@mi.eltn.utwente.nl>
Source record: 48478

In <1991Apr27.172516.29313@zip.eecs.umich.edu> heavy@zip.eecs.umich.edu (Richard Scott Hall) writes:

>Yes, it does, but not if someone presses 'ATL+A'. The low order
>bits in this case are zero. I want to be able to see that they
>pressed 'A' while holding down 'ATL'. I can get the keyboard
>state with vq_key_s() (this tells me if they are holding down
>shift/control/alt), but what I need to know now is what ASCII
>key they pressed with it. So if I can get some method to find
>this out, I won'd need some big if-then-else-if structure to
>key for a specific value...for instance, 'ATL+A' = 0x1e00,
>'ATL+B' = 0x3000. Now the only what I know which ASCII key
>they pressed is by having some code like:

```
> if (key == 0x1e00)
> c = 'A';
> else if (key == 0x3000)
> c = 'B';
> .
> .
> .
```

```
> ad infinitum
```

>I don't really want to do this, but it might be necessary.

How about this code:

```
/* correct this table to the correct values. *
* From your example it seems that position 0x1e should have 'A' */
char alt_to_ascii[256] = { 'a', 'b', 'c', ... };
```

```
if ((key & 0xff) == 0) /* is the low byte 0? */
c = alt_to_ascii[key >> 8];
else
c = key && 0xff;
```

```
Or otherwise:
switch (key)
{case 0x1e00:
c = 'A';
break;
case 0x3000:
c = 'B';
break;
.
.
```

.

ad infinitum

Just some thoughts

Klamer
--
Klamer Schutte
Faculty of electrical engineering -- University of Twente, The Netherlands
klamer@mi.eltn.utwente.nl {backbone}!mcsun!mi.eltn.utwente.nl!klamer

2131. Attribution fouled (was Re: Getting ASCII value from scancode)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 09:55:01 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Apr29045501@wookumz.gnu.ai.mit.edu>
Source record: 48473

```
In article <1991Apr29.083347.12706@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

>dbrooks@osf.osf.org (David Brooks) writes:

>>entropy@gnu.ai.mit.edu (entropy) writes:
>>/* Now, if you have the scancode right justified in int scode... */

>> shifts = Getshift(); /* i.e. kbshift(-1);

Your attribution is incorrect; that was David Brooks' code, not
mine. Just wanted to clear that up...

-entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.
```

2132. Re: saving screen in a GEM app.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 11:29:40 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <2972.04.91@drdhh.hanse.de>
Source record: 48264

```
From article <115241.1926@timbuk.cray.com>, by marc@sequoia.cray.com (Marc Bouron):
> |> I am writing a GEM application based on a dialog box which
> |> occasionally has another dialog box written over it. When this
> |> 'pop-up' dialog box is done and I have called form_dial() the second
> |> time, instead of the original dialog box being restored, the desktop
> |> background is restored. Obviously, that doesn't 'cut it'. Is there a
> |> way for me to save the background and restore it when I'm done with
> |> the 'pop-up' dialog?

GEM's form_dial is just a way to tell the screen manager that it has
to force the application to redraw it's screen.

Since dialogs are not windows, you have to use code like this:

form_center(dial1,...);
form_center(popup,...);

redraw=TRUE;
form_dial(FMD_START,dial1....);

do{
if(redraw)
{
objc_draw(dial1,....);
redraw=FALSE;
}

ex=form_do(dial1...) & 0x7fff;

switch(ex)
{
case CALLPOP:
form_dial(FMD_START,popup...); /* not needed if popup is < dial */
objc_draw(popup,....);
form_do(popup,....);
form_dial(FMD_FINISH,popup....); /* "" */
redraw=TRUE;
break;

case ANYTHING:
form_alert(1,"[0][What you want][XXX]");
break;
}

} while(ex != EXDIAL1);

form_dial(FMD_FINISH,dial1....);
```

I hacked this from memory because my sources are on backup for the moment,
but that's the way my applications handle it.

Notes:
Alerts restore there bg automatically.
I discovered that form_dial(START/FINISH) may be used out of specific order
but I never found this being official, be aware.

Hope that helps,
Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)

2133. Re: Getting ASCII value from scancode

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 12:04:40 UTC
From: dbrooks@osf.osf.org
Message-ID: <21493@paperboy.OSF.ORG>
Source record: 48481

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>dbrooks@osf.osf.org (David Brooks) writes:
>
>>entropy@gnu.ai.mit.edu (entropy) writes:
>>/* Now, if you have the scancode right justified in int scode... */
>>
>> shifts = Getshift(); /* i.e. kbshift(-1);
>
>You don't have to call kbshift; the keyboard status is returned in one of
>the evnt_multi return parameters.

True; my code assumes Bconin(), and I had missed the fact that the original
question had referenced evnt_multi().

> Use this value instead of the kbshift
>value to be sure to get a consistent view of the things going on at the
>keyboard and in the AES keyboard buffer.

Yes, there is a window between Bconin() and Kbshift(), but it's an utterly
unimportant one. There's also a little overhead in the extra BIOS call.
Incidentally, what does evnt_multi() do; does it call Kbshift(), or does it
know where the BIOS stores the current shift bits? Just wondering.
--
David Brooks dbrooks@osf.org
Systems Engineering, OSF uunet!osf.org!dbrooks
Donnie Wahlberg is brought to you by three billion years of evolution.

2134. Need help with clock!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 13:20:04 UTC
From: mpnolan@vax1.tcd.ie
Message-ID: <1991Apr29.132004.1@vax1.tcd.ie>
Source record: 48318

I need help/advice on a problem....

-I want to set up a clock. A simple interrupt driven clock.
The problem is, I don't know what time registers to use.
There are numerous hardware time registers in the ST, but I'm
having difficulty enabling them.

-I have 'ST INTERNALS', which has information on most of the chips,
and I am using it as reference.

Thanks in advance,
Mark Nolan.

Has anybody seen the new mag, 'The ONE for the ST'?It seems to be quite good..

2135. Re: ROM sockets in a Mega ST 2

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 13:49:31 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5547@wucc.waseda.ac.jp>
Source record: 48294

In article <1991Apr29.083447.27132@bernina.ethz.ch>,
felner@nessie.cs.id.ethz.ch (Tomas Felner) writes:
> I want to upgrade a friend's Mega ST2 to TOS 1.4.
(deleted)
> Questions:
>
> Why are there 6 sockets if the ROMs only need 2?
So that 6 new ROMs can be placed.
> Or do I have both options,
Yes, you do.
> 2 and 6 ROM chips? If so, how do I change from one to the other? Is there a
> jumper somewhere?
6 ROMs are 256 stuff while 2 ROMs are 1 megabit stuff. You must 'short'
pin 2 and 12 of U12 (pluck off the IC first and replace a socket so that
future TOS can be fitted in 2 chips.) As for jumpers w2 and w3, replace
the caps the other way.
> I would prefer the 6 chips solution. If I have to stick with
> 2 chips, which EPROM type do I need?
The same type you have had of course.
The Best Electronics of San Jose sell a plug-in board by Wizztronics
that looks after two different sets of ROMs(2 and 2, 2 and 6, or 6 and 6
chips) for $69.95. It will allow you to switch between to different OSes.
I haven't tried it but I can well imagine it.

2136. Re: MIDI INTERRUPT ROUTINE BLUES

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 14:41:34 UTC
From: cs@Materna.DE
Message-ID: <cs.672936094@targon35>
Source record: 48480

miskinis@aisg.enet.dec.com (John Miskinis) writes:

> Things have got quite busy at work, and I haven't been spending
>as much time on as the ST that I'd really like to...

> It seems that only a few people have done this, and as soon
>as they do, they market something using it. This is what it seems
>like anyway, since there's not too much discussion of it anywhere.

* *
PLEASE! If there's anyone out there with code that does
this, PLEASE PLEASE post it!
* *

Thanks,

Christian
cs@Materna.de

2137. Re: Help!! Monitor screen "shakes"

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 16:07:17 UTC
From: vovut@prism.cs.orst.edu
Message-ID: <1991Apr29.160717.13080@lynx.CS.ORST.EDU>
Source record: 48306

>--------------------------------------
>do you have an external power supply, and where do you put it? a few
>weeks ago i set my system up after unpacking, and set the "big black
>brick" next to the monitor. the display quivvered, just enough to
>be annoying and worrying,until i thought to move the PS. fine now.
>
>--
>---
>chuck bridgeland---anarchoRepublican
>"one thing about a police state, you can always find the police" l. neil smith
>chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.
>---

All of my power supplies are internal. My monitor has been on top of my
Megafile 30 for over a year now without any interference. There are no
other sources of interference around the monitor. The darn thing just
decided to "shake" on day and hasn't stopped yet. It still works, but
I'd *REALLY* like to get rid of the shaking.

vovut@prism.cs.orst.edu

2138. SM124 Failure

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 16:25:41 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Apr29.112542.28037@qut.edu.au>
Source record: 48466

There has been a lot of discussion about sick monitors and now my SM124
has gone the way of the future ie very dark and dismal (It may be
suffering because of the greenhouse effect) Nevertheless. The Power supply
is being overloaded and pulled down to 4.3V and is drawing about 2 A
I suspect the line transistor but there is no evidence to support that
(ie it checks out ok) anyone had experience with this failure ??

Any hints ???

Thanks in advance

BOB
In monocromatic darkness
(R.Lunnon@qut.edu.au)

2139. Re: *** HELP! Annoying Verticle line screen garbage! ***

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 16:30:55 UTC
From: schuch@efes.physik.uni-kl.de
Message-ID: <1991Apr29.163055.7126@rhrk.uni-kl.de>
Source record: 48467

sean@ccwf.cc.utexas.edu (Sean Sterling Foiles) writes:
>OK, here's the story so far:
>
>Occasionally my ST Color Monitor SC1224 fills up with vericle lines along
>the left side of every other character column. In lo rez that means 20
>verticle lines, in med rez it's 40.
>...

I have similiar problems with my ST 520+ (TOS 1.4, but also with 1.0)
and mono monitor SM124 with any configuration of auto-prgs or accs.

From time to time 8 black vertical black stripes appear on the screen
hiding parts of the display. The stripes go from top to bottom. Each
stripe has a width of 2 characters (16 pixels), the space between is 8
chars, the first stripe is after 6 (sometimes after 2 chars) and the
last one is at the right border of the screen. The missing chars of the
right border appear at the left border of the screen with one pixel
shifted vertically down. Quite strange, isn't it?

For example

This is at the left border .... This is at the right border

displays like:

```
|| || || || || ||
erThis i||at the l||t border||... Thi||is at th||right bo||
|| || || || || ||
```

This effect occasionally comes out when:
- starting or finishing TEMPUS,
- ViewGIF displays a picture,
- SysMon is invoked,
- tracing over certain TRAPs with MonST debugger (couldn't find out
which in special).

I have never seen these stripes when connecting my TV as color monitor
to my ST, but I
don't use color mode often.
Normally only rebooting helps to get rid of the stripes. Sometimes the
responsible programs restore a stripped screen again, but in this case,
sometimes the chars from right remain at the left side.

Any suggestions?
Thanks in advance.

2140. TOS ROM switch

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 16:39:26 UTC
From: sslee@polyslo.CalPoly.EDU
Message-ID: <281c4c3e.26ba@petunia.CalPoly.EDU>
Source record: 48468

I'm finally thinking about getting the TOS 1.4 ROMS, however I would still like to get access to the old TOS 1.0 ROMS I have now. (Yes, there are some programs I have that insist on TOS 1.0.)

Anyway, what I would like to do is add a simple switch to flip between the ROMS. Sounds easy, right? I'm sure others have done something like this and could fill me in on the details of what problems I may encounter.

Thanks,
Steven

2141. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 17:15:23 UTC
From: apratt@atari.UUCP
Message-ID: <2917@atari.UUCP>
Source record: 48301
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

cummins@unx2.ucc.okstate.edu (John Cummins) writes:
>On my Mega ST... I have no SCSI 0 drive. I use scsi 4 and 5 so I can
>daisy chain a friends scsi 0 drive and still access my own disks.
>But I can still boot... and use my hard disks w/o any SCSI 0 device
>attached.

>The fellow you've been chatting with says the TT won't recognize SCSI devices
>1-7 on the ASCI bus, at least not without an SCSI 0 in place. Device 0 MUST
>be used for the first device. Why????

[Am I "the fellow [he's] been chatting with"?]

I can't speak for what SCSI unit numbers ICD or Supra adaptors will or
won't recognize. From the data presented here, it sounds like ICD will
handle any SCSI unit number on the drive, and Supra will only talk to SCSI
unit zero. The latter is not unreasonable -- if you've got only one drive
on a SCSI-to-ACSI converter, why include the logic to talk to an arbitrary
SCSI device number? It would mean logic in the adaptor to see what SCSI
drives are out there.

I have even heard of some adaptors which look at the SCSI unit number of
the drive that's connected, and configure themselves as that ACSI unit
number, further confusing the issue.

As for the ST/TT side of the bus, you have to start with zero on each bus
and increment by one for each drive you connect to that bus. (Remember,
that's unit numbers as the computer sees them, not as the adaptor sees the
disk it's actually talking to.) The reasons for this are kind of involved,
and I don't want to go into them; just take my word for it and carry on.

I hope this clears up the questions about busses and unit numbers, and we
can get on with our lives.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2142. Re: *** HELP! Annoying Verticle line screen garbage! ***

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 17:20:44 UTC
From: apratt@atari.UUCP
Message-ID: <2918@atari.UUCP>
Source record: 48298

sean@ccwf.cc.utexas.edu (Sean Sterling Foiles) writes:
>Occasionally my ST Color Monitor SC1224 fills up with vericle lines along
>the left side of every other character column. In lo rez that means 20
>verticle lines, in med rez it's 40.

That's "vertical," not "verticle."

Take your machine to a dealer. There's something wrong inside. A dealer
should be able to diagnose, attempt a fix, and ultimately repair or replace
the motherboard. If the machine is out of warranty he will probably want
to charge you something. Let him.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2143. Re: Can't get Setpallete() to work.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 17:27:48 UTC
From: apratt@atari.UUCP
Message-ID: <2919@atari.UUCP>
Source record: 48300

marco@sys6626.bison.mb.ca (Marco) writes:

>Here's the code I've been trying to use to blank (black) my screen:
>--
>#include <stdio.h>
>#include <osbind.h>

>main()
>{
>int i, pal;
>for (i=0;i<16;i++)
> pal = i;
>Setpallete(pal);
>}

This won't work because Setpallete (sic) takes a LONG argument which is a
POINTER to an ARRAY of 16 INT's. Check those types in the documentation!
If you look at your code again I think you'll realize that it doesn't make
any sense at all.

```
main()
{
int i, pal[16];
for (i=0; i<16; i++)
pal[i] = 0;
Setpallete(pal);
}
```

Setpallete is a misspelling of Setpallete, and is that way because Atari's
original docs and include files spelled it wrong in the first place.
As has been pointed out, this is now retained by most compilers.

A caveat for Setpallete users: the above program is unreliable because
Setpallete copies its argument to a variable, and the palette registers are
loaded from the 16 int's found there AT THE NEXT VBLANK. Since the above
program has terminated by the time the next VBLANK rolls around, that means
this memory is not owned by anybody, violating the commandment "Thou shalt
not mess with memory thou ownest not." I know the "program" is just an
example of this poor slob's problem, but it bears repeating that Setpallete
is a delayed-action call.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2144. Re: Help!! Monitor screen "shakes"

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 18:18:57 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1991Apr29.181857.19884@ccu.umanitoba.ca>
Source record: 48311

In article <1991Apr28.215931.8719@lynx.CS.ORST.EDU> vovut@prism.cs.orst.edu writes:
>I'm having more problems with my monochrome monitor again. A few weeks
>ago my monitor "died". Luckily a few people on the network informed
>me that all I had to do was to replace several diodes. I did that
>and it has worked fine.
>
>A few days ago the picture started to "shake". The entire screen
>vibrates, with the left side being more noticeable.

Have you relocated your system/monitor, or placed any new equipment in the vicinity? The SM124 is _extremely_ sensitive to magnetic fields. Even a small magnet placed next to the monitor will sometimes cause an annoying jitter in the display; a small flourescent lamp next to the monitor will cause it to go crazy. When I first got my ST the display sometimes jittered and it took me two months to track down the source of the problem. There was nothing in my office that made any difference, and no wiring buried in the wall, etc.; but the jitters got really bad whenever a guy on the other side of the building turned on his electric heater. It turned out that the electrical service for the building was on the wall _outside_ my office, about 1-1/2 feet from my monitor, and the heater was drawing enough extra current through the service to cause the problem.

Anyway, try moving your monitor to the center of the room or something like that to rule out magnetic interference.

BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9105

2145. Re: *** HELP! Annoying Verticle line screen garbage! ***

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-29 23:02:55 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5552@wucc.waseda.ac.jp>
Source record: 48469

Andreas Schuch says his screen goes funny when
> - starting or finishing TEMPUS,
> - ViewGIF displays a picture,
> - SysMon is invoked,
> - tracing over certain TRAPs with MonST debugger (couldn't find out
> which in special).
(deleted)
Aha! The monitor seems OK. It looks like a problem of poorly written
software that don't look after other interrupt handlers well. To test
whether the problem comes from the screen memory or the monitor, read
the address of the funny picture while it is shown on the screen.
You may need a pocket calculator to work out where because TOS tells us
only of the base of the screen memory. One thing I do often is to use
the 'pokew' command of GULAAM. Your debugger should be more versatile.
If the source of the trouble is suspected to bugs of the software,
you can ask the bug fix from the vendor.
Hope this might fix the problem.

P.S. The easiest way to detect the problem is to do the same thing on
someone else's monitor or machine.

2146. Re: TOS ROM switch

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 00:13:48 UTC
From: dth@cs.brown.edu
Message-ID: <73937@brunix.UUCP>
Source record: 48471

In article <281c4c3e.26ba@petunia.CalPoly.EDU> sslee@polyslo.CalPoly.EDU (Steven Lee) writes:
>
>I'm finally thinking about getting the TOS 1.4 ROMS, however I would
>still like to get access to the old TOS 1.0 ROMS I have now. (Yes,
>there are some programs I have that insist on TOS 1.0.)
>
>Anyway, what I would like to do is add a simple switch to flip between
>the ROMS. Sounds easy, right? I'm sure others have done something
>like this and could fill me in on the details of what problems I
>may encounter.
>
>Thanks,
>Steven

I propose a solution:

Program both TOS ROM sets into 27512 ROMs and use the MSB of the address
to select between TOS versions. This would involve programming TOS 1.0
into the bottom (or top) half of the '512 ROMs and TOS 1.4 into the other
half. Pin 1 of each 27512 can be used to select the TOS version.
The 27512 has the same pinout as the 27256 except for pin 1, so the existing
ROM sockets can be used, except that pin 1 of each '512 needs to be bent
90 degrees and soldered together and connected to a switch from either
+5V or GND.

Dzung T. Hoang
dth@cs.brown.edu

2147. programming and MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 00:16:02 UTC
From: driesse@qucis.queensu.CA
Message-ID: <1885@qusunb.queensu.CA>
Source record: 48292

Since there are GEMDOS functions to handle IO from the console, I assume there are also some to deal with the MIDI port.

Could someone tell me which functions they are, what parameters they have, and possibly give me a hint how to use them in personal Pascal?

Or is there a standard filename similar to "CON" that refers to the midi port?

Just some background info: I have a 520 ST with personal pascal version 1, and all I really want to do is play around with MIDI a bit.

2148. 520 ST power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 02:17:44 UTC
From: jcksnsr@nmt.edu
Message-ID: <1991Apr30.021744.1728@nmt.edu>
Source record: 48477

Well, well, I was just typing along on my 520 ST this morning when crash, boom, incloud of noxious smoke my power supply fried.

Upon opening it I find two of the four rectifier diodes have gone to silicon heaven. Simply, a quick trip to Radio Shack and a little work with a soldering iron and the diodes are replaced.

No luck, I then find out that the primary coil of the transformer is now open and thus quite useless. (Mustof been some burn out, too bad the supply was under the desk where I couldn't see it.)

So I call around and discover the replacement is $65.00. About one sixth the total value of the computer, gack.

So the question comes down to this, 1) Does anyone know what the specs on the tranformer are and how it is wired so I can replace it myself (unlike the diodes the transformer is completely void of useful identifications) and 2) if not anyone know where to get a 520ST power supply cheaply and quickly.

I really wish I knew what happened, I'm assuming a surge since the computer is apparently unharmed and the fuse in the power supply is intact. But, if it was a surge, there was nothing happening today and it went through two surge protectors in the process.

JEff

2149. Re: programming and MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 02:40:14 UTC
From: kingdon@pogo.gnu.ai.mit.edu
Message-ID: <15423@life.ai.mit.edu>
Source record: 48476

In article <1885@qusunb.queensu.CA> driesse@qucis.queensu.CA (Anthonie Driesse) writes:
>Since there are GEMDOS functions to handle IO from the console, I assume
>there are also some to deal with the MIDI port.
>
>Could someone tell me which functions they are, what parameters they have,
>and possibly give me a hint how to use them in personal Pascal?
>
Try the Bcon*() functions. (Bconin,Bconout,Bconstat,Bcostat).
function Bconin(handle:integer):char; (*read a character*)
procedure Bconout(handle:integer;ch:char); (*write a character*)
function Bconstat(handle:integer):boolean; (*checks input status*)
function Bcostat(handle:integer):boolean; (*checks output status*)

... those should be defined in whatever BIOS bindings Personal Pascal
uses.

To output a character, "Bconout(4,ch);" where 4 (i THINK) is the
handle to the MIDI port. If not that, it's three. (bad memory with
numbers and whatnot =:^))

Or to read one coming in, "ch:=Bconin(4);" should do ya.

... unfortunately, there isn't really any GEMDOS support for MIDI,
although i remember once reading about a standard handle "MID:". Not
very good, since you can't check for the existence of input data
without sitting and hanging the system until there is a byte received.
There's also a function in the XBIOS called
Midiws(count:integer;s:string); i believe it is, where count is the
number of characters of string to send, minus one.


```
=====================================================================
|| Jon Pickard || INet: jpickar@caticsuf.csufresno.edu || | | | ||
||=============||=====================================|| | | | ||
||A god? Nahh.|| Jeanluc Picard@Isca BBS ||smile! Your|| / | \ ||
||=============|| Jeanluc@MARS Hotel ||jaw's wired|| / | \ ||
||My opinions do not necessarily represent||shut! ||ST all the ||
||those of the sites from which i post. || :^# ||way, bradda||
=====================================================================
```

2150. Overscan.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 03:01:10 UTC
From: jpickar@caticsuf.csufresno.edu
Message-ID: <15424@life.ai.mit.edu>
Source record: 48472

... what is the best way to lose the bottom border in 60Hz? I really do NOT want to have to switch to 50Hz because of all the flicker involved. Any help will be loudly appreciated.

Note to readers of c.s.amiga.misc: yes, this IS for that helix scroller Paul Steffen mentioned. =:^)

```
=====================================================================
|| Jon Pickard || INet: jpickar@caticsuf.csufresno.edu || | | | ||
||=============||=====================================|| | | | ||
||God?in a.s.p?|| Jeanluc Picard@Isca BBS ||smile! Your|| / | \ ||
||=============|| Jeanluc@MARS Hotel ||jaw's wired|| / | \ ||
||My opinions do not necessarily represent||shut! ||ST all the ||
||those of the sites from which i post. || :^# ||way, bradda||
=====================================================================
```

2151. Re: 520 ST power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 03:18:22 UTC
From: kingdon@pogo.gnu.ai.mit.edu
Message-ID: <15425@life.ai.mit.edu>
Source record: 48470

In article <1991Apr30.021744.1728@nmt.edu> jcksnsr@nmt.edu (JC) writes:
> So the question comes down to this, 1) Does anyone know what the specs
>on the tranformer are and how it is wired so I can replace it myself (unlike
>the diodes the transformer is completely void of useful identifications) and
>2) if not anyone know where to get a 520ST power supply cheaply and quickly.

... you could always hack a clone power supply (that's what they're
good for, imho =;^)) and use the ST power cord. Pinouts for the ST
cable should be on the bottom of the "corpse", and whatever clone supply
you buy should have pinouts on it, or you can use any old voltmeter.
And clone supplies are >VERY< readily available... alas.

```
=====================================================================
|| Jon Pickard || INet: jpickar@caticsuf.csufresno.edu || | | | ||
||=============||=====================================|| | | | ||
||A god? Nahh.|| Jeanluc Picard@Isca BBS ||smile! Your|| / | \ ||
||=============|| Jeanluc@MARS Hotel ||jaw's wired|| / | \ ||
||My opinions do not necessarily represent||shut! ||ST all the ||
||those of the sites from which i post. || :^# ||way, bradda||
=====================================================================
```

2152. Re: 520 ST power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 03:23:40 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <chuck.672981820@mrcnext.cso.uiuc.edu>
Source record: 48479

jcksnsr@nmt.edu (JC) writes:

> So I call around and discover the replacement is $65.00. About one
>sixth the total value of the computer, gack.
.....
look around, you can probably get the power supply for that. failing that
maybe you can rig a way to use a scrounged pc power supply
.....

> So the question comes down to this, 1) Does anyone know what the specs
>on the tranformer are and how it is wired so I can replace it myself (unlike
>the diodes the transformer is completely void of useful identifications) and
>2) if not anyone know where to get a 520ST power supply cheaply and quickly.
.....
first guess----110 in, +-12 and +5 out
--
---
chuck bridgeland---anarchoRepublican
"one thing about a police state, you can always find the police" l. neil smith
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

2153. Re: 520 ST power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 04:31:39 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5554@wucc.waseda.ac.jp>
Source record: 48482

Bad news for the blowing up of your power supply. $65 is rather cheap and you should buy it. The components are difficult to test because they are not isolated (think of dismantling all of them and test each of them -- will it be cheaper than $65?). As a preventive measure, I have replaced all the big capacitors with good ones. But anything can go wrong with all these penny-saving cheap machines. The transformer got burnt when the fuse is wrongly installed and some other wrong doing must have been there. The capacitors , resistors etc can be very expensive. Atari is very cheap and the companies are making profit. Just think of the real cost they can afford to spend for components: they have to be the cheapest parts in the world.

2154. Dfree() void?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 09:55:27 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91119.134516ONM07@DMSWWU1A.BITNET>
Source record: 48486

The GEMDOS funtion Dfree() is documented to be void ('GEMDOS Reference Manual'). In practice, it SEEMS to return useful return codes (like BIOS error codes).

Now the question: is there an officially approved method to tell wether the function call was successfull or not?

_____ cut here _____

Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____ correct me if I'm wrong _____

2155. Re: Help!! Monitor screen "shakes"

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 11:03:40 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Apr30.110340.3420@ugle.unit.no>
Source record: 48299

In article <1991Apr29.160717.13080@lynx.CS.ORST.EDU>, vovut@prism.cs.orst.edu writes:
|> All of my power supplies are internal. My monitor has been on top of my
|> Megafile 30 for over a year now without any interference. There are no
|> other sources of interference around the monitor. The darn thing just
|> decided to "shake" on day and hasn't stopped yet. It still works, but
|> I'd *REALLY* like to get rid of the shaking.
|>
|> vovut@prism.cs.orst.edu

Well, my monitor "shakes" heavily when a noisy hoover i used in a room
below mine.....

Stig Vidar Hovland - stigvi@lise.unit.no

2156. GDB question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 11:15:51 UTC
From: ZVD007@DMSWWU1C.BITNET
Message-ID: <91119.163834ZVD007@DMSWWU1C.BITNET>
Source record: 48487

I'm using now g++ and tried to use gdb for debugging, but there are no
symbols in the programfiles. I read in a readme-file that I haveto use
sym-ld for filling the prg-file with debugging info, but I dont know how
to use it. Can someone give me a hint?
Thanks in advance

Ulrich Kuehn

2157. Re: Problem with my C program [a few general hints about malloc]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 14:31:52 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Apr30.143152.4465@wam.umd.edu>
Source record: 48483

```
In article <2941.04.91@drdhh.hanse.de> bjoern@drdhh.hanse.de (Bjoern Kriews) writes:
>From dmb@wam.umd.edu (David M. Baggett):
>> Oops, looks like someone broke into my account and posted something stupid!
>
>Oops, looks like someone did it once again .-)
>
>> calloc((unsigned) (bigsize / 32), 32);
>
>Just think about bigsize == 320002...

Would you believe it? TWO forged messages in a row! The audacity of it!
And right after I changed my password to something no one would guess:
"password". (Oops! Now everyone knows!)

What the loser who posted that MEANT was:

#define CHUNK 32 /* or 64, 128, or whatever */

calloc((unsigned) (bigsize / CHUNK + 1), CHUNK);

You see here what the intruder was feebly trying to get at about "space
wastage" -- you get a few extra unused bytes at the end. Of course,
that's better than writing a few extra bytes _past_ the end, which is
what I think you were trying to get at with your picture. :-)

I hope whoever broke into my account saw your reply!

BIFF

uh, I mean

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net
```

2158. Re: 520 ST power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 16:44:14 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr30.164414.27266@jato.jpl.nasa.gov>
Source record: 48485

In article <1991Apr30.021744.1728@nmt.edu> jcksnsr@nmt.edu (JC) writes:
>
> Well, well, I was just typing along on my 520 ST this morning when
>crash, boom, incloud of noxious smoke my power supply fried.
>...
> So I call around and discover the replacement is $65.00. About one
>sixth the total value of the computer, gack.
>
> So the question comes down to this, 1) Does anyone know what the specs
>on the tranformer are and how it is wired so I can replace it myself (unlike
>the diodes the transformer is completely void of useful identifications) and
>2) if not anyone know where to get a 520ST power supply cheaply and quickly.

Why not just get a PC power supply? For example, Keypoint (12130 Mora Drive,
Santa Fe Springs, CA 90670, 213/944-3041) has a 150 watt XT supply for $36,
a 200 watt switching AT supply for $43, etc. That plus a line cord and
the appropriate shape DIN-7, and 12 hour with a soldering gun should put
you back into business.

Lots of folks sell such things. Look in Byte, PC Mag, PC Week, ...

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2159. Re: 520 ST power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 16:45:53 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Apr30.164553.27380@jato.jpl.nasa.gov>
Source record: 48488

In article <chuck.672981820@mrcnext.cso.uiuc.edu> chuck@mrcnext.cso.uiuc.edu (charles bridgeland) writes:
>jcksnsr@nmt.edu (JC) writes:
>> So the question comes down to this, 1) Does anyone know what the specs
>>on the tranformer are and how it is wired so I can replace it myself (unlike
>>the diodes the transformer is completely void of useful identifications) and
>>2) if not anyone know where to get a 520ST power supply cheaply and quickly.
>.....
>first guess----110 in, +-12 and +5 out
>--
>---
>chuck bridgeland---anarchoRepublican
>"one thing about a police state, you can always find the police" l. neil smith
>chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.
>---

I'd be real surprised to find a transformer with DC outputs %)

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2160. Re: Can't get Setpallete() to work.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 18:16:01 UTC
From: ajw@watson.hf.intel.com
Message-ID: <1991Apr30.181601.17241@intelhf.hf.intel.com>
Source record: 48484

In <2919@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:

> Setpallete is a misspelling of Setpallete...

That's 'Setpalette'. Pretty darn confusin', huh? :-)

> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

But just to reiterate - it's good to receive them, nonetheless.
Thank you.

-- Alan Waldock, from but not on behalf of Intel Corporation
ajw@watson.hf.intel.com ...uunet!intelhf!watson!ajw

2161. ICD SCSI adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 18:30:17 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Apr30.183017.14571@oz.plymouth.edu>
Source record: 48295

Hello,

I've been seeing all these messages on the ICD SCSI device and
I'm real interested in it. But I'm afraid I never saw the original
messages that told what it takes to do this. Obviously an ICS SCSI device
and a SCSI hard drive, but what about power supply and all the other
components to have an external drive? As far as I understand, a SCSI
hard drive only really means the hard drive itself, no external container
or power supply or controller (the ICD thing I guess). Can someone
who knows all the details send me info on this. I want to know all about
the whole thing, what are the limitations, how does the Atari recognize
the drive, etc.

Thanks,
Stephan

--
\/\/\/

2162. Re: *** HELP! Annoying Verticle line screen garbage! ***

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 19:09:19 UTC
From: whoffman@jato.jpl.nasa.gov
Message-ID: <1991Apr30.190919.29380@jato.jpl.nasa.gov>
Source record: 48293

In article <1991Apr29.163055.7126@rhrk.uni-kl.de> schuch@efes.physik.uni-kl.de (Andreas Schuch) writes:
>
> This is at the left border .... This is at the right border
>
>displays like:
>
> || || || || || ||
> erThis i||at the l||t border||... Thi||is at th||right bo||
> || || || || || ||
>
>Any suggestions?
>Thanks in advance.

I, too, had this exact same problem. It seemed to alter the display memory because when I did a screen print it also had the lines and image shifting. I never did get a good feeling for what the cause was but found that lightly dropping the computer aggravated the symptom. I opened my computer and found nothing dramatic but pushed the chips back into their sockets and repackaged the computer. I haven't seen the problem repeat yet. The quad sockets used in the ST are pretty cheap quality and I wouldnt be surprised if they were indeed the problem.

Just thought I could add my $.02 in.

--
Walt Hoffman -- Jet Propulsion Laboratory
whoffman@jato.jpl.nasa.gov or elroy!jato!whoffman@csvax.caltech.edu
Galileo Orbiter Engineering Team -- Real-Time Analyst
"Jupiter...it's not just a destination, it's an adventure."

2163. Re: Help!! Monitor screen "shakes"

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 21:19:13 UTC
From: psantan@alias.uucp
Message-ID: <1991Apr30.211913.15425@alias.com>
Source record: 48489

In article <1991Apr28.215931.8719@lynx.CS.ORST.EDU>, vovut@prism.cs.orst.edu writes:
> A few days ago the picture started to "shake". The entire screen
> vibrates, with the left side being more noticeable...
> Has anybody seen this problem? Is there a fix, or do I need to buy
> another monitor?

I had this problem about 3 years ago with my monochrome monitor.
After three trips to Atari to get it fixed (they kept claiming
that it was interference. Funny how it happened anywhere I took
it, and anywhere I put it), they finaly replaced the monitor
for me for free. I am not suggesting that they will always do this,
but since I never found out what the problem was, I would be
interested in knowing how it turns out.

Peter Santangeli --
Graphics Software Designer / Alias
Strategic Research / \ Research
psantan@alias.com / _ Inc.

2164. Re: Return codes & how to kill()

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 21:49:06 UTC
From: ant@mks.com
Message-ID: <1991Apr30.214906.12208@mks.com>
Source record: 48490

apratt@atari.UUCP (Allan Pratt) writes:
>ant@mks.com (Anthony Howe) writes:
>>I've been hunting high and low in the DevDocs for information on
>>how a parent process finds the return code of the child process.
>>Now I know Pexec() returns a value when it executes a program, but
>>I only use Pexec() to load, and I initiate the program through
>>separate means.
>>
>Sigh. I guess there's nothing much to say about this... Are you SURE you
>can't use Pexec to execute the program, too? Try mode 4, then Mfree the
>environment and basepage (in that order) that were created when you used
>Pexec mode 3 or 5 (whichever you used). Starting with TOS 1.4, you can
>use Pexec mode 6: mode 3 plus mode 6 equals mode zero. The return code
>from mode 6 will be the return code from the process.

I should say that I'm working on a debugger (SZADB) which means I can't
just load-and-go.

I was trying to figure out how DB started a child process for debugging.
What I've divined so far with the aid of DB and SYSMON (and guessed) is
that DB does a load-and-go from its user stack but somehow manages to
convince GEM to trap on the first instruction and so re-enter DB in as
though a break point occured in the supervisor stack (which is not the
same as the usp). Later I assume, when the program terminates, it returns
from the Pexec() on the user stack and so receives the return code.

Provided the above is somewhat correct, how does DB forces GEMDOS to trap
on that first instruction by doing only a Load-and-Go (in a legal manner).

I suppose I could do the Pexec() Load-only, plant the breakpoint trap, then
do the Pexec() Go on the user stack, receive the trap on the super stack and
work in the debugger as normal. Later when the program terminates from the
Pexec() Go, I fall into the debugger on the user stack with the return code.

>>Q: What I want to know is the return code passed back in D0, on the
>> stack, or in some global system location? Is the return code
>> available at the time of the call to the Terminate Handler?
>> I'm trying to make mods to the Sozobon Debugger to handle printing
>> the return values before it exits.
>
>The return code is not available at the terminate handler. The return
>code is the argument to Pterm() or Ptermres(), or zero for Pterm0().
>If you want, I guess you could catch those calls and squirrel away the
>return code before passing the call on to GEMDOS.

This one I figured out. It is possible to find the return code from the terminate handler. However I doubt I'll end up using this method.

```
terminate_handler:
move usp, a0 ;grab user's stack pointer
move.w 4(a0), d0 ;get GEMDOS function number
bnz.s .1
clr.w child_return ;Pterm0() - return code 0
rts
.1:
cmpi.w #$4c, d0 ;check for Pterm()
bne.s .2
move.w 6(a0), child_return ;grab the return code
.2:
rts
```

-ant
--
__ "So many pedestrians
_ . .-|- / _\ . . |_ _. _ _ . . So little time."
(_\ |\| | |(_/ |\/| |\ _\ o (_ (_) |\/| bumber sticker
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2L 6W9

2165. Re: Dfree() void?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 23:27:56 UTC
From: carter@cat23.cs.wisc.edu
Message-ID: <1991Apr30.232756.24118@daffy.cs.wisc.edu>
Source record: 48305

I finally got a hold of the new HD utils, what exactly does 4.01 do anyway?

Fix any bugs over 3.01?

--Gregory

2166. Re: Can't get Setpallete() to work.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-04-30 23:53:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1078@uqcspe.cs.uq.oz.au>
Source record: 48302

In <2919@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:

AHA! So, maybe we have the culprit | | | | :-)
v v v v
>Setpallete is a misspelling of Setpallete, and is that way because Atari's
>original docs and include files spelled it wrong in the first place.
>As has been pointed out, this is now retained by most compilers.

#define Setpalette Setpallete
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

2167. Re: GDB question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 00:08:19 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1080@uqcspe.cs.uq.oz.au>
Source record: 48303

```
>I'm using now g++ and tried to use gdb for debugging, but there are no
>symbols in the programfiles. I read in a readme-file that I haveto use
>sym-ld for filling the prg-file with debugging info, but I dont know how
>to use it. Can someone give me a hint?
>Thanks in advance

From the gnu (.dvi :-) manual:

`-gg' Produce debugging information in GDB's own format. This requires
the GNUassembler and linker in order to work.

`sym-ld.ttp' is a special version of the linker. Its sole purpose is to
create a special symbol file used by the GNUdebugger. The following example
shows the usage.(`$' is the prompt of a CLI, `*' is the GDB prompt, `#' marks
a comment)

$ gcc -c -gg foo.c # compile `foo.c'
$ gcc -o foo.prg foo.o # linkwith normal `gcc-ld.ttp'
$ sym-ld -r -o foo.sym $(GNULIB)"crt0.o foo.o -lgnugdb (or -lgdb)
# link with `sym-ld.ttp' to get symbol file
$ gdb
* exec-file foo.prg # executable (`gcc-ld.ttp' linked Atari
executable)
* symbol-file foo.sym # symbols file (`sym-ld.ttp' `-r -o' linked)
* run
* <start doing gdb commands here>
: : :
* q
$ # back

Note the line in the example, where `sym-ld.ttp'is invoked. A library
`gnugdb.olb' is used to create the symbol file. This is just like the normal
library `gnu.olb' except that is was compiled.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
\_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.
```

2168. Disk Speed Tweaking

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 00:38:23 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991May1.003823.10159@nmt.edu>
Source record: 48304

```
I have a SS/DD drive (argh!) that is running at 305 rpm.
I would like to get it down to 300 rpm.
I don't know how to do this
I need help, please.
I thank you.
I do.
I'm:
----------------
Eric A. HOBBS!
eahsnsr@JUPITER.nmt.edu
```

2169. Re: 520 ST power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 01:01:32 UTC
From: clf3678@isc.rit.edu
Message-ID: <1991May1.010132.12287@isc.rit.edu>
Source record: 48310

In article <1991Apr30.021744.1728@nmt.edu>, jcksnsr@nmt.edu (JC) writes:
>
[Story about Jeff's cheap Atari power supply blow up deleted]

> So the question comes down to this, 1) Does anyone know what the specs
> on the tranformer are and how it is wired so I can replace it myself (unlike
> the diodes the transformer is completely void of useful identifications) and
> 2) if not anyone know where to get a 520ST power supply cheaply and quickly.
>
> JEff

Although my original 520ST power supply hasn't failed, I replaced it
with a heavy duty (about 70W) Lambda power supply. Hooking up a
"generic" power supply isn't hard at all. The ST uses +12, -12, and
+5VDC, as well as a few grounds. All "IBM" type supplies, and many
of the "generic" power supplies have these voltages available. I just
bought the power connector at Radio Shack, grabbed some 6 or 7 conductor
wire I had, and hooked it up. Works great, and I never have to worry
about not having enough power for future expansions, or whether or not
the supply will last.

Since I use a "generic" floppy drive instead of an Atari drive, I also
power that off of the Lambda supply. I bought another supply for my
hard drive (70W isn't enough for everything), but two supplies is better
than a floor-full of black bricks.

_____
_____\ Chris Freemesser, RIT Comp.Eng.Tech. Dimension's End BBS /_____
______\ BITNET: clf3678@ritvax (716)436-3078 /______
_______\ Usenet: clf3678@isc.rit.edu 2400 baud/42 megs /_______
________\ GEnie: C.FREEMESSER STark BBS software /________

2170. Spectre Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 01:50:45 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <aV2911w164w@sys6626.bison.mb.ca>
Source record: 48337

I have been considering buying Spectre, but I have a few questions.
First, what's the difference between GCR and 128?
What are "Mac Roms" and why would you want them?
Is Spectre 100% Mac compatible?
If anyone could answer any of thse questions it would be greatly
appreciated. Thanks.

```
/-=-=-=
```

2171. Re: Windows and Events Questions -- Follow Up

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 04:22:55 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3026@cod.NOSC.MIL>
Source record: 48308

```
In article <1991Apr29.082634.12301@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>healy@cod.NOSC.MIL (Mike Healy) writes:
>
> ... stuff deleted
>
>Please keep in mind that the method I suggested is inofficial. It is
>being inspected at Atari and might be legalized (should be, if you
>ask me 8-) one day, but use it with caution until they give us green
>light.
>
>>I am having a problem that hopefully someone else has
>>When I execute my program from within the Laser shell, the
>>event_multi call works fine. When I execute my program
>>from the desktop, the event_multi call will not receive
>>mouse button events. It's as if something is intercepting
>>them. My event_multi call is checking for keyboard and mouse
>>button input and the keyboard input works. Using event_mbutton
>>instead of event_multi has no effect.
>
>Maybe you could provide us with a short extract from your evnt_multi
>loop and init code. I don't think it has anything to do with AUTO
>folder programs or other interdependencies.
>

I call appl_init when I start up.

/*
Here is the code that works fine when executed from the Laser C shell
but won't respond to the mouse buttons when run from the desktop
*/

int p_wait()
{
int ev_mmflags = 0x3; /* keyboard evnt & mouse evnt */
int ev_mbclicks = 1 | 256, ev_mbmask = 3, ev_mbstate = 0 ;
int ev_mm1flags = 0 ;
int ev_mm1x, ev_mm1y, ev_mm1height, ev_mm1width ;
int ev_mm2flags = 0, ev_mm2x, ev_mm2y, ev_mm2height, ev_mm2width ;
int ev_mtlocount, ev_mthicount, ev_mmox, ev_mmoy ;
int ev_mmobutton, ev_mmokstate, ev_mkreturn, ev_mbreturn ;
int ev_mmgpbuff[8] ;
int status ;
```

```
#ifdef DEBUG_P_WAIT
printf("calling evnt_multi, Numahead = %d\n", Numahead) ;
#endif

/*
No it's not returning here when run from the desktop. I have
to strike a key to get it to return
*/
if( Numahead > 0 )
return P_KEY ;

status = evnt_multi( ev_mmflags, ev_mbclicks, ev_mbmask,
ev_mbstate, ev_mm1flags, ev_mm1x, ev_mm1y,
ev_mm1width, ev_mm1height, ev_mm2flags,
ev_mm2x, ev_mm2y, ev_mm2width, ev_mm2height,
ev_mmgpbuff, ev_mtlocount, ev_mthicount,
&ev_mmox, &ev_mmoy, &ev_mmobutton, &ev_mmokstate,
&ev_mkreturn, &ev_mbreturn ) ;

#ifdef DEBUG_P_WAIT
printf("evnt_multi status: 0x%x\n", status ) ;
#endif

if( status & 0x2 )
return P_MOUSE ;
else if( status & 0x1 )
{
/*

stuff keyboard entry into console input buffer
*/
#ifdef DEBUG_P_WAIT
printf("ev_mkreturn = %c (0x%2.2x)\n", ev_mkreturn, ev_mkreturn) ;
#endif
Nextinchars[Numahead++] = ev_mkreturn ;
return P_KEY ;
}
/*
shouldn't get here
*/
return P_KEY ;
}
```

When I run from the desktop with my debug statements turned on, I don't get a return and status from evnt_multi until I use the keyboard. The setting of the high bit in mb_clicks is not the cause. Giving it a mask for the left mouse button without the logical negation, the simplest case, it still has the same problem. I have hardly run the program outside of Laser c, but I think it was working from the desktop previously.

Any ideas?

Mike Healy

healy@cod.nosc.mil

2172. Abacus Atari ST Graphics and Sound Book Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 05:03:06 UTC
From: jbernat@bgsuvax.UUCP
Message-ID: <7396@bgsuvax.UUCP>
Source record: 48291
Cross-posted to: misc.wanted,comp.sys.atari.st,comp.sys.atari.st.tech

Hello. I would like to buy the Abacus Graphics and Sound Book.
If you are willing to part with yours for $8.00 plus UPS shipping,
send me E-mail. (Please only respond if you wish to sell at $8.00;
$8 plus shipping costs is all this book is worth to me. Thanks.)

.----------------------------.----------------------------------.
Jim Bernatowicz	Philosophy 101
jbernat@andy.bgsu.edu	
...!osu-cis!bgsuvax!jbernat	I think, therefore I am Single.

2173. Re: Getting ASCII value from scancode

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 08:34:42 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <3013.05.91@drdhh.hanse.de>
Source record: 48261

From article <1991Apr26.232519.12216@zip.eecs.umich.edu>, by heavy@zip.eecs.umich.edu (Richard Scott Hall):
> I am having a problem. It is quite easy to get the scancode
> for a key being pressed (by using evnt_keybd/envt_multi), but
> it is a little harder if you just want the ASCII value. For

Try key=evnt_keybd() & 0xff.

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)

2174. AHDI in auto folder: no auto PRG's executed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 08:38:42 UTC
From: dick@ahds.UUCP
Message-ID: <1982@ahds.UUCP>
Source record: 48309

A while ago I posted this cry for help about the fact that when I placed AHDI.PRG as the first program in the AUTO folder, no other programs which were placed there were executed.
The problem has been solved. Thanks to all people who responded !
A summary of the solutions follow:

I placed AHDI.prg in the AUTO folder of the harddisk. The reason I did that, was that the manual was not very clear about the subject and I didn't read it exactly to the letter. Reading mail of several people who responded, I am not the only one!

Well, AHDI should NOT be placed on the AUTO folder. The driver.sys file in the root directory is the real driver and includes AHDI. The AHDI.prg program is solely needed to place on FLOPPIES if you want harddrive support, but boot from a floppy.
So, when I removed AHDI.prg from the AUTO folder, all problems vanished.

The reason that the problem evcer occured is, that AHDI, when ececuted in an AUTO folder, re-initialises GEM, so all other programs in this folder will NOT be executed.

Thanks to all of you who responded. You were a wonderful audience.

Dick.

2175. Re: Can't get Setpallete() to work.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 08:40:14 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <3014.05.91@drdhh.hanse.de>
Source record: 48263

```
From article <LoiX11w164w@sys6626.bison.mb.ca>, by marco@sys6626.bison.mb.ca (Marco):
> ------------------------------------------------------------------------
> #include <stdio.h>
> #include <osbind.h>
>
> main()
> {
> int i, pal; /* pal[16] */
> for (i=0;i<16;i++)
> pal = i; /* pal[i] = 0; */
> Setpallete(pal);
> }

or

for(i=0;i<16;++i)
Setcolor(i,0);

But this will never blank a mono monitor - with color it will do.

Be sure to restore the old color values, get them with old=Setcolor(x,-1);

hth, Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)
```

2176. Re: Problem with my C program [a few general hints about malloc]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 08:45:24 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <3015.05.91@drdhh.hanse.de>
Source record: 48262

From article <2913@atari.UUCP>, by apratt@atari.UUCP (Allan Pratt):
> Humph. TOS 1.4 and upwards have NO PROBLEMS with Malloc that have been
> reported to me.

Hmm, try Malloc'ing little blocks until the OS returns NULL because there
is no internal memory left for the MD's.
Then Fopen() something.
I think Fopen should return -39, but it will blow up the 'OUT OF' message.

There are still other problems:
Fdup'ing an already Fdup'ed handle causes the 'OUT OF' too.

I just mailed you (Allan) a better description including sample source.
If you don't get it via e-mail, please let me know.

Greetings, Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)

2177. How to Mshrink a C program ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 13:00:46 UTC
From: gerardio@boffrand.crin.fr
Message-ID: <3702@loria.crin.fr>
Source record: 48307

I'm writing a program using Lattice C (v3.03) on a 1040 STF, and from within this program I want to run an external .PRG program via the Pexec function.
Unfortunately, it works fine only when the program I call needs not too much memory.
I know where the problem is: my program owns (almost) the whole available memory, leaving only a few Kbytes for Malloc's !!! But how to get my program to Mshrink to the size I want ?

Thanks in advance

Olivier

2178. fitting a hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 13:02:15 UTC
From: J.A.Jones@lut.ac.uk
Message-ID: <1991May01.130215.24648@lut.ac.uk>
Source record: 48313
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm posting this for a friend who has no access to the news or
mail. I will pass on any replies.

Hello there

I have and Atari STE and want to attach a hard disk to it. I
have also been given a surplus hard disk by my employers. The hard disk
is marked

"RODIME R0351 type 2"

Is there any way I can attach this disk to the machine directly ?, via a
controller of some sort ?, which controller type ?, where can I get one
from (In the UK) ?. If this disk isn't suitable can anybody suggest a
(cheap,reliable) type that is and tell me what I need to do to attach it
to the machine.

Rather a lot of questions I know but I am *DESPERATE* for a hard disk.

Please bear in mind that I am not very technically minded and am
relatively new to computing and computers. Please can you reply to my
friend at j.a.jones@lut.ac.uk .

Cheers
Steve

==
= Jeff Jones = IERI = International Electronics Reliability Institute =
= = Dept of Electrical and Electronic Engineering =
= = Loughborough University of Technology =
= = Loughborough, Leics. LE11 3TU, UK =
= = Telephone - +44-509-263171 ext 4196 =
= = Fax - +44-509-222854 =
= = Email - J.A.Jones@uk.ac.lut =
==

2179. Help with timerA

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 14:43:21 UTC
From: tsakogia@uk.ac.man.cs
Message-ID: <TSAKOGIA.91May1154321@r6.uk.ac.man.cs>
Source record: 48323

This message is sent on behalf of Pakis Haliapas (haliapap@p4.cs.man.ac.uk):

* *

Does anybody out there know why when I compile the following program
(with HiSoft's GenST assembler) and run it on my STE the system crashes?

```
-------------------------
start
bra real_start
even

TimerA_int
rte
even

real_start
clr.l -(sp)
move.w #$20,-(sp)
trap #1
addq.l #6,sp
move.l d0,old_sp

move.l #TimerA_int,$134
move.b #128,$FFFA1F
or.b #$07,$FFFA19
or.b #$20,$FFFA07
or.b #$20,$FFFA13

move.l old_sp,-(sp)
move.w #$20,-(sp)
trap #1
addq.l #6,sp

loop1
move.w #2,-(sp)
move.w #1,-(sp)
trap #13
addq.l #4,sp
cmp.w #-1,d0
bne loop1

move.w #2,-(sp)
move.w #2,-(sp)
trap #13
addq.l #4,sp
```

```
clr.w -(sp)
trap #1

cl_counter dc.l 0
old_sp dc.l 0
-------------------------
```

The following program does exactly the same thing too:

```
-------------------------
start
bra real_start
even

TimerA_int
rte
even

real_start
move.l #TimerA_int,-(sp)
move.w #128,-(sp)
move.w #7,-(sp)
move.w #0,-(sp)
move.w #31,-(sp)
trap #14
add.l #12,sp

loop1
move.w #2,-(sp)
move.w #1,-(sp)
trap #13
addq.l #4,sp
cmp.w #-1,d0
bne loop1

move.w #2,-(sp)
move.w #2,-(sp)
trap #13
addq.l #4,sp

clr.w -(sp)
trap #1

cl_counter dc.l 0
old_sp dc.l 0
-------------------------
```

Send any answers/comments/suggestions to
haliapap@p4.cs.man.ac.uk
or to this net

Thank you in anticipation,
Pakis Haliapas,
Manchester.

2180. Re: GDB question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 15:06:44 UTC
From: timothyg@ncsa.uiuc.edu
Message-ID: <1991May1.150644.11919@ux1.cso.uiuc.edu>
Source record: 48312

[in response to a question about how to use the gnu debugger]

```
|> $ gcc -c -gg foo.c # compile `foo.c'
|> $ gcc -o foo.prg foo.o # linkwith normal `gcc-ld.ttp'
|> $ sym-ld -r -o foo.sym $(GNULIB)"crt0.o foo.o -lgnugdb (or -lgdb)
|> # link with `sym-ld.ttp' to get symbol file
|> $ gdb
|> * exec-file foo.prg # executable (`gcc-ld.ttp' linked Atari
|> executable)
|> * symbol-file foo.sym # symbols file (`sym-ld.ttp' `-r -o' linked)
|> * run
|> * <start doing gdb commands here>
|> : : :
|> * q
|> $ # back
|>
```

Well, that is what the instructions say. When I follow this procedure, I get bombs after 'symbol-file foo.sym'. I have yet to hear from anyone who has been able to get gdb to work. I have heard from several people who cannot. Good Luck!

Can anyone help the poor souls who are without a debugger?

Tim Gallivan
timothyg@ncsa.uiuc.edu

2181. Re: ROM sockets in a Mega ST 2

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 16:39:43 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991May1.163943.23932@cs.yale.edu>
Source record: 48314

In article <1991Apr29.083447.27132@bernina.ethz.ch> felner@nessie.cs.id.ethz.ch (Tomas Felner) writes:
>I want to upgrade a friend's Mega ST 2 from Blitter TOS to TOS 1.4. I have
>never opened a Mega ST myself before, but I know that there are motherboards
>for 2 ROM chips and others for 6 ROM chips (as in the old 520s). Last night
>I opened his machine and I found 6 28-pin ROM sockets, labelled LO-0 to LO-2
>and HI-0 to HI-2. But there are only two ROMs in the sockets labelled LO-0
>and HI-0 !?!? I am confused, but I proceed and put 6 27256 EPROMS with TOS
>1.4 in those 6 sockets. I boot, the screen turns white, the floppy light
>flashes and the machine reboots and reboots and reboots ...
>
>Questions:
>
>Why are there 6 sockets if the ROMs only need 2? Or do I have both options,
>2 and 6 ROM chips? If so, how do I change from one to the other? Is there a
>jumper somewhere? I would prefer the 6 chips solution. If I have to stick with
>2 chips, which EPROM type do I need?

I found the same thing when I upgraded my Mega-4 to TOS 1.4 -- six sockets, the old ROM was on two chips and the new on six. Instructions that came with the new ROM told how to make the conversion. It involved removing a soldered-in chip and changing a jumper. I had my dealer do the work. He tried unsoldering the chip instead of simply clipping the pins and damaged the motherboard in the process. He finally patched things up and got it working, but I would never do it again unless there were absolutely no alternative.

My recommendation: Take back the 6-chip TOS 1.4 ROM set and get the 2-chip set instead. Then you just plug them in in place of the old chips.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

2182. Re: ROM sockets in a Mega ST 2

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 16:49:24 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991May1.164924.24105@cs.yale.edu>
Source record: 48315

In article <1991Apr29.083447.27132@bernina.ethz.ch> felner@nessie.cs.id.ethz.ch (Tomas Felner) writes:
>I want to upgrade a friend's Mega ST 2 from Blitter TOS to TOS 1.4. I have
>never opened a Mega ST myself before, but I know that there are motherboards
>for 2 ROM chips and others for 6 ROM chips (as in the old 520s). Last night
>I opened his machine and I found 6 28-pin ROM sockets, labelled LO-0 to LO-2
>and HI-0 to HI-2. But there are only two ROMs in the sockets labelled LO-0
>and HI-0 !?!? I am confused, but I proceed and put 6 27256 EPROMS with TOS
>1.4 in those 6 sockets. I boot, the screen turns white, the floppy light
>flashes and the machine reboots and reboots and reboots ...

When I replied to your posting, I didn't notice that you were talking
about "EPROMS with TOS 1.4". I know that Atari distributed early
copies of TOS 1.4 on EPROMS but later switched to ordinary ROMS. I do
not know if TOS 1.4 is legally available any more on EPROMS, but if
the EPROMS that you have are not legal copies, then I do not condone
what you are doing.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

2183. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 16:59:55 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May1.165955.5466@informatik.uni-erlangen.de>
Source record: 48297
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

apratt@atari.UUCP (Allan Pratt) writes:

>As for the ST/TT side of the bus, you have to start with zero on each bus
>and increment by one for each drive you connect to that bus. (Remember,
>that's unit numbers as the computer sees them, not as the adaptor sees the
>disk it's actually talking to.) The reasons for this are kind of involved,
>and I don't want to go into them; just take my word for it and carry on.

Pity. I would really like to know more about the reason everything
has to start from zero.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2184. Re: Getting ASCII value from scancode

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 17:07:24 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May1.170724.6241@informatik.uni-erlangen.de>
Source record: 48317

dbrooks@osf.osf.org (David Brooks) writes:

>> Use this value instead of the kbshift
>>value to be sure to get a consistent view of the things going on at the
>>keyboard and in the AES keyboard buffer.

>Yes, there is a window between Bconin() and Kbshift(), but it's an utterly
>unimportant one. There's also a little overhead in the extra BIOS call.
>Incidentally, what does evnt_multi() do; does it call Kbshift(), or does it
>know where the BIOS stores the current shift bits? Just wondering.

evnt_multi does many things, and it even seems to buffer keyboard
events in some manner. Moreover, it's just the recommended method
for sampling the keyboard when using AES functions. Internally,
the AES calls the VDI, and the VDI probably calls BIOS, but nobody
knows exactly what else goes on.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2185. Overscan?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 17:12:47 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991May01.171247.29334@ecst.csuchico.edu>
Source record: 48296

I am really inderested in installing an Overscan switch into
my 1040st. I am hoping to find someone who has done one
so I can get some step by step instruction. or
an opinion of how there's works,

Thanks, Justin DuBois

neonman@ecst.csuchico.edu

2186. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 18:41:38 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May1.143101.3904@mailer.cc.fsu.edu>
Source record: 48316
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2917@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
Subject: Re: Weird TT hard disk thingy
References: <2910@atari.UUCP> <1991Apr24.153245.19616@unx2.ucc.okstate.edu>
<2917@atari.UUCP>
Distribution:
Followup-To:
Reply-To: boyd@nu.cs.fsu.edu (Mickey Boyd)
Organization: Florida State University Computer Science Department

In article <2917@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
>cummins@unx2.ucc.okstate.edu (John Cummins) writes:
>>The fellow you've been chatting with says the TT won't recognize SCSI devices
>>1-7 on the ASCI bus, at least not without an SCSI 0 in place. Device 0 MUST
>>be used for the first device. Why????
>
>[Am I "the fellow [he's] been chatting with"?]
>

No, I am.

>I can't speak for what SCSI unit numbers ICD or Supra adaptors will or
>won't recognize. From the data presented here, it sounds like ICD will
>handle any SCSI unit number on the drive, and Supra will only talk to SCSI
>unit zero. The latter is not unreasonable -- if you've got only one drive
>on a SCSI-to-ACSI converter, why include the logic to talk to an arbitrary
>SCSI device number? It would mean logic in the adaptor to see what SCSI
>drives are out there.

No, both the Supra and the ICD will allow for the absence of a SCSI device
number 0 (ie they both support muliple devices).

>As for the ST/TT side of the bus, you have to start with zero on each bus
>and increment by one for each drive you connect to that bus. (Remember,
>that's unit numbers as the computer sees them, not as the adaptor sees the
>disk it's actually talking to.) The reasons for this are kind of involved,
>and I don't want to go into them; just take my word for it and carry on.
>

The reasons for this have always been the exact question which I have been
asking. At this point, an explination does not interest me. However, I
do think it would be rather nice if a paragraph or two was included in the
TT manual explaining this phenomena, and how to correct it with a few of
the major brands of host adaptors. The DMA port on the back of the TT
is handled differently than that on the various ST's, and this could cause

an hard drive set up (and working) on an ST to fail (with very little
explanation from the Atari HD software).

>I have even heard of some adaptors which look at the SCSI unit number of
>the drive that's connected, and configure themselves as that ACSI unit
>number, further confusing the issue.
>

This is very likely the reason why the drive did not work. Since the
SCSI disk was set to ID 1, perhaps it set the ASCI number to the same
(thus confusing the Atari HD software). It would be interesting to
see if the BMS and ICD host adaptors create the same problem.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

2187. GDOS with a Hard disc

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-01 22:49:26 UTC
From: swanee@megadata.mega.oz.au
Message-ID: <1991May1.224926.22878@megadata.mega.oz.au>
Source record: 48320
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well here I am trying to run the Analyze spreadsheet from my hard disc, firstly trying to load GDOS (V1.1) in order to print out some graphs. But alas, when trying to run GDOS with the hard disc (Supra adaptor and S/W) GDOS falls over in a crumpled heap. The whole thing works OK from a floppy disc though. Do I have a pre-cambrian version of GDOS which is incompatible with the hard disc S/W? If so, which version is recommended and from where should I procure it?

Thanks in advance,
Geoff Swan.

2188. Re: DBMan Programming question (ALSO Lattice gripes)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-02 00:26:00 UTC
From: rodent@netcom.COM
Message-ID: <1991May2.002600.28269@netcom.COM>
Source record: 48336

swood@vela.acs.oakland.edu (EVENSONG) writes:

>I am about to delve into the world of DBman and DataBase III+ style programming

I happen to have written a lot of the code in dBMAN (especially the
Amiga and Atari versions) so I can surely help.

>I am hoping to be able to do a search of a couple of various feilds in my
>database.
>a finished string might look like : 'AB?D?F?H??KLM?O???ST??WX?Z'
>I am going to be writing a program then to find the closest match(es)

Well the dBMAN (and dBASE) way of doing this would be to write a
UDF (or procedure) that scans two strings, character by character, and sums
up how close they are. Then you simply scan the database a record at a time
to find the closest record. Rather simple.

Speaking of dBMAN, I can't release the latest version for the Atari until
there is a compiler that supports the 68030! (we have only a TT030 for
development) Mark Williams compiles, but has no debugger (well, it has
a crude monitor that doesn't run on the TT anyway) and recently
decided not to support the Atari at all. Lattice also compiles, but the
executable won't run with a 68030 and the debugger doesn't support the
030 either. Lattice (Hisoft, actually) does have a 68030 version - but they
want developers to pay $300 MORE just to BETA-TEST it. Sheesh!

This (incompatiblity of existing software with the latest hardware)
is kind of sad compared to the Amiga... we use a 4-year old compiler
on our Amiga 3000, which runs perfectly (even the source-level debugger)
and creates trouble-free executables. I assume this is because the OS
was intended to gracefully scale upwards, unlike the Atari. Perhaps the
developers just ignored or lacked a set of compatibility guidelines.

>swood

Ben Discoe, radical ecologist, amigoid, computer scientist.
Like everyone else in San Jose, I only live here 'cuz the job.

2189. How do you play Sound Samples ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-02 01:26:42 UTC
From: redmond+@cs.cmu.edu
Message-ID: <1991May2.012642.26008@cs.cmu.edu>
Source record: 48319

How can I play digitised sound samples from a program ? I've
downloaded a number of *.SND samples, and a program that plays them,
but I'd like to load them into my program and play them myself.

I can handle background tasks using interrupts, so I don't need
details of that, but what do I actually *do* with all those numbers ?

Thanks in advance,

Red/.

2190. GFA Basic and GDOS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-02 05:40:46 UTC
From: Mark.Onyschuk.Of.250/744@f744.n250.z1.FidoNet.Org
Message-ID: <673178783.1@egsgate.FidoNet.Org>
Source record: 48256

There is source code at panarthea which alters GEM metafiles produced by Uniterm to those readable by Easydraw and Calamus. The file is called EZGEM I believe.

This should offer clues to solving your problem (I only had time to scan the docs this morning, it seems that the file addresses the sizing information problem).

Best Regards,
Mark Onyschuk

2191. Re: How do you play Sound Samples ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-02 13:18:49 UTC
From: ZVD007@DMSWWU1C.BITNET
Message-ID: <91122.134051ZVD007@DMSWWU1C.BITNET>
Source record: 48327

In article <1991May2.012642.26008@cs.cmu.edu>, redmond+@cs.cmu.edu (Redmond English) says:
>
>How can I play digitised sound samples from a program ? I've
>downloaded a number of *.SND samples, and a program that plays them,
>but I'd like to load them into my program and play them myself.
>
>I can handle background tasks using interrupts, so I don't need
>details of that, but what do I actually *do* with all those numbers ?
>
These soundfiles contain 8-bit-sampled sounds with 0 as the lowest an 255 as th
e highest value. To play such a sound, you "only" have to use the internal
soundship as a D/A-converter. To do so, set all the delay-values in the registe
rs 0 to 5 of the soundship to 0 (the highest frequency it can play) an then
turn it off (it has really to be off, otherwise there are interferences in the
sound). Install then an interrupt-routine that gets every time it's called a
byte from the soundfile (which hab been read somewhere into memory), then
converts it with a table, because the soundship has only 4 levelcontrolbits
per voice and it's not linear. You can get this table by analysing one off
those soundplayers while playing a sound, they often use the timer-a-interrupt.
There you can also see a playing routine. After converting, all you have to do,
is put the 3 values for the 3 voices into the right registers (I think it's
8 to 11)

When using the DMA-sound of the STE, remember that these sounds range from
-128 to 127 (signed), so you have to convert them before playing.

U. Kuehn <zvd007@dmswwu1c.bitnet>

2192. 'GDOS printer drivers'

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-02 13:35:27 UTC
From: <>
Message-ID: <1991May2.133527.5895@dcs.glasgow.ac.uk>
Source record: 48328

Newsgroups: comp.sys.atari.st
Subject: Re: DESKJET printer drivers
Summary:
Expires:
References: <D'B_66~@warwick.ac.uk> <41919@ucbvax.BERKELEY.EDU>
<1991Apr29.180427.25671@cs.ucla.edu>
Sender:
Followup-To:
Distribution:
Organization: Computing Sci, Glasgow Univ, Scotland
Keywords:

Whilst on the subject of printer drivers in general, could someone post
details of the 'printer.sys' file most commonly found referred to in the 'assign.sys' with
driver ID 21 ? I have a printer which emulates an Epson, but most
Epson drivers do not use the quadruple density graphics mode which my printer
has. I have tried hacking the printer.sys file... I can get the printer into the
correct mode, but the driver only sends enough data for 960 dots per inch,
whilst I want 1920. A posting of this files structure would be of great help
to me - output from timeworks is really horrible, I'm sure my printer can do better.

Alan Wilson

--

##
/\ / Alan # USEnet : wilsona!glasgow!mcsun!...

2193. Re: Going from X11 to GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-02 14:47:13 UTC
From: klamer@mi.eltn.utwente.nl
Message-ID: <klamer.673195633@mi.eltn.utwente.nl>
Source record: 48326

In <1991Apr28.194206.1750@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:

>Does anybody have any experience porting programs built on the X11
>model of client-server programs to GEM (or anything else) on the ST ?
>(I know..... I COULD wait until I could afford a TT and *nix..)

This is not as difficult as it seems. The other way around is a lot more difficult!

What you have to do is:
0) When initialising the program register all client functions
(You want to get a pointer to them).
1) make a endless loop in your program
2) put in there an event_multi and a (huge) switch statement
3) at all switch labels, see iff there is a client, and do him or if there is no client, do the default.

Here is an example of untested pseudo code:

```
register_clients();
while(1)
{
event_multi( all options enabled );
switch( type off message )
case keyevent:
find_active_window();
if (there_is_a_client(window))
(*do_client_function( window, key );
else
do_default_key_action(window);
break;
case mousevent:
...
...
}
```

>Anyone got any ideas ??? Comments ???
Comments ???

Klamer

--
Klamer Schutte
Faculty of electrical engineering -- University of Twente, The Netherlands
klamer@mi.eltn.utwente.nl {backbone}!mcsun!mi.eltn.utwente.nl!klamer

2194. Re: Dfree() void?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-02 18:03:34 UTC
From: apratt@atari.UUCP
Message-ID: <2924@atari.UUCP>
Source record: 48329

ONM07@DMSWWU1A.BITNET (Julian F. Reschke) writes:
>The GEMDOS funtion Dfree() is documented to be void ('GEMDOS Reference
>Manual'). In practice, it SEEMS to return useful return codes (like BIOS
>error codes).

The manual is wrong, in more places than one. Yes, Dfree() is not void.
Never has been.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2195. Re: Force Desktop Res Change?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-02 20:06:02 UTC
From: dmb@wam.umd.edu
Message-ID: <1991May2.200602.24276@wam.umd.edu>
Source record: 48322

In article <1991Apr28.014020.3838@lonex.radc.af.mil> longj@lonex.radc.af.mil (Jeffrey K. Long) writes:
>
>I seem to remember reading something here in months past about the subject
>of changing resolutions within programs, and was wondering if someone who
>remebers the gist of the conversations would be willing to give me a brief
>summary of what was said then.

I assume you mean, "Is there a way to change resolution such that GEM, AES, and VDI calls will work in the new resolutuion?" If so, the answer is no. Absolutely, positively do NOT bother trying to find a way to do this. It's completely impossible to accomplish without relying on undocumented locations in the ROM.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

2196. Re: Force Desktop Res Change?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-03 00:20:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1131@uqcspe.cs.uq.oz.au>
Source record: 48325

>Also, is there any way to force a resolution change WITHOUT a resulting
>reboot of the system. I mean, from desktop (med) to desktop (low) and vice-versa?

Find out that, and you can also switch to hi-resolution without rebooting too.

It can easily be done, but letting AES know is the problem (as you doubtlessly
realise). When I write low res games, I write them on the mono-monitor,
and just switch to the colour monitor to run them. All you have to do
is set the trap vector for it to your own routine.

You can force the mouse to be bounded correctly by re-initialising it (XBIOS).

The problem does remain, how the get the AES to work properly. There are
about a half dozen places in memory that have "640,400" or "639,399" stored,
so there is probably no central, legal way to slap AES in the face to wake
it up to a change in res. Ah well.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

2197. SCSI chip project

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-03 08:02:06 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <12824@uhccux.uhcc.Hawaii.Edu>
Source record: 48335

A lot of current discussion concerns the SCSI and a floppy chip replacement, so this probably unoriginal thought occurred to me: replace the WD 1772 chip with an NCR 5380 SCSI chip. I would agree with an attempt at a floppy chip upgrade if SCSI floppy drives were unavailable, but it seems that the logical and physical interface space should be used for an ANSI standard SCSI port.

I managed to get an ST Internals book and it appears that the WD 1772 chip can be replaced with an NCR 5380 SCSI chip. The 5380 has 40 pins so an adaptor board is necessary, but it requires almost no support chips. I think it needs a buffer on the data lines from the DMA chip, because TOS will bootup and think it's configuring a WD 1772. Also, it has three address lines to select among its eight registers, so a free sound chip port bit needs to be connected, but replacing the floppy chip also frees up a couple of port bits that are used for drive and head selection. DMA control lines have to be connected, but I don't have enough info on either the 5380 or the ST DMA chips.

If anyone has suggestions about this possible project, please let loose your ideas. Also, I read that Sybex has published a new 1300 page book about the STE/TT computers, but their US sales office claims that it doesn't exist. It may have been written by European authors, so if anyone there can furnish me with its ISBN, I would be very happy.

Thanks,
Jack

2198. AT emulators, general + specific questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-03 09:52:30 UTC
From: jensting@diku.dk
Message-ID: <1991May3.095230.20449@odin.diku.dk>
Source record: 48334

Having installed the c't external keyboard (AT keyboard into MIDI port), and
being interested in buying an AT emulator (for programming, not for use ;-),
I need to know if the available AT emulators (ATSpeed(+), ATOnce,
PC-speed with 286 extension(?)) will accept the external keyboard.

The external keyboard works by jumping into the middle of the keyboard
interrupt handler (found by finding a specific cmp -- bra combination,
ugh!) from the MIDI interrupt routine. (Oh boy). So, for the AT emulators
to use this thingy succesfully they need to use the original keyboard input
routines (i.e. NOT changing the interrupt vectors, just the BIOS handlers).
I would appreciate any light you netlanders could shed on this.

Also, what is the opinion on the general performance of the AT emulators?
how is the service (say, in Germany, I live in
London and speak Germen)

how is the software compatability (extended - expanded memory
etc) ?

how well do they cooperate with ICD harddisks?

Many thanks for any and all info.

Jens Tingleff jensting@titan.ee.ic.ac.uk
--
Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1, DK2100 KBH O
"It never runs around here; it just comes crashing down"
apologies to Dire Straits

2199. Re: How do you play Sound Samples ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-03 12:25:58 UTC
From: friedric@r2d2.fmi.uni-passau.de
Message-ID: <1991May3.122558.5911@forwiss.uni-passau.de>
Source record: 48330

In article <91122.134051ZVD007@DMSWWU1C.BITNET> ZVD007@DMSWWU1C.BITNET (Ulrich Kuehn) writes:
>In article <1991May2.012642.26008@cs.cmu.edu>, redmond+@cs.cmu.edu (Redmond
>English) says:
>>
>>How can I play digitised sound samples from a program ? I've
>>downloaded a number of *.SND samples, and a program that plays them,
>>but I'd like to load them into my program and play them myself.
.
.
.
>is put the 3 values for the 3 voices into the right registers (I think it's
>8 to 11)
>

if this doesn't help you, you can also have the source-code of a program doing this. Just mail me if you want it and I'll send it to you.

>When using the DMA-sound of the STE, remember that these sounds range from
>-128 to 127 (signed), so you have to convert them before playing.
>
>U. Kuehn <zvd007@dmswwu1c.bitnet>

I tried to produce DMA-sound on a STE, but failed. Can anyone give me some hints how to do this ?

Carsten Friedrich, e-mail: friedric@unipas.fmi.uni-passau.de

2200. Re: programming and MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-03 13:42:50 UTC
From: dc@presto.ruhr.de
Message-ID: <1126264@presto.ruhr.de>
Source record: 48253

In article <15423@life.ai.mit.edu> kingdon@pogo.gnu.ai.mit.edu (Jim Kingdon) writes:
>
> ... unfortunately, there isn't really any GEMDOS support for MIDI,
> although i remember once reading about a standard handle "MID:". Not
> very good, since you can't check for the existence of input data
> without sitting and hanging the system until there is a byte received.

You can check for the existence of Midi input data with Bconstat(3).
--
dc@presto.ruhr.sub.org
dc@presto.ruhr.de

2201. Wanted: External Drive Cables

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-03 14:55:10 UTC
From: dddean@bluemoon.uucp
Message-ID: <NyLD21w164w@bluemoon.uucp>
Source record: 48245

Hello:

I am wanting to add an external drive to my 520 STfm and a friend of mine has one, but it needs the power supply and the connector cables.

We have tested this drive with his other externals cables, and it does work, but I am having trouble locating some cables. The drive is like the one you get when you buy an Atari 520 ST (No internal drive), and I would like to add it to my sytem.

Thanks for any reply!

You can send any replies to:
David D. Dean, President David D. Dean, Vice Chairman
Explorer Post 891 Exploring Officer's Association
AT&T Systems/Bell Labs Central Ohio Council
dddean@bluemoon.uucp Columbus, OH 43227

**** Any opinions are that of the author, and NOT of AT&T ****

2202. Mega bus specification request

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-03 16:05:16 UTC
From: michael@dime.cs.umass.edu
Message-ID: <30049@dime.cs.umass.edu>
Source record: 48338
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a working PC-Ditto II that I used to use with a 1040ST, but now I have a Mega 2 that has one of those tiny circuit boards soldered onto the 68000, and can't fit the PC-Ditto II adaptor board over it.

I would REALLY RATHER NOT take a soldering iron to my motherboard, especially to the cpu, so I was wondering how feasible it would be to build some sort of adaptor cable to plug into the Mega bus. Could someone post the specifications for a Mega bus? I notice that it has the same number of pins as the 68000; are they the same lines, and if so, how are they mapped?

I've seen ads for Mega bus adaptors for PC/AT Speed, and the two prices I've seen have been $65 and $79, which leads me to believe that it isn't just a simple line by line adaptor. Does anyone have one of these, and if so, could you describe it?

I'm not willing to damage my computer just to be able to use this thing again, but if I can get it attached without too much difficulty, I'd like to know.

Thanks in advance for any information you have to offer.

Michael Kieras

2203. Re: Need help with bad RS232 port

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-03 16:45:57 UTC
From: nils@ooc.uva.nl
Message-ID: <19867@slice.ooc.uva.nl>
Source record: 48339

the YM-2149 is NOT the only chip wich is controlling the rs232, the mfp (68901) is also controlling it, and if that chip is broken, you're in trouble cause that chip costs twice as much as the YM-2149.

nils

2204. Exabyte 8mm tape drive and TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-03 16:55:27 UTC
From: vspicer@ccu.umanitoba.ca
Message-ID: <1991May3.165527.29560@ccu.umanitoba.ca>
Source record: 48340

I am currently attempting to get our TT030 to talk to an exabyte EXB8200
tape drive through the TT's SCSI port. Does anyone have code for communicating
with the SCSI port? I've gone through the manufactuer's data sheet on the
5380 SCSI controller chip, and it's registers are mapped into TT addressable
memory ($8780-$878E).
The new Xbios call 0x2a/0x2b (DMA read/write) don't do anything; the routine
returns a -1 error code. It was a long shot anyway, since it deals in
"sectors" (hard disk devices only, i guess). Even the address for where
this particular call is located would give me a place to start.

thanks in advance
vic spicer

2205. Re: Help with timerA [disassembling play.prg]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-03 17:38:53 UTC
From: dmb@wam.umd.edu
Message-ID: <1991May3.173853.15078@wam.umd.edu>
Source record: 48331
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1147@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Check out what TimerB, C and D do, check Internals (though from memory
>there was a bug in that part :-( ), or grab play.arc from atari.archive
>and look for the interrupt code that writes to the Yamaha chip.

It bothers me that you're recommending that someone disassemble my code and use it verbatim. Whether or not this is legal, I have no idea, but please note that play.prg is COPYRIGHTED, although it's freeware. It's NOT public domain. This is the sort of thing that makes people not release their software as shareware at all, especially considering that only a handful of people every attach the programmer's name to the "gift" in references like the above.

For the record, I've gotten many requests for my sample playing source code, and I regret that I can't give it out because it's for a commercial product. In the past I have given detailed explanations of how to play digitized sound on the ST, posted here. I don't have time to do it again at the moment, unfortunately.

Instead of disassembling play.prg, please look for resound.arc on atari.archive. If it's not already there, I'll put it there. It's by David Snow and implements the same techniques my routines do. Source is included in the arc file.

I don't mean to flame you, Warwick. On the contrary, I'm glad you post here -- your articles are quite helpful. But consider how you'd feel if I disassembled STrabble and used your dictionary without your permission.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

2206. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-03 18:09:56 UTC
From: apratt@atari.UUCP
Message-ID: <2925@atari.UUCP>
Source record: 48250
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>The DMA port on the back of the TT
>is handled differently than that on the various ST's, and this could cause
>an hard drive set up (and working) on an ST to fail (with very little
>explanation from the Atari HD software).

A phrase like "The DMA port on the back of the TT" encourages misunderstanding: there are TWO DMA ports on the back of the TT; one is ACSI and one is SCSI, and you should make that distinction explicit when you talk about the TT.

In any case, you are mistaken. A working setup on an ST will work fine on a TT. What part of this conversation makes you think it won't? The only oddity will be that SCSI drives (like the internal one), if present, will have their partitions appear first in the sequence of drive letters. But if you have a working chain of drives coming out of your ST, and you unplug the end of the chain from the ST and plug it into the TT, all those drives will be accessible and will work just fine.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2207. Re: Spectre Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-03 18:36:17 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May3.141023.18062@mailer.cc.fsu.edu>
Source record: 48332

In article <aV2911w164w@sys6626.bison.mb.ca>, marco@sys6626.bison.mb.ca (Marco) writes:
>I have been considering buying Spectre, but I have a few questions.
>First, what's the difference between GCR and 128?

The 128 gives you a Mac, but with a non-standard floppy drive. You will have to transfer all of your Mac software via modem or direct-connect. This is because the Mac's use a strange floppy protocol that cannot be emulated on the ST without additional hardware.

The GCR (stands for Group Coded Record, which is the name for the strange floppy protocol) provided the additional hardware noted above. Thus, your ST floppy drive(s) will be Mac compatible. Therefore, the GCR is a more complete emulator than the 128 (only in terms of the floppy, they are equal in ability to run Mac stuff). Also, any protected software would require a GCR to work (games).

>What are "Mac Roms" and why would you want them?

A small explination of the Spectre is in order. The Spectre is a software program that takes an ST and a copy of the Mac OS and yields a Mac compatible. Now, for Mr. Small to be able to do this, a copy of the Mac OS is needed. That is what is contain on the Mac ROMs. The Spectre is sold as with a cartridge that accepts the Mac ROMS and plugs into your ST. This is the only legal (in terms of Apple) way of providing the Mac OS. Dave Small cannot sell Mac ROMS. In other words, you need the Mac ROMs to get around legal, not physical or practical rules. There have been pirate copies of the Spectre (128) that provide the Mac OS as a file on the disk (with no hardware needed).

>Is Spectre 100% Mac compatible?

It is about 99.999%. Most Mac's are not 100% Mac compatible :-) .
Dave Small upgrades his stuff constantly, and updates are free.

Mac ROMs are getting hard to find, as Apple has changed it's policy on selling them (apparently they were getting worried about Mac clones or something). I would secure a set of 128k Mac ROMS first, before buying either of the Spectres.

I would recommend you get a GCR, since Mac software will be usable right out of the box.

If you run into any of the pirated software-only versions of the Spectre 128, please do not use them. Dave Small has done some incredible things for the ST, and is currently working on some REALLY promising stuff. It would be a shame to see him go (as have so many other great ST programmers, like Tom Hudson). Either Spectre is cheap for what you are getting. Also, these pirated versions are heavily hacked (Mr. Small's code to check if the OS is

in ROM has been removed from many places) and totally unreliable.

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---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

2208. ATARI Monitors for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-03 18:45:14 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991May3.184514.21533@ncsu.edu>
Source record: 48333
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I would like to sell an ATARI Color Monitor SC1224.

I am upgrading to an IBM system, and since there is no
way that I know of to be able to use (cost effectively)
this color monitor with a PC Compatible, I have no further
use for it. Also available is an ATARI Monochrome Monitor
SM124. Only one will be sold (I still want to be able to use
my ATARI)

Prices will be competitive!!

Please reply via email.

(BTW: If anyone knows a cost effective way to use my ATARI SC1224
with a PC using a video card like CGA, please let me know. Also
does anyone know what the dot pitch is of this monitor .51 ??)

Thanks
Saurabh
smisra@eos.ncsu.edu

2209. selecting the printer port

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-03 22:13:42 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91123.133205ONM07@DMSWWU1A.BITNET>
Source record: 48243

Are the BIOS printer output functions aware of the selection done
with 'Setprt()' (as in CONTROL.ACC)?
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

2210. Re: SCSI chip project

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-03 23:37:11 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <12839@uhccux.uhcc.Hawaii.Edu>
Source record: 48244

In article <5578@wucc.waseda.ac.jp> ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:
>I just cannot understand why we need to worry which chip to install on
>ATARI ST, Wd1772 or NCR??? Let ATARI manage to procure a floppy disk
>controller or SCSI controller. Do you think ATARI will listen to us?
>I am not so sure that USENET reflects the opinions of the vast majority of
>users (games or music people).

This project would be primarily for people who don't have the Mega STe/TT, because Atari supposedly will provide some type of floppy upgrade kit for the Mega STe and TT owners. That leaves several million ST owners who probably want a HD or VHD drive, with the alternative of the Dreampark floppy kit you cited in another post, or an embedded-SCSI floppy with a SCSI adaptor.

I can think of these advantages to my proposal:

1) Following ANSI specs will allow connection to peripherals 18 ft. (6 m) away.
2) Enhanced reliability because of ANSI conformance
3) Low chip count, compared to commercial SCSI adaptors.
4) Internal design
5) Cheap (~$10 for NCR 5380 and ~$20 for other parts)

Some disadvantages:

1) Like Dreampark kit, requires desoldering floppy chip
2) Requires wire wrap equipment (~$10)
3) Interfacing to TOS may be difficult.
4) Case must be modified to install a connector

The hardware part appears to be straightforward, but TOS will be a little confused! If anyone has any ideas about adapting it to TOS, please let me know.

For most people, the ICD SCSI adaptor would be a good alternative, but for people using their ST's with numerous peripherals which are constrained by the electrical limitations of the DMA port, this project may be a practical solution. The combination of the ICD SCSI and the NCR chip SCSI would make the ST a pretty formidable machine.

Jack

2211. Overscan? how?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-04 02:12:00 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991May04.021200.1454@ecst.csuchico.edu>
Source record: 48247

I am extreemly interested in installing an OverScan switch on my
ST.

I have an 1040st with a 4meg upgrade from JRI
and a MultiSync monitor.

I am Also interested in getting info and prices on High Res Graphics
boards like the Izac, an the Matrix. Pleas leave E-mail,

I so want to here from you, All opinions are welcome!

neonman@ecst.csuchico.edu

2212. Mega buss on a 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-04 04:52:19 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991May04.045219.2291@ecst.csuchico.edu>
Source record: 48254

How would I go about installing a Mega Buss on a 1040ST

I know it can be done, I think I just need the pinout
diagram, going from 68000 cpu to the Mega Buss plug.

By the way, What does the Buss Plug look like?

I really need this!! leave me email

neonman@ecst.csuchico.edu

l8tr.

2213. Re: Spectre Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-04 04:53:44 UTC
From: carter@cat23.cs.wisc.edu
Message-ID: <1991May4.045344.8317@daffy.cs.wisc.edu>
Source record: 48255

marco@sys6626.bison.mb.ca (Marco) writes:

I have been considering buying Spectre, but I have a few questions.
First, what's the difference between GCR and 128?
What are "Mac Roms" and why would you want them?
Is Spectre 100% Mac compatible?
If anyone could answer any of thse questions it would be greatly
appreciated. Thanks.

The GCR allows you to read and writes MAC DISKS, the 128 Cart doesn't
allows this.

You need the Mac ROMS to run the Emulator period. No ROMS No Emulation.
(If you can find MAC ROMS UNDER $300, YOUR LUCKY, I question now whether
or not this is a good approach anymore as a Classic is pretty cheapo
and you can RUN ANYTHING)

Its pretty close to 100%, but mainly cannot run games.

On a further comment. Currently there aren't any GCR's to be had anywhere.
I suspect Mr. Small is getting out of that market as ROM prices are making the
Mac option on the ST pretty rediculous, which is a smart move.
Hopefully after he dumps the emulator he can work on his 030 board full time,
which I think is more important anyway.

I have a set of ROMS if anyone wants them, for $500 bucks, brand new. :)

Let me know if you are interested.

--Gregory

2214. Mega buss on an 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-04 05:17:42 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991May04.051742.2486@ecst.csuchico.edu>
Source record: 48248

How would I go about installing a Mega Buss on a 1040ST

I know it can be done, I think I just need the pinout
diagram, going from 68000 cpu to the Mega Buss plug.

By the way, What does the Buss Plug look like?

I really need this!! leave me email

neonman@ecst.csuchico.edu

l8tr.

2215. Mega bus plug-in card

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-04 05:48:17 UTC
From: jhp@sactoh0.sac.ca.us
Message-ID: <1991May4.054817.7597@sactoh0.sac.ca.us>
Source record: 48249

Does anyone know where I can find the plug-in card for the
Mega bus? If not, does someone know the number so that I
can track it down.

Thanks alot.

--

- Usenet : jhp@sactoh0.SAC.CA.US -
- UUCP : ames!pacbell!sactoh0!jhp (or so I've been told) -
"There's a lesson here somewhere." --Space Ghost

2216. Re: programming and MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-04 13:26:10 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <3059.05.91@drdhh.hanse.de>
Source record: 48195

From article <1885@qusunb.queensu.CA>, by driesse@qucis.queensu.CA (Anthonie Driesse):
> Since there are GEMDOS functions to handle IO from the console, I assume
> there are also some to deal with the MIDI port.

No there aren't since MIDI is a device GEMDOS doesn't know about.

> Or is there a standard filename similar to "CON" that refers to the midi
> port?

Nope.

XBIOS / BIOS give you some:

Bconin/Bconout/Bconstat/Bcostat work on BIOS device 3.

All TOS versions I know swap Bconstat/Bcostat on dev 3.
Atari states that this will be maintained for compability.

Midiws(count,ptr)

Writes count+1 bytes from ptr to MIDI.

Beware in Pascal: ptr has to be a real char array, not a pascal string.

hth, Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)

2217. Re: Overscan? how?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-04 15:00:22 UTC
From: jon@nabob.cc.mcgill.ca
Message-ID: <1991May4.150022.2245@cs.mcgill.ca>
Source record: 48251

In article <1991May04.021200.1454@ecst.csuchico.edu> neonman@ecst.csuchico.edu (Justin DuBois) writes:
> I am extreemly interested in installing an OverScan switch on my
> ST.

If the docs aren't posted in the archives, I've got them. The modification is fairly simple really. I'm about the -last- person you'd let near your motherboard and yet, my installation went like a charm. (Of course it took me a little longer than most people's estimate of 10 mins)

Frankly though, it really hasn't been very useful for me (I installed it 24 hours ago) Not a lot that I use works in overscan mode. Laser C's editor doesn't work, some aspects of NeoDesk don't work (show file from desktop, screen blanker), GFA Basic doesn't work, Tempus II doesn't work, Quick ST V2.21 doesn't work and the list just keeps on going.
>
> I have an 1040st with a 4meg upgrade from JRI
> and a MultiSync monitor.
>

On my SM124 or SM125, I can get up to 688X480. It looks very nice. On a MultiSync, your mileage should be better.

> neonman@ecst.csuchico.edu

Jon
MCS

2218. Re: Spectre Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-04 15:03:33 UTC
From: jon@nabob.cc.mcgill.ca
Message-ID: <1991May4.150333.2313@cs.mcgill.ca>
Source record: 48252

In article <1991May4.045344.8317@daffy.cs.wisc.edu> carter@cat23.cs.wisc.edu (Gregory Carter) writes:
> marco@sys6626.bison.mb.ca (Marco) writes:
> On a further comment. Currently there aren't any GCR's to be had anywhere.
> I suspect Mr. Small is getting out of that market as ROM prices are making the
> Mac option on the ST pretty rediculous, which is a smart move.
> Hopefully after he dumps the emulator he can work on his 030 board full time,
> which I think is more important anyway.
>
No, he is certainly not getting out of the market. More realeases of Spectre are on their way. He had a number of explanations for shortage of GCR's that he offered on GEnie after getting back from the show in Germany. Dumping the emulator WASN'T one of them. Sorry.

> --Gregory

Jon
MCS

2219. Re: SCSI chip project

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-04 17:25:26 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <12850@uhccux.uhcc.Hawaii.Edu>
Source record: 48241

>The trouble is that WD1772 is discontinued now. And ATARI cannot possibly
>sell anything if they don't get this chip or its equivalent. And there
>is no additional cost to put something like FDC92C36, which consumes less
>power and accepts high density. Therefore people will be having 1.44 MB
>drives when they buy the cheapest ATARI ST very soon. No worry, I hope.

This sounds reasonable. I wonder how much of a supply of WD 1772 chips
does Atari have left? Also, how much did it cost to reverse-engineer the
1772 chip? Was doing that cheaper than a board redesign with a chip like
the FDC 92C36 you recommend? Who is responsible for these decisions?

>I have experience of using NCR53C80, but it is not particularly remarkable.
>It is just one of the SCSI chips. It will be a good idea to abandon the
>traditional DMA interface and accommodate only a MAC style SCSI port,
>urging people to buy MAC peripherals. But I would think a floppy disk
>controller will be still useful especially because OS needs no fix.

I don't have any SCSI experience, but one thing I noticed in reviews of
peripherals using the ST ASCI (and Mac SCSI) port is that they are severely
limited by the short cable length brought on by not following ANSI SCSI
specs. I think ST owners want to be able to connect hard drives, PCs with
SCSI, A/D D/A converters, etc. at a physical distance that is convenient to
them, not their ST.

I am beginning to become more convinced that the OS should not be in rom,
but on a JEIDA standard ramcard. They are available in 4 MB capacity and
a 12 MB ramcard will be out soon. Since JEIDA specs allow ramcards up to
64 MB, Atari Unix may eventually be distributed on these things. Performing
OS updates would just mean downloading some code either from an Atari or local
dealer's BBS. Since the new ST Notebook is using them, I am hopeful Atari
will put JEIDA sockets on future lines of desktop STs.

One idea that I have for older STs is a JEIDA ramcard drive connected to
the ASCI-SCSI bus. TOS would be patched to load in an OS stored on a ram-
card. The drive would have extra sockets so that you can have hundreds of
megabytes online.

>I have one internal 3.5" and one external 5" drive, both of which cope
>with normal density and high density. What has been most impressive is
>that I have never required any software to make use of this. Even Minix
>has been very happy with them.

If you are satisfied with your present arrangement, then that is great, but
I just want to investigate another option. Floppy controllers can only con-
trol floppy (or tape) drives; the SCSI controller provides hardware general-
ization that blends nicely with the software paradigm of data abstraction.

But the SCSI flexibility is crippled when manufacturers take shortcuts in implementing the standard and I believe most people would like to utilize their systems to its full potential.

Jack

2220. Re: TOS ROM switch

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-04 17:36:00 UTC
From: adamd@rhi.hi.is
Message-ID: <3107@krafla.rhi.hi.is>
Source record: 48242

In <73937@brunix.UUCP> dth@cs.brown.edu (Dzung T. Hoang) writes:
[about making TOS switch-configurable between 1.0 and 1.4]
>The 27512 has the same pinout as the 27256 except for pin 1, so the existing
>ROM sockets can be used, except that pin 1 of each '512 needs to be bent
>90 degrees and soldered together and connected to a switch from either
>+5V or GND.

Rather than bending the pins, it must be simpler to cut the PCB traces to
pin 1 of the 28-pin sockets. This only works for a 6-chip ROMset. IMHO it is
better to make a change that requires the soldering iron to be wielded once
instead of every next time the chips might need changing.
The same idea of an upper and lower bank could be used to make a 2-chip set
on 2-Mbit EPROMS containing 2 different versions (only works on 32-pin sockets).
Another possibility is to use 2 or 3 different 2-chip ROMsets, one in each
pair of sockets. This would appear to be the most common and simplest solution.

On the other hand, I believe there is a disk-bootable version of TOS 1.0
which is legal to run on any Atari ST. If TOS 1.2 is not needed and memory
large enough, this might be the way to go.

--
Adam David. (adamd@rhi.hi.is)

2221. Question about inside of GEM-desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-04 23:26:26 UTC
From: vesseur@fwi.uva.nl
Message-ID: <1991May4.232626.17395@fwi.uva.nl>
Source record: 48257

hello,

i'm trying to write a sort of texfile-displayer for my st. i would like to replace the standard displayer (show-print-cancel-alert box from the desktop) but this seems a little too ambitious to me. i have thought of one alternative, and that is to write an accessory which displays all the selected files from the desktop (i prefer this over a file-select box).

does anybody know if there is a place in memory where the st keeps the names of the selected files, the abstract data structure they are kept in and (probably most important): if this place is 'official' (i.e.: is this place guaranteed for *all* TOS versions?)

if this is not known or not guaranteed,does anybody know how to replace the standard 'more'? is it just a vector in RAM or is it put in ROM?

thanx in advance,

~~~~~~
joep vesseur, e-mail: vesseur@fwi.uva.nl
--- work: Faculty of Mathematics and Computer Sience,
University of Amsterdam,
Plantage Muidergracht 24, 1018 TV Amsterdam, Netherlands.
tel. +31 20 5256082
--- home: tel. +31 20 6620294
~~~~~~
I'm not disorganized, just flexible.

2222. PC Keyboards on 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-05 02:14:00 UTC
From: jcksnsr@nmt.edu
Message-ID: <1991May5.021400.2886@nmt.edu>
Source record: 48246

In solution to my power supply "problem" I've decided to finally mount the 520 ST motherboard in a PC case with power supply... I can work out most of the details, but have one question...

Does anyone know of a product that will let me connect an IBM keyboard to my 520 ST??

JEff

2223. DBMan Programming question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-05 12:30:14 UTC
From: optimiza@utrcu1.UUCP
Message-ID: <832@utrcu1.UUCP>
Source record: 48258

Another question about DBMan: Is it possible to send a NUL byte to a
(serial, MIDI)-port? I have tried this in a number of ways, and it looks
as if DBMan treats all things to be sent to ports as C strings, so the
NUL is seen as a terminating character, and never transmitted.
aTdHvAaNnKcSe,
--
Henk de Leeuw
optimiza@utwente.nl
optimiza%utrcu1.uucp@uunet.uu.net

2224. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-05 16:54:53 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May5.123222.14113@mailer.cc.fsu.edu>
Source record: 48259
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2925@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
>boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>>The DMA port on the back of the TT
>>is handled differently than that on the various ST's, and this could cause
>>an hard drive set up (and working) on an ST to fail (with very little
>>explanation from the Atari HD software).
>
>A phrase like "The DMA port on the back of the TT" encourages
>misunderstanding: there are TWO DMA ports on the back of the TT; one is
>ACSI and one is SCSI, and you should make that distinction explicit when
>you talk about the TT.

Implicitly I am referring to the one which also exists on ST systems, which is
the ASCI one. Are you telling me to be more up to snuff on my technical
descriptions? Crack open an ST or TT manual sometime, and get your red
pen out . . . .

>
>In any case, you are mistaken. A working setup on an ST will work fine on
>a TT. What part of this conversation makes you think it won't? The only
>oddity will be that SCSI drives (like the internal one), if present, will
>have their partitions appear first in the sequence of drive letters. But
>if you have a working chain of drives coming out of your ST, and you unplug
>the end of the chain from the ST and plug it into the TT, all those drives
>will be accessible and will work just fine.
>

Wrong.

<sigh> Here we go. Ok Allan, here is exactly what happened (for the third
time :-).

A working ST system: Mega4, laser printer, Supra Hard disk. The SCSI
drive contained within the Supra is set to SCSI id 1. The ST does
not mind this at all. Everything works.

A TT system is purchased.

The DMA cable connecting the Supra to the working ST setup is disconnected,
and attached to the ASCI DMA port on the TT.

The computer is booted.

The Supra is invisible to the TT desktop, for no apparent reason. Nothing
is stated in the manual. No error messages from the HDX software.

What was really strange is that the Atari formatting software could see the Supra (and it was later used to format and partition it, to no avail). However, nothing could make those partitions show up in a window on the desktop. This was finally fixed by tearing the Supra apart and setting the SCSI disk contained within to SCSI id 0.

The question WAS: why did this have to be done? It worked fine on the ST when set to SCSI id 1.

Please do not answer this question. I don't care anymore. Nobody cares anymore. All of us that read all this bandwidth will carry the "set it to zero and try it" solution for the rest of our days. We will repeatedly tell new TT owners this when they post the "what the hell is wrong with my hard disk" question on c.s.a.st. This will just become one more such tidbit of information that is needed to have success with ST/TT's, and is not printed in the manuals that come with the computer(s).

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-----------------------------------

2225. gnu emacs and TERM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-05 17:16:57 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1991May5.171657.6543@daimi.aau.dk>
Source record: 48260

In order to get the function-keys to work on my atari under emacs, I have been experimenting with setting up a vt52.el file so that keypad.el would run. This may not be the easiest solution, but it is standard to the way emacs handles terminal specific things.

I managed to get the file together, but I can't emacs to load it automatically. The problem appear to be that (getenv "TERM") always returns "vt52-emulator", REGARDLESS of the real value of TERM. I have tried this, both with environ.prg and under gulam, but no matter what TERM is set to, (getenv "TERM") still returns "vt52-emulator". All the other environment variables works fine however.

Why is this? My suspicion is that it has something to do with a termcap hack. My version (which I think comes from atari.archive, at least the st hacks bears Bammi's name) doesn't need the termcap, so perhaps something has been hardcoded into emacs.

Christian Lynbech

DAIMI
University of Aarhus
DK-Denmark

email: lynbech@daimi.aau.dk

2226. Re: PC Keyboards on 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-05 18:07:51 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May05.180751.3367@ecst.csuchico.edu>
Source record: 48266

In article <1991May5.021400.2886@nmt.edu> jcksnsr@nmt.edu (JC) writes:
>
> In solution to my power supply "problem" I've decided to finally mount
>the 520 ST motherboard in a PC case with power supply... I can work out most
>of the details, but have one question...
>
> Does anyone know of a product that will let me connect an IBM keyboard to
>my 520 ST??
>

There are three: Z-Keys from Zubair, KX which used to be from Diverse Data Systems, but someone else picked it up I think, and finally DEKA from Wuztek.

Now, I suppose you want addresses and phone numbers! :^)

Wuztek
1 Technology Drive
Building 1E
Suite 301
Irvine CA 92718
TEL: 714-753-9253
FAX: 714-753-9255

Zubair
5243-B Paramount Blvd.
Lakewood, CA 90712
TEL: 213-408-6715
FAX: 213-408-6748

I don't have more info on KX.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

2227. GCR, anyone selling one?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-05 19:36:57 UTC
From: carter@cat23.cs.wisc.edu
Message-ID: <1991May5.193657.14514@daffy.cs.wisc.edu>
Source record: 48271
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anyone out there like to sell there GCR? I don't need the ROMS, you can scalp them on someone else!

I will give you $180 for a used Spectre GCR (minus ROMS).

--Gregory

2228. REQUEST: simple C terminal source

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-05 21:41:20 UTC
From: ericco@ssl.berkeley.edu
Message-ID: <ERICCO.91May5134120@sdaf1.ssl.berkeley.edu>
Source record: 48265

I'm looking for some simple C code that implements modem
communication.

Thanks,
Eric
--
Eric
ericco@ssl.berkeley.edu

2229. Re: PC Keyboards on 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 01:38:56 UTC
From: scale@abode.wciu.edu
Message-ID: <1991May6.013856.1650@abode.wciu.edu>
Source record: 48268

Hi JC,
You asked about attaching a PC-type keyboard to your 520ST.
Personally I would recommend using the DEKA from WuzTEK. It lets you
connect any XT/AT PC keyboard to any ST/STe/TT machines. It has BarCode
scanner support. It also has Mouse/Joystick ports. And most importantly....
it requires NO software! Just plug it in and it works.
In case you need the phone number; it is, 714/753-9253. Bye.......

Luis

P.S. Nope, I don't work for WuzTEK; I'm just aware of the product.

--
"""
Luis Mark Outumuro III | "Well... you're damned if you do,
Computer Office Products 818/813-1051 | and you're damned if you don't!"
Infoline 818/813-1053 | - Bart Simpson, 1990...

2230. rsrc_gaddr(), etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 02:36:31 UTC
From: mts10271@uxa.cso.uiuc.edu
Message-ID: <1991May6.023631.1912@ux1.cso.uiuc.edu>
Source record: 48267

I have been trying to figure out how to get the address
of an object in a tree using rsrc_gaddr() without any success.
The problem is that I have 2 trees, and in each tree several objects.
I can't seem to get the address of object 1 from tree 0 and object 1
from tree 1- I get the same address (obj. 1 from tree 0) for both
of them. Is there some way to have the rsrc_gaddr distinguish the
2 objects from one another? The Turbo C manual warns that there can
be problems getting pointers to anything other than trees, but the
explaination that you should get a pointer to the tree and then get
pointers using this root pointer doesn't seem to work since I can't
get the pointers to the children (I can't see how, anyway).

If anyone has had this problem and figured it out, please
let me know what the solution was. I need to be able to get the results
from multiple editable text fields and am really stumped.

Thanks in advance,

Michael Stepniczka
mts10271@uxa.cso.uiuc.edu

2231. Re: REQUEST: simple C terminal source

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 02:50:09 UTC
From: hunt@jjmhome.UUCP
Message-ID: <10204@jjmhome.UUCP>
Source record: 48273

(note: the following code is what I recieved when I asked a similar question..)
(i think its by wolfgang.... i left the name at the bottom)

```
terminal()
{
int c;
long w;
for(;;)
{
c=Bconin(1); /* read from aux */
Cconout(c); /* output read char */
if (Cconis()) /* only if key was pressed */
{
w=Cnecin(); /* read from con */
if ((w>>16)==EXIT)
break; /* terminal exit condition */
Bconout(1,(int)w);/* output to aux */
}
}
}
```

EXIT should be #defined to be the scancode of the key you want to exit the
terminal with (UNDO for instance).
I am using Gemdos for console I/O so it can be redirected.
CU
Wolfram

well, that should help. one thing, you need to #include osbind.h
<grin> BTW, thanks for the help on the term program guys!!!

2232. Re: Help with timerA [disassembling play.prg]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 04:03:34 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1180@uqcspe.cs.uq.oz.au>
Source record: 48269
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I wrote:

>>Check out what TimerB, C and D do, check Internals (though from memory
>>there was a bug in that part :-( ), or grab play.arc from atari.archive
>>and look for the interrupt code that writes to the Yamaha chip.

I'd like to appologise to Dave for seeming to suggest anyone use his code.
I meant only to indicate a place to see interrupt code. I was talking
about the couple of lines of hand waving the systems requires - you have
to reset interrupt pending flags or something. The last thing I would
suggest is for someone to grab Dave's code verbatim - or grab anyone's.
Nobody learns anything by just copying code.

Now, to write a Timer A interrupt:

Use the XBIOS function Xbtimer to set the vector to your handler.
Your handler should:
1. Save and restore ANY registers it uses.
2. Before you exit, clear bit 5 of $fffffa0f, the Interrupt in-service
bit for timer A.
3. Exit using RTE

That, I think, is the bare essentials. Dave would nodoubt do exactly that.
So would any other program used Timer A.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

2233. Memory Upgrade for 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 06:31:52 UTC
From: s883334@minyos.xx.rmit.oz.au
Message-ID: <1991May6.063152.13872@minyos.xx.rmit.oz.au>
Source record: 48272

Could someone please post details on memory upgrades for a 520ST, to
various memory sizes (1meg ? 2.5 meg ? 3meg ?). Any comments appreciated.

James.

--

```
______ ______
| | \ / \/\/\/\ James Hall / Mithrandir Man
| | \ / \/\/\/\ s883334@minyos.xx.rmit.oz.au Know
|______| \/ \/\/\/\ mith@arda.pub.uu.oz.au Thyself
```

2234. Re: SCSI chip project

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 07:43:35 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <12873@uhccux.uhcc.Hawaii.Edu>
Source record: 48270

>Reverse engineering of WD1772 cannot be difficult. My explanation was too
>terse: WD1772 has a data separator inside and I said replacing a better
>data separtator would be cheaper and more up-to-date. Programming SCSI
>interface is not terribly easy. At least for me. If future TOS supports
>arbitrary SCSI bus read/write commands, the burden for us will be greatly
>reduced. I don't like that NCR thing very much because it's a bit CPU
>dependent.

Thanks for relating this experience, because it points me toward a possibly better solution to directly replacing the floppy controller chip with the NCR 5380. If a microcontroller (mcu) was connected to the ST DMA chip instead, then compatibility with TOS could still be retained! It would receive and translate all the WD 1772 commands to the appropriate SCSI commands for the NCR 5380.

A SCSI floppy drive would bootup and execute a program to flip a spare sound port bit which would signal the mcu that all subsequent commands are for the NCR 5380. Maybe a good mcu with huge ram buffer could be connected to multiple 5380s? Then something like OS/9 would be required???

The only problems with this approach are that I don't know WD 1772 commands and I don't have any schematics, timing data, and signal definitions for the ST. Does the Atari Developer Docs give complete info concerning the entire line of ST/TTs? If someone could provide a short review of it, it would be appreciated.

>I personally think ICD's ATARI-SCSI board is very good for using hard drives
>(including st506 things) but when it comes to using it for other purposes like
>connecting a streamer tape, image scanner or a printer, the burden for me is
>too great to bear. Even minix-st source code doesn't help too much. My experi-
>ence is that there are so many vendor specific commands and non-standard op-
>tions for SCSI. But I suppose I must learn those things one of these days.

Since the TT has a SCSI, am I wrong to assume that Atari does have some sort of SCSI software toolkit? If not, then that should be a top priority project for them, because connecting SCSI peripherals to the Atari should be made simpler and standardized for developers. Easing the porting of SCSI peripherals would increase the value of the ST/TT line immensely.

>Sigh. I remember a chap once built a SCSI monitor on his own that displays all
>the happenings along the SCSI bus, e.g. such and such command with such and
>such arguments was issued by unit what and unit what responded etc . etc. I
>just don't feel like building one myself. I am really envious of your attach-
>ment to SCSI.

A SCSI monitor is a good idea! Maybe Atari or someone will develop one for the TT; it would be great if it was fashioned like a software debugger. Instead of forcing you to remember specific SCSI commands, it should be smart enough to let you point to a device and execute a battery of appropriate commands.

Since my STe went to Atari heaven, all I can do is think about how to make it better!

Jack

2235. Re: Question about inside of GEM-desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 09:41:26 UTC
From: klamer@mi.eltn.utwente.nl
Message-ID: <klamer.673522886@mi.eltn.utwente.nl>
Source record: 48274

In <1991May4.232626.17395@fwi.uva.nl> vesseur@fwi.uva.nl (Joep JJ Vesseur (I88)) writes:

->hello,

->i'm trying to write a sort of texfile-displayer for my st. i would like

Which texfiles? only .dvi files or also the other garbage (which is ascii?)

->to replace the standard displayer (show-print-cancel-alert box from the
->desktop) but this seems a little too ambitious to me. i have thought of
->one alternative, and that is to write an accessory which displays all
->the selected files from the desktop (i prefer this over a file-select
->box).

->does anybody know if there is a place in memory where the st keeps the
->names of the selected files, the abstract data structure they are kept
->in and (probably most important): if this place is 'official' (i.e.: is
->this place guaranteed for *all* TOS versions?)

I doubt this. The desktop just is a application. He does not export anything.

->if this is not known or not guaranteed,does anybody know how to replace
->the standard 'more'? is it just a vector in RAM or is it put in ROM?

You can replace the standard default action box by making your program
take all files in your desktop.inf file. Let *.* go to your program.

Klamer
--
Klamer Schutte
Faculty of electrical engineering -- University of Twente, The Netherlands
klamer@mi.eltn.utwente.nl {backbone}!mcsun!mi.eltn.utwente.nl!klamer

2236. Re: Dfree() void?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 10:37:49 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2894@odin.cs.hw.ac.uk>
Source record: 48281

In article <2924@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>ONM07@DMSWWU1A.BITNET (Julian F. Reschke) writes:
>>The GEMDOS funtion Dfree() is documented to be void ('GEMDOS Reference
>>Manual'). In practice, it SEEMS to return useful return codes (like BIOS
>>error codes).
>
>The manual is wrong, in more places than one. Yes, Dfree() is not void.
>Never has been.

When will Atari ever publish a nice clear book detailing the ST hardware
and the TOS operating system? I have the dev kit and it still leaves much
to be desired than a big wad of photocopies. Look at what C=/Am*ga provide
by way of clear references.

I recently suggested to Atari UK that they produce a programmers pack
that would include just such a book and two programming lanuages of the
purchasers choice. Comp Sci students would lap that up.

Actually I think Atari US did say once that they were working on such a book
but what became of it?

>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 manuals!" !
+---+

2237. Re: Spectre Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 10:46:09 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2896@odin.cs.hw.ac.uk>
Source record: 48282

In article <1991May3.141023.18062@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
]In article <aV2911w164w@sys6626.bison.mb.ca], marco@sys6626.bison.mb.ca (Marco) writes:
]]I have been considering buying Spectre, but I have a few questions.
]]First, what's the difference between GCR and 128?
]
]The 128 gives you a Mac, but with a non-standard floppy drive. You will have
]to transfer all of your Mac software via modem or direct-connect. This is
]because the Mac's use a strange floppy protocol that cannot be emulated on
]the ST without additional hardware.

But there is a program called DOS Mounter that can be run on both Spectre 128
with version 3 software and a real Mac (with a high density drive) that will
allow DOS disks to be used instead of GCR ones.
No need to upgrade to GCR if you don't want to.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 DOS disks!" !
+---+

2238. Re: rsrc_gaddr(), etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 11:16:22 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May6.111622.17413@informatik.uni-erlangen.de>
Source record: 48280

mts10271@uxa.cso.uiuc.edu (Michael T Stepniczka) writes:

> I have been trying to figure out how to get the address
>of an object in a tree using rsrc_gaddr() without any success.
>The problem is that I have 2 trees, and in each tree several objects.
>I can't seem to get the address of object 1 from tree 0 and object 1
>from tree 1- I get the same address (obj. 1 from tree 0) for both
>of them. Is there some way to have the rsrc_gaddr distinguish the

If you have already got the address of the object tree, the
address of any object n in the tree can be calculated as

tree address + n*sizeof(OBJECT)

sizeof(OBJECT) equals to 24.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2239. Interface between Atari ST ROM port and T800 link

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 12:46:54 UTC
From: e4ct22@titan.hts.hsa.nl
Message-ID: <1435@titan.hts.hsa.nl>
Source record: 48276

Two students at the H.T.S. Alkmaar (Holland) are looking for information about an interface between an Atari ST ROM port and a T800 transmission link.

Is there someone who knows an article about this subject or has some information.

Please, respond if you can help us !!!

Rene Schaar
and
Cor Paarlberg

2240. Re: How do you play Sound Samples ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 12:52:26 UTC
From: ZVD007@DMSWWU1C.BITNET
Message-ID: <91126.140922ZVD007@DMSWWU1C.BITNET>
Source record: 48275

In article <1991May3.122558.5911@forwiss.uni-passau.de>,
friedric@r2d2.fmi.uni-passau.de (Carsten Friedrich) says:
>I tried to produce DMA-sound on a STE, but failed. Can anyone give me some s
>hint
>how to do this ?
>
I think the problem is, that you dont have set the micro-wire-register
to enable the output of the analog signals, so the soundchip did its work,
but you didnt hear it.
Unfortunately, I dont have a STe myself, so I cant tell you more exactly
about that.

Ulrich Kuehn

2241. digital signal processing

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 14:21:40 UTC
From: wilk@Informatik.TU-Muenchen.DE
Message-ID: <1991May6.162140@Informatik.TU-Muenchen.DE>
Source record: 48278

Hello,

does anybody know something about digital signal processing software for
the atari st.
I have an Atari MegaST2, SM124, and soon a 80MB Hard-Disk.
Please send me your answers via e-mail, because I don't read this newsgroup so
often.

Thanks in advance!

e-mail: wilk@kiss.informatik.tu-muenchen.de

2242. Why does my monitor black out?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 14:21:51 UTC
From: bcc@Eyring.COM
Message-ID: <1991May6.142151.22681@Eyring.COM>
Source record: 48279

Can someone help me with a problem? My SM124 monochrome monitor experiences occasional periods of black out -- I'll be running something and everything goes dark! It lasts for a few minutes, then comes back on its own. The little green power indicator stays on, so presumably the power supply itself is ok. No, it doesn't seem related to a heat failure, since it can fail soon after turning it on. Cycling the power doesn't have any obvious effect, and I have tried it in two different systems with the same result. I haven't opened this monitor, although I have adjusted others -- non-conducting screwdriver in hand, other hand behind my back! Where's the loose connection?

2243. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 14:23:54 UTC
From: cummins@unx2.ucc.okstate.edu
Message-ID: <1991May6.142354.20824@unx2.ucc.okstate.edu>
Source record: 48285
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2925@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>
>In any case, you are mistaken. A working setup on an ST will work fine on
>a TT. What part of this conversation makes you think it won't? The only
>oddity will be that SCSI drives (like the internal one), if present, will
>have their partitions appear first in the sequence of drive letters. But
>if you have a working chain of drives coming out of your ST, and you unplug
>the end of the chain from the ST and plug it into the TT, all those drives
>will be accessible and will work just fine.
>
Even if there is no drive 0 in the working chain of drives attached to
the ASCI port? ie, my ICD drives, with ASCI to SCSI adapter and drives
with SCSI id's 2 and 4? (I havn't the foggiest what ASCI id they (it?)
would have, from previous disclosures, I understand I can have an ASCI
id 0-7 for 8 different host adapters, and 0-7 SCSI id's on each?)
naw... I thought the host adapter was "transparent" and the SCSI id's on
the ASCI attached drives became the ASCI id.

Conjecture: My two drives (SCSI id's 2,4 on an ICD host) would show up
as ASCI id's 2,4 and work just fine (With ICD's software) attached to a
TT.

>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

John Cummins
(still wondering IF there's a problem with NOT having an SCSI ID 0 on a
chain of host adapter equipped drives attached to an ASCI port on a TT)

2244. Re: rsrc_gaddr(), etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 14:46:38 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3235@laura.UUCP>
Source record: 48277

```
In article <1991May6.023631.1912@ux1.cso.uiuc.edu>,
mts10271@uxa.cso.uiuc.edu (Michael T Stepniczka) writes:
|> I have been trying to figure out how to get the address
|> of an object in a tree using rsrc_gaddr() without any success.
|> The problem is that I have 2 trees, and in each tree several objects.
|> I can't seem to get the address of object 1 from tree 0 and object 1
|> from tree 1- I get the same address (obj. 1 from tree 0) for both
|> of them. Is there some way to have the rsrc_gaddr distinguish the
|> 2 objects from one another?

You should use rsrc_gaddr() only to get the address of the root object of a
tree, ie.
rsrc_gaddr (R_TREE, TREE0, &tree0Pointer);
rsrc_gaddr (R_TREE, TREE1, &tree1Pointer);

To get the addresses of objects inside a tree use pointer arithmetic:
objectPointer = tree1Pointer + OBJECT1

Now objectPointer references the object with index OBJECT1 inside the
object tree with index TREE1.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386
```

2245. Re: PC Keyboards on 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 16:26:11 UTC
From: timothyg@ncsa.uiuc.edu
Message-ID: <1991May6.162611.6987@ux1.cso.uiuc.edu>
Source record: 48284

In article <1991May5.021400.2886@nmt.edu>, jcksnsr@nmt.edu (JC) writes:
|>
|> In solution to my power supply "problem" I've decided to finally mount
|> the 520 ST motherboard in a PC case with power supply... I can work out most
|> of the details, but have one question...
|>
|> Does anyone know of a product that will let me connect an IBM keyboard to
|> my 520 ST??
|>
|> JEff

I put my 520ST in an IBM AT case. The motherboard, two floppies, a SCSI board, two keyboards, and a hard drive all run off the same power supply. Figuring out what to do with the keyboard was the biggest mess in this deal. The main problem is that, no matter what, you have to leave the original ST keyboard connected. It has chips on it that the motherboard needs. BUT, there is probably not enough space in the case to leave the original keyboard inside. As far as I know, these are your choices:

1) Connect a long cable to the original ST keyboard. This is simple to do, but you have to figure out how to make some kind of case for the keyboard (maybe out of wood). Also, you are stuck with the same lousy keyboard.

2) Get an IBM keyboard adapter. This way you get a better keyboard, but you still have to deal with the original ST keyboard. This can also be expensive. The Z-Keys adaptor was about $100 the last time I checked. I think there are others now, but I don't know how much they cost. On top of this, you have to buy an IBM keyboard.

3) There are instructions on the network in a file called 'deckey' (or something like that) for connecting a DEC LK201 keyboard to the ST midi or serial ports. A small software driver is included. The midi port connection requires a small hardware mod to change the baud rate of the midi port, but the serial connection requires no modifications. Unfortunately, using the keyboard on the serial port will exclude the use of a modem, and this is generally unacceptable. I am not particularly fond of the LK201, but I think that any DEC compatible keyboard will work, so maybe you can find one you like. They tend to be more expensive than IBM keyboards, I got a used one for $100.

I did both 1 and 3. The DEC keyboard is hooked to my midi port, and the two keyboards function in parallel. The modification is easy to make for someone with electronics experience, and I had no

trouble. It will take you a bit of time and some patience though. I added a switch so that I can change back to the original midi baud rate if required. The software driver is small (~1K) and very stable. I have never had any conflicts with the software that I use (but screen savers which look for keyboard input may not see this keyboard, and thus may kick in when you are typing).

Moving the ST to the IBM case was a bit of a chore, but I am happy with the result. Most of the effort goes into making the cables needed to extend all the ST ports to the back of the IBM case. Parts can be hard to find, but Best Electronics will generally have anything that you can't find locally. I strongly recommend doing the move/modifications one step at a time, making sure that the ST works at each step. Good Luck!

Tim Gallivan
National Center for Supercomputing Applications
University of Illinois
timothyg@ncsa.uiuc.edu
ports to the back of the

2246. Re: Why does my monitor black out?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 17:01:22 UTC
From: timothyg@ncsa.uiuc.edu
Message-ID: <1991May6.170122.11701@ux1.cso.uiuc.edu>
Source record: 48286

In article <1991May6.142151.22681@Eyring.COM>, bcc@Eyring.COM (Brian Cooper) writes:
|>
|> Can someone help me with a problem? My SM124 monochrome monitor experiences
|> occasional periods of black out -- I'll be running something and everything
|> goes dark! It lasts for a few minutes, then comes back on its own. The
|> little green power indicator stays on, so presumably the power supply itself
|> is ok. No, it doesn't seem related to a heat failure, since it can fail
|> soon after turning it on. Cycling the power doesn't have any obvious effect,
|> and I have tried it in two different systems with the same result. I haven't
|> opened this monitor, although I have adjusted others -- non-conducting
|> screwdriver in hand, other hand behind my back! Where's the loose connection?

I had a similar problem with my SM124. I tried for a couple of years
to track it down, without success. Then I read in STWorld that it may
be a problem with the flyback transformer. So, I ordered a new flyback
(no small task) and replaced it. Unfortunately, that was not the problem.
Don't try this unless you know what you are doing.

Soon afterwards, I needed to extend the length of my monitor cable so
that I could set my computer on the floor. I got a cable from Best
Electronics and soldered it to the monitor board. This eliminated the
blacking problem. It was either the cable, or something in the connector.
Unfortunately, after adding the new cable, the quality of the screen
image was degraded (looks like interference). My best guess on the
cause of this is that the monitor cable I got is not sufficently
shielded. I have been unable to restore the original quality of the
image, but my screen no longer goes blank.

Tim Gallivan
National Center for Supercomputing Applications
University of Illinois
timothyg@ncsa.uiuc.edu

2247. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 18:34:19 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <42051@cup.portal.com>
Source record: 48283
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My understanding is that the ST will read ID numbers from the lowest one to the highest, and it doesn't matter if some are skipped. The TT reads from 0 up in SEQUENTIAL order. If you skip a number the others are invisible. If your TT doesn't have an internal HD then the ID 1 drive would act as you described and changing it to 0 would be the fix. Does this make sense or am I all wet? (I don't have a TT so I don't know if the manual says this. I picked it up somewhere, on GEnie maybe.)

DAVE FLORY
Dave_Ninjajr_Flory@cup.portal.com
D.FLORY, A.L.E.R.T. Sys*Cop on GEnie

2248. Re: Spectre Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 18:59:11 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May6.143909.6030@mailer.cc.fsu.edu>
Source record: 48289

```
In article <2896@odin.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <1991May3.141023.18062@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd)
writes:
>]In article <aV2911w164w@sys6626.bison.mb.ca], marco@sys6626.bison.mb.ca (Marco) writes:
>]The 128 gives you a Mac, but with a non-standard floppy drive. You will have
>]to transfer all of your Mac software via modem or direct-connect. This is
>]because the Mac's use a strange floppy protocol that cannot be emulated on
>]the ST without additional hardware.
>
>But there is a program called DOS Mounter that can be run on both Spectre 128
>with version 3 software and a real Mac (with a high density drive) that will
>allow DOS disks to be used instead of GCR ones.
>No need to upgrade to GCR if you don't want to.
>

But this would mean that any Mac software purchased would have to be
modemed or null-modemed over, which was my original point. Depending
upon your setup, and what hardware was available to you this may not
matter. By the way, do you know how much this DOS Mounter costs? I
am lucky enough to have a bunch of Macs lying around, so I was thinking
of getting a Spectre 128 myself (see, I am an exception!!).
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------
```

2249. Using ST hard disks on TT's

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 19:04:33 UTC
From: apratt@atari.UUCP
Message-ID: <2928@atari.UUCP>
Source record: 48149
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A couple of people have written to me complaining that their TT's only see the first four partitions of the hard disks they were using on their ST systems.

The answer to this problem is always the same: the driver is different.

Supra (and ICD?) use tricks that we don't use to get more than four partitions on a drive. We use a different trick. When you attach a drive with more than four partitions to a TT, you are using the hard-disk driver from Atari which is on the TT's internal hard disk, not the driver that understands Supra's trick.

Since these drivers probably don't work on TT's and certainly don't know about the TT's SCSI port, you are stuck. You should copy all the data off of the Supra drive, and use the HD tools that come with the TT to reformat and repartition it. These tools will let you create more than four partitions, but they'll do it the Atari way, not the Supra way.

It is possible that HDX will not be able to format your drive, because it can't tell how big it is. HDX can always tell how big SCSI drives are (that is, drives on the SCSI bus), but it can't always tell about ACSI drives. It might ask you what type of drive it is, with a menu of drive types to choose from. In either of those cases, I can't help you -- I don't know which type to choose for the various Supra drives.

Good luck.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2250. Did'ya ever wonder...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 19:46:19 UTC
From: bill@sugaree.uu.net
Message-ID: <97.28257a4c@sugaree.uu.net>
Source record: 48143

Hi everyone,

Did'ya ever wonder what it would be like to use an Atari that has a detached keyboard...those of us with 520's probably wonder about it all of the time. Well, wonder no more, hopefully...

My question is: Is the a kit or something that will enable me (and others like me with 520's) to convert to a "box and seperate keyboard" setup? If anyone has a name and address or just plain old do-it-yourself instruction - please post them.

Thanks,
...Bill

--
**** All opinions stated above are my own!! ****

William Bishop | "Its a big country...
IKEA U.S. Services, Inc. | Someone's got to furnish it!"
Plymouth Commons | - IKEA
Plymouth Meeting, PA 19462 |
Tel: (215) 834-0180 | This space intentionally filled!!
Fax: (215) 834-0872 |
Telex: 846223 |

2251. Re: Memory Upgrade for 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 19:50:31 UTC
From: scale@abode.wciu.edu
Message-ID: <1991May6.195031.3748@abode.wciu.edu>
Source record: 48290

Hello James,
You asked about the best memory upgrade for your ST. Well
there are several on the market, any of which could run you between $250 to
$400 (US). I have installed many of these, and the BEST memory upgrade
board that I would recommend is the..... Atari 1040STe.
Now you may not really want to buy a whole new computer; but in reality
it works out costing about the same as upgrading. If you find a good price on
a 1040STe, you can sell your old computer instead of upgrading it. The net
cost is about the same. Just my own rambling, bye.....

Luis

--
"""""""

2252. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 21:36:00 UTC
From: apratt@atari.UUCP
Message-ID: <2930@atari.UUCP>
Source record: 48150
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
> A working ST system: Mega4, laser printer, Supra Hard disk. The SCSI
> drive contained within the Supra is set to SCSI id 1. The ST does
> not mind this at all. Everything works.

I conclude that the Supra controller responds on the ACSI bus using the unit number of the SCSI drive connected to it; see below.

> A TT system is purchased.
> The DMA cable connecting the Supra to the working ST setup is
> disconnected, and attached to the ASCI DMA port on the TT.
> The computer is booted.
> The Supra is invisible to the TT desktop, for no apparent reason.
> Nothing is stated in the manual. No error messages from the
> HDX software.

I stand corrected. I should have said, "A working system WITH ATARI DRIVERS will work when plugged into a TT." What is happening here is that on the ST, you are booting with Supra's driver off the Supra hard disk, and on the TT you are booting with Atari's driver on the TT's internal hard disk.

Supra's driver will find ACSI units which are not connected in consecutive order starting with zero, and Atari's driver won't.

The same thing would happen if you connected an ACSI drive, as ACSI unit zero, HINSTALLED with Atari's driver, to the ST: you would get Atari's driver, not Supra's. (Of course, since you now have consecutive ACSI unit numbers starting from zero, your Supra would be found; if the Supra were unit 2, it would not be.)

There is another problem which has been called to my attention, and which is covered by the same "Atari drivers" caveat: Supra uses one trick to get more than four partitions per drive, and Atari uses another. If you have a drive partitioned with Supra's trick, and you connected it to a TT (or any machine running an Atari driver) the partitions after the fourth one will not be accessible. Again, it's a question of using non-Atari drivers.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2253. Re: Overscan? how?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 22:22:13 UTC
From: jclark@sdcc6.ucsd.edu
Message-ID: <19061@sdcc6.ucsd.edu>
Source record: 48141

In article <1991May04.021200.1454@ecst.csuchico.edu> neonman@ecst.csuchico.edu (Justin DuBois) writes:
+
+I have an 1040st with a 4meg upgrade from JRI

What are the details of the 4 Meg upgrade for the 1040 ST. I though there was some size limitation due to some 'mapping' featurette in the hardware.
--

John Clark
jclark@ucsd.edu

2254. Re: SCSI chip project

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-06 22:30:46 UTC
From: jclark@sdcc6.ucsd.edu
Message-ID: <19062@sdcc6.ucsd.edu>
Source record: 48142

In article <5599@wucc.waseda.ac.jp> ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:
+Reverse engineering of WD1772 cannot be difficult. My explanation was too
+terse: WD1772 has a data separator inside and I said replacing a better
+data separtator would be cheaper and more up-to-date. Programming SCSI

If your going to do go to this then why not go with the NEC 765
which was based on an Intel Floppy disk Controler, and National has
a new and improved model. The chip, in all its varients, has odd-ball
timing delay constrains but it is used in the PC's and so would more
likely be available for some time to come.
--

John Clark
jclark@ucsd.edu

2255. Re: SCSI chip project

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-07 00:38:07 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5608@wucc.waseda.ac.jp>
Source record: 48145

In article <19062@sdcc6.ucsd.edu>, jclark@sdcc6.ucsd.edu (John Clark) writes:
> If your going to do go to this then why not go with the NEC 765
> which was based on an Intel Floppy disk Controler, and National has
> a new and improved model. The chip, in all its varients, has odd-ball
> timing delay constrains but it is used in the PC's and so would more
> likely be available for some time to come.
> --
>
> John Clark
> jclark@ucsd.edu

What is said here is to abandon ATARI ST and goto PC. I have been with
Motorola 680x[x] and Western Digital 1791 series for too long to go to
the other side of the trench. I admit there is nothing rational in this.
NEC's 765 (it's now called muPD72067) cannot read a sector when its size
is not known beforehand. I also admit 1791 series users tend to set
'protection' on their disks too easily. I heard that WD has gone over
to NEC's side. Bad news. But Fujitsu, the NEC's arch-enemy and the largest
computer company in Japan is still on 1791's side. I wonder why ATARI simply
don't ask FUJITSU to manufacture a WD1772 clone? ATARI won't sell enough to
pay the cost of building another chip plant. I am sure FUJITSU can sell the
WD1772 clone with a high speed mode cheaper than any other company. (
I have nothing to do with FUJITSU.)
Dr Y Tsuji
ytsuji@jpnwas00.BITNET

2256. MegaSTe prices (was Re: Memory Upgrade for 520ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-07 01:33:35 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May07.013335.7114@ecst.csuchico.edu>
Source record: 48144

In article <1991May6.195031.3748@abode.wciu.edu> scale@abode.wciu.edu (Luis Outumuro) writes:
>
> Hello James,
> You asked about the best memory upgrade for your ST. Well
>there are several on the market, any of which could run you between $250 to
>$400 (US). I have installed many of these, and the BEST memory upgrade
>board that I would recommend is the..... Atari 1040STe.
> Now you may not really want to buy a whole new computer; but in reality
>it works out costing about the same as upgrading. If you find a good price on
>a 1040STe, you can sell your old computer instead of upgrading it. The net
>cost is about the same. Just my own rambling, bye.........

Speaking of upgrades, the prices for MegaSTes have really surprised me.
Several places are selling the 4meg model for $1400! One of those places
was selling the 2meg model for $1300.

Of course, the 1040STe can be had for around $400.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

2257. How does one write a GDOS driver?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-07 02:04:31 UTC
From: jeff@hpuplca.nsr.hp.com
Message-ID: <12400001@hpuplca.nsr.hp.com>
Source record: 48148

I'm trying to find information on how to write a GDOS device
driver from scratch. I've tried to find this in the Devel Kit
but either I missing something obvious or it's not described.
I've gotten my hands on an obscure, off-brand bed plotter that
I'd like to hack.

Jeff

The joy is in the doing!

jeff@hpuplca.hp.nsr.com
Jeff Gruszynski

2258. Re: Spectre Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-07 03:37:16 UTC
From: carter@cat23.cs.wisc.edu
Message-ID: <1991May7.033716.19897@daffy.cs.wisc.edu>
Source record: 48147

In article <2896@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <1991May3.141023.18062@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>]In article <aV2911w164w@sys6626.bison.mb.ca], marco@sys6626.bison.mb.ca (Marco) writes:
>]]I have been considering buying Spectre, but I have a few questions.
>]]First, what's the difference between GCR and 128?
>]
>]The 128 gives you a Mac, but with a non-standard floppy drive. You will have
>]to transfer all of your Mac software via modem or direct-connect. This is
>]because the Mac's use a strange floppy protocol that cannot be emulated on
>]the ST without additional hardware.
>
>But there is a program called DOS Mounter that can be run on both Spectre 128
>with version 3 software and a real Mac (with a high density drive) that will
>allow DOS disks to be used instead of GCR ones.
>No need to upgrade to GCR if you don't want to.
>
>+---+
>! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
>! !
>! Neil Forsyth JANET: neil@uk.ac.hw.cs !
>! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
>! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
>! Edinburgh, Scotland, UK "That was never 5 DOS disks!" !
>+---+

The only problem here is that 90% of Macs out there don't have the new
Super Drives. So, at this point in time, and probably for the next year
or so, a GCR would be a very viable option.

That is, if you can get it, or the ROMS.

I can help you out, if you need ROMS I am selling them for $500.

--Gregory

2259. A correct midi interrupt routine.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-07 07:28:22 UTC
From: geert@ahds.UUCP
Message-ID: <1985@ahds.UUCP>
Source record: 48151
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi midi gurus,

A few weeks ago someone asks for a correct midi interrupt
routine that does get rid of the mouse interfering with midi.
I wonder if someone has written such a routine.

Here's my probem:

When changing the midi vector of the standard tos calls
to your one (I don't ment midiws or Cconin) in
the particular structure (don't know the name of it because I am
writing this all of my head), does seem to work fine.

However, when bulking some midi data to the ST I (and not
only I) found out that some data will be lost. I think
that this comes because the mouse and keyboard vectors
are on the same intterupt level (to much unfortunately)

Has anyone found out how to pass this problem?

Geert

2260. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-07 10:35:46 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91127.113447ONM07@DMSWWU1A.BITNET>
Source record: 48287
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <42051@cup.portal.com>, Dave_Ninjajr_Flory@cup.portal.com says:
>
>My understanding is that the ST will read ID numbers from the lowest one to
>the highest, and it doesn't matter if some are skipped. The TT reads from 0

Wrong. The limititation is not in the BIOS, but in AHDI. The BIOS boots
from the first drive with an executable root sector (the TT takes the
SCSI drives first). But AHDI only looks for devices starting at #0 in
sequential order.

>up in SEQUENTIAL order. If you skip a number the others are invisible. If

>your TT doesn't have an internal HD then the ID 1 drive would act as you
>described and changing it to 0 would be the fix. Does this make sense or
>am I all wet? (I don't have a TT so I don't know if the manual says this. I
>picked it up somewhere, on GEnie maybe.)
>
>DAVE FLORY
>Dave_Ninjajr_Flory@cup.portal.com
>D.FLORY, A.L.E.R.T. Sys*Cop on GEnie
_____________________________ cut here _____________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

2261. 3 1/2 Questions in 1 (MIDI, GDOS & GEM)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-07 10:51:03 UTC
From: goldthor@parc.xerox.com
Message-ID: <1991May7.105103.27796@parc.xerox.com>
Source record: 48288

Here are 3 (and a bit) questions for all you ST experts,

I'm writing a program to read MIDI data, I heard that the MIDI buffer is a bit small for MIDI data comming in at a fast rate (like a sequencer dump).
a) Is this true and,
b) would I get around the problem by doing something like this:
(Turn off interupts - how?)
get Iorec & replace with bigger buff
(turn interupts back on).

In sections of GEM programs I've seen, people usually check for GDOS and set up the virtual workstation stuff up slighty different if it exists. Is this necessary and why?

Are there any 'good' source GEM programs available on the net (terminator etc), as this would help me work out why my own code doesn't work at the moment (learning GEM without a book 'aint much fun).

Thanks,
-Steve Goldthorpe

XEROX CIN: SGoldthorpe:wgc-e:rx | Rank Xerox Ltd,
INTER: goldthor@arisia.xerox.com | Workstation Software Group,
sgoldthorpe.wgc-e@rx.xerox.com | European Software Development Centre,
XEROX INTELNET: 8*668-2350 | Welwyn Hall, Bessemer Rd,
TELEPHONE: +44 707 382350 | Welwyn Garden City, HERTS.
MESG TOOL: 15556.25220325363.0 | AL7 1LQ ENGLAND

2262. Re: How does one write a GDOS driver?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-07 11:54:13 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91127.132420ONM07@DMSWWU1A.BITNET>
Source record: 48152

In article <12400001@hpuplca.nsr.hp.com>, jeff@hpuplca.nsr.hp.com (Jeff Gruszynski) says:

> I'm trying to find information on how to write a GDOS device
> driver from scratch. I've tried to find this in the Devel Kit
> but either I missing something obvious or it's not described.
> I've gotten my hands on an obscure, off-brand bed plotter that
> I'd like to hack.
>
> Jeff
>
> The joy is in the doing!
>
>
>jeff@hpuplca.hp.nsr.com
>Jeff Gruszynski

Basically, you have to rewrite a whole new vdi. If you are familiar with assembler, you should take a look at the trap dispatcher at the beginning of META.SYS

_____________________________ cut here _____________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________

2263. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-07 11:54:21 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91127.133914ONM07@DMSWWU1A.BITNET>
Source record: 48153
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Perhaps is should be mentioned that the AHDI 3 partition scheme is well documented and that it's a problem of the other hard disk manufactures if they are not compatible. There *ARE* third-party drivers that are AHDI-3 compatible AND know about the TT's SCSI port (in fact, I am one of the authors of one of them).

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fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________________

2264. Re: Did'ya ever wonder...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-07 13:15:21 UTC
From: miked@syscon
Message-ID: <1991May7.131521.10490@syscon>
Source record: 48154

bill@sugaree.uu.net (William Bishop) writes:

>Hi everyone,

>Did'ya ever wonder what it would be like to use an Atari that has a
>detached keyboard...those of us with 520's probably wonder about it
>all of the time. Well, wonder no more, hopefully...

>My question is: Is the a kit or something that will enable me (and
>others like me with 520's) to convert to a "box and seperate keyboard"
>setup? If anyone has a name and address or just plain old do-it-yourself
>instruction - please post them.
I believe Tech Specialties in Texas had such a conversion.

2265. Re: Why does my monitor work?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-07 14:03:12 UTC
From: csual@warwick.ac.uk
Message-ID: <!0J_LS-@warwick.ac.uk>
Source record: 48155

I have noticed something really strange happening with my SM124 monochrome monitor. It appears to work correctly with no fading, blackouts, shuddering or strange black vertical lines on it. Nobody else has reported this problem before and I wondered if anyone else has had a similar experience?

Jas.

2266. Re: Spectre Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-07 15:26:09 UTC
From: neil@cs.hw.ac.uk
Message-ID: <2910@odin.cs.hw.ac.uk>
Source record: 48156

In article <1991May6.143909.6030@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>In article <2896@odin.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>But there is a program called DOS Mounter that can be run on both Spectre 128
>>with version 3 software and a real Mac (with a high density drive) that will
>>allow DOS disks to be used instead of GCR ones.
>>No need to upgrade to GCR if you don't want to.
>
>But this would mean that any Mac software purchased would have to be
>modemed or null-modemed over, which was my original point.

No, no, no! The point is that you can use DOS disk to transfer programs
and data between Spectre 128 and genuine Macs at normal disk access speeds.

> By the way, do you know how much this DOS Mounter costs?

Well I dunno for sure but word is about 60 UK pounds. I have played with a
demo version and it sure does work.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 disks!" !
+---+

2267. FidoNet BBS Software on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-07 17:03:44 UTC
From: bchs1k@menudo.uh.edu
Message-ID: <1991May7.170344.15827@menudo.uh.edu>
Source record: 48168

I want to run a point node from a FidoNet BBS on an ST.
To do this, I need FidoNet compatible BBS, or Node software.
Is there any located on atari.archive, or does anyone know where I could
find what I need? (Preferably in the public domain)

Thanks...
<ESC>

--

... there's Nazi's in the bathroom, just below the stairs ...
--- John Lennon

2268. Must Sell Atari COlor!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-07 17:22:44 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991May07.172244.11376@ecst.csuchico.edu>
Source record: 48157
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale,misc.wanted

Must Sell!! Atari Color Monitor!!!

SC1224: Great Picture, Better Image than the newer ones
No repairs, No problems.

$250 or best offer!,

willing to come down on price If you pay shipping.

note: I am moving to NY and I dont want to haul this with me. The monitor
has been used in a non-Smoking environment. Quite Clean (a little dust)

please call me voice, (916)898-4166, or leave me E-mail

neonman@ecst.csuchico.edu
Thanks Justin...

2269. How do you play Sound Samples? The answer :)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-07 19:06:43 UTC
From: friedric@unipas.fmi.uni-passau.de
Message-ID: <1991May7.190643.28309@forwiss.uni-passau.de>
Source record: 48146

```
; Hi,
; as i got many, many requests about the source-code to play digitized
; music, i decided to post it instead of mailing to everyone.
; don't be confused by the letter like style, cos i just post the
; letter i've written to the first ones.

; I DIDN'T WRITE THE SOURCE, BUT TOOK IT FROM A ST-MAGAZINE ARTICLE AND
; CHANGED IT TO FIT MY NEEDS !!! (just wanted to make this clear)

; here's the promised source-code. It is NO executable program, but to
; be compiled as an object file and linked to a C-program.
; How to use it from a C-program:

; if you want to play a sample:

; set smp_anf_ to the begining of the sound-data.
; set smp_len_ to the length of the sound-data.
; set smp_frq_ to the playing frequenzy (0 to 30.000 in Hz)
; set smp_out_ to the scan-code of the character you want to abort playing
; before the end has been reached
; set smp_way_ to 1 if you want to play forward, any other value, if want
; to play the sample reverse (really funny flag)
; set smp_mod_ to 2 for playing samples
; start with start1();

; you don't have to set 'em all, just look at the default values at the end
; of the listing.

; if you want to listen to a digitizer:

; set smp_mod_ to 0 for listening
; set smp_frq_ see above
; set smp_out_ escape character (SCAN-CODE!!!). IMPORTANT: no exit from this
; mode with an wrong scan-code !!!! only way then is reset-button
; then start1();

; if you want to record samples

; set smp_mod_ to 1
; set smp_frq_ to the frequenzy you want to sample with (0 to 20.000 in Hz)
; set smp_anf_ begining of sample-buffer
; set smp_end_ end of sample-buffer
; set smp_out_ see above. program terminates as well if reaching smp_end_
; then start1();
; in return smp_len_ is set by the program to the really sampled length

; If using a digitizer, it should be at the printer-port!
```

```
; I hope all this above is true, as wrote it more then 1 year ago, but
; you should be able to correct it by looking at the code.
; I'm not shure about copyrights, as I took a computer-magazine-article
; about a self-made sampler, and adapted their source to fit my needs.
; If they don't have the copyrights, then the rights are by me. You may
; copy it, adapt it, delete it, throw it a you're brothers head, or do what
; ever you want with it, but don't blame me for the results.
; It would be nice, if using it in a program, to insert the names Martin
; Backschat (the original author) or/and Carsten Friedrich (me :) .

; this program is written for the Devpack assembler, so you might have
; to change some lines for other assemblers. (e.g. dc.l to .dc.l)
; the program can play 8-bit samples (should be standart), but only uses
; 6-Bit, because i only have a 6-Bit sound-data-table :(. If you get hold
; of an 8-Bit table, i made a mark in the source, what you would have to
; change. (and please mail it to me .... :) )
; although working with interupts, this program always (no matter what
; smp_frq_ ) uses 100 % CPU-time. This was made to improve speed and with
; that to improve sound-quality. I made a mark in the source, with some
; hints how to change that. but smp_frq_ should not exceed 20.000 Hz when
; doing this and if you want the computer to have the time, really to work
; while playing 10.000 Hz is a kind of limit. (Remember real sound-frequenzy
; is 0.5 * sample-frequenzy !, this means setting smp_frq to 10.000 Hz means
; a real sound of 5.000 Hz )
; The program uses Timer D for interupt. If you want to uses RS232, you
; should change this to Timer A. I used Timer D, as I needed Timer A for
; more important things.

; I hope that helps you. Lables might be a bit confusing for you, as i named
; them in german.

; if using Devpack, you should be able to assemble it just as it is.
; sorry, just noticed, that it is executable, just remove the line XDEF.
; you should just add Pterm0 (gemdos(0)) if you don't like it to terminate
; with two bombs at the end, then assemble it as an executable program (*.tos)
; and you can listen to a sampler, if one is connected to the printer-port.
; to stop press space :)

; if you still have questions, or it just doesn't work, mail me and I'll try
; to help you. If you send me some money for stamps, I can send you the
; source listing of Martin Bachschat (it's a complete assemler program to deal
; with samplers at the printer port ca. 900 lines). If you send me a disc, I
; can copy the source-code and executable-code of a C-program I wrote for
; sampling and playing samples with the MarkWilliams C-compiler. It uses
; this assembler program for handling the sampler and sound out-put. I don't
; e-mail it, as it includes a .rsc file. But PLEASE don't forget to add some
; money for stamps and a disc, if you want my program.

; greetings,
; Carsten !

; adress:
; Carsten Friedrich
```

```
; Machthildstr. 42
; 8400 Regensburg
; W-Germany

; The source:

XDEF start1_,smp_anf_,smp_end_,smp_frq_,smp_mod_,smp_out_,smp_len_,smp_way_
opt d+
start1_:
;
movem.l d0-d7/a0-a7,jaja save registers
clr.l -(sp)
move.w #$20,-(sp)
trap #1
addq.l #6,sp
move.l d0,oldsp enter supervisor-mode
;
pea siditab
move.w #$20,-(sp)
trap #$e
addq.l #6,sp
;
move.l #1000000,d0
test1:
nop
nop
nop
dbf d0,test1 initialise sound-chip and wait some time
; waiting is important !
moveq.l #0,d0
move.w smp_mod_,d0
cmp.w #2,d0
beq.s weit
;
moveq.l #0,d0
moveq.l #0,d2
move.b smp_out_,d0
move.w smp_frq_,d1
move.w smp_mod_,d2
move.l smp_anf_,a1
move.l smp_end_,a2
bsr input for background-interupt do sndinit now, use
bra weiter inputloop for interupt at $110, remove inpsync,
weit: ; change inputloop and inpend to rte at the end
moveq.l #0,d0 and not to loop. AND: SAVE REGISTERS whenstaring
moveq.l #0,d2 inputloop, and restore before rte, and change sndinit
move.b smp_out_,d0 to allow interupts, always refresh your own registers,
move.w smp_frq_,d1 and no other sound during this time, and don't use discs
move.w smp_way_,d2 (may cause loss of data), and don't try to print
move.l smp_anf_,a1 (might kill the sound-chip, no kidding !!!!)
move.l smp_len_,a2 if just playing samples, printing should be save
```

```
add.l a1,a2 NO WARRANTY !!!!
bsr play
weiter: ; decide wich mode, set registers and enter

move.l oldsp,-(sp)
move.w #$20,-(sp)
trap #1
addq.l #6,sp exit supervisor-mode
movem.l jaja,d0-d7/a0-a7 restore registers
rts back !!!

input:
bsr sndinit do some initialising work
;
move.b #$e,(a5)
move.b (a5),d7
or.b #$20,d7
move.b d7,2(a5)
move.b #7,(a5)
move.b (a5),d7
and.b #$7f,d7
move.b d7,2(a5) awake sampler and tell him we're ready
; should work with all samplers for the st
inploop:
moveq.l #0,d6
move.b #$f,(a5)
move.b (a5),d6 get sound-data to d6
;
move.b #$e,(a5)
and.b #$df,2(a5)
or.b #$20,2(a5) tell sampler: sample next please
;
tst.w d2
beq.s norec
move.b d6,(a1)+
cmp.l a1,a2
beq.s inpend if recording, store data
;
norec:
and.b #%11111100,d6 mask off last 2 bits (we're only using 6-Bit)
move.w d6,d7
add.w d6,d7
add.w d6,d7 get adress of data in sound-table. for 8-Bit
movem.l 0(a3,d7),d5-d7 don't mask and change the get-adress-algorithm
movem.l d5-d7,(a5) put data to sound-chip
;
cmp.b 2(a4),d0 escape-character pressed ?
beq.s inpend yes, then end
inpsync:
btst #4,$d(a6)
beq.s inpsync waiting for the interupt
```

```
bclr #4,$d(a6) restart interupt
bra inploop next round
;
inpend:
tst.w d2 did we record?
beq.s inpend2
sub.l smp_anf_,a1
move.l a1,smp_len_ yes, then evaluate smp_len_ and store it
;
inpend2:
bra sndinit2 restore things and return

sndinit:
move.w #$2700,sr disable all interupts
lea voldat,a3
move.w #$fc00,a4
move.w #$8800,a5
move.w #$fa00,a6 load some registers
;
move.l #2456700,d7
divu d1,d7
lsr.w #2,d7
move.b d7,$25(a6)
move.b $1d(a6),d7
and.b #$f0,d7
or.b #$01,d7
move.b d7,$1d(a6)
bset #4,9(a6) evaluate frequenzy to timer data and start interupt
rts

sndinit2:
move.b $1d(a6),d7
and.b #$f0,d7
move.b d7,$1d(a6)
bclr #4,9(a6) stop interupt
move.w #$2300,sr allow interupts
rts return

play:
bsr sndinit init-work
moveq.l #0,d4
playloop:
cmp.w #1,d2
beq play_v forward or backward?

move.b -(a2),d4
cmp.l a1,a2
beq playend look if reached the end
bra play_n

play_v:
move.b (a1)+,d4
```

```
cmp.l a1,a2
beq playend look if reached the end
play_n: ; load next sound to play to d4

and.b #%11111100,d4
move.w d4,d7
add.w d4,d7
add.w d4,d7
movem.l 0(a3,d7),d5-d7
movem.l d5-d7,(a5)
;
cmp.b 2(a4),d0
beq.s playend
playsync2:
btst #4,$d(a6)
beq.s playsync2
bclr #4,$d(a6)
bra playloop

playend:
bra sndinit2 see input loop, it's nearly the same

SECTION DATA
voldat:
dc.l $08000000,$09000000,$0a000000
dc.l $08000000,$09000000,$0a000200
dc.l $08000000,$09000000,$0a000300
dc.l $08000200,$09000200,$0a000200
dc.l $08000500,$09000000,$0a000000
dc.l $08000500,$09000200,$0a000000
dc.l $08000600,$09000100,$0a000000
dc.l $08000600,$09000200,$0a000100
dc.l $08000700,$09000100,$0a000000
dc.l $08000700,$09000200,$0a000000
dc.l $08000700,$09000300,$0a000100
dc.l $08000800,$09000000,$0a000000
dc.l $08000800,$09000200,$0a000000
dc.l $08000800,$09000300,$0a000100
dc.l $08000800,$09000400,$0a000100
dc.l $08000900,$09000000,$0a000000
dc.l $08000900,$09000200,$0a000000
dc.l $08000900,$09000300,$0a000100
dc.l $08000900,$09000400,$0a000100
dc.l $08000900,$09000500,$0a000000
dc.l $08000900,$09000500,$0a000200
dc.l $08000900,$09000600,$0a000000
dc.l $08000900,$09000600,$0a000200
dc.l $08000a00,$09000200,$0a000000
dc.l $08000a00,$09000200,$0a000200
dc.l $08000a00,$09000400,$0a000100
dc.l $08000a00,$09000500,$0a000000
```

```
dc.l $08000a00,$09000500,$0a000200
dc.l $08000a00,$09000600,$0a000100
dc.l $08000a00,$09000600,$0a000300
dc.l $08000b00,$09000100,$0a000000
dc.l $08000b00,$09000200,$0a000100
dc.l $08000b00,$09000300,$0a000100
dc.l $08000b00,$09000400,$0a000100
dc.l $08000b00,$09000500,$0a000100
dc.l $08000b00,$09000600,$0a000000
dc.l $08000b00,$09000600,$0a000200
dc.l $08000b00,$09000700,$0a000000
dc.l $08000b00,$09000700,$0a000100
dc.l $08000b00,$09000700,$0a000300
dc.l $08000b00,$09000700,$0a000400
dc.l $08000b00,$09000800,$0a000100
dc.l $08000b00,$09000800,$0a000300
dc.l $08000b00,$09000800,$0a000400
dc.l $08000b00,$09000800,$0a000500
dc.l $08000b00,$09000800,$0a000500
dc.l $08000c00,$09000200,$0a000000
dc.l $08000c00,$09000200,$0a000200
dc.l $08000c00,$09000400,$0a000100
dc.l $08000c00,$09000500,$0a000000
dc.l $08000c00,$09000500,$0a000300
dc.l $08000c00,$09000600,$0a000000
dc.l $08000c00,$09000600,$0a000200
dc.l $08000c00,$09000700,$0a000000
dc.l $08000c00,$09000700,$0a000300
dc.l $08000c00,$09000700,$0a000400
dc.l $08000c00,$09000800,$0a000000
dc.l $08000c00,$09000800,$0a000300
dc.l $08000c00,$09000800,$0a000400
dc.l $08000c00,$09000800,$0a000500
dc.l $08000c00,$09000900,$0a000000
dc.l $08000c00,$09000900,$0a000300
dc.l $08000c00,$09000900,$0a000400
dc.l $08000c00,$09000900,$0a000500

siditab:
dc.b 0,$ff,1,$ff,2,$ff,3,$ff,4,$ff,5,$ff,6,0,7,$3f
dc.b 8,0,9,0,10,0,$ff,0
even
smp_anf_:
dc.l 1000000
smp_end_:
dc.l 1000000
smp_frq_:
dc.w 20000
smp_mod_:
dc.w 0
```

```
smp_way_:
dc.w 1
smp_out_:
dc.b $39
even
smp_len_:
dc.l 5
oldsp:
dc.l 1
jaja:
dc.l 1,2,3,4,5,6,7,8,1,2,3,4,5,6,7,8,9,0
```

2270. Re: Force Desktop Res Change?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-07 19:17:32 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <3094.05.91@drdhh.hanse.de>
Source record: 48191

From article <1991Apr28.014020.3838@lonex.radc.af.mil>, by longj@lonex.radc.af.mil (Jeffrey K. Long):
> Also, is there any way to force a resolution change WITHOUT a resulting
> reboot of the system. I mean, from desktop (med) to desktop (low) and vice-versa?

No, there isn't.
It's because the VDI/AES have to be initialized to the new video mode.

On ROM Systems you can call Puntaes() to do a warmboot, there was also
something about using shel_write to reinit, it used some -1 params,
but I can't find it yet and don't know it it's documented or what.

Greetings, Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)

2271. Re: 'GDOS printer drivers'

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-07 19:20:50 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <3095.05.91@drdhh.hanse.de>
Source record: 48198

> Whilst on the subject of printer drivers in general, could someone post
> details of the 'printer.sys' file most commonly found referred to in the 'assign.sys'
with driver ID 21 ? I have a printer which emulates an Epson, but most

printer.sys is a program. VDI-Drivers are programs that are loaded upon
open_workstation and called as a function dispatcher to draw graphic
primitives. They are neither configuration-files nor just hardcopy drivers.

Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)

2272. Re: Spectre Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-08 01:28:06 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May7.205903.1293@mailer.cc.fsu.edu>
Source record: 48159

In article <2910@odin.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <1991May6.143909.6030@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu
>(Mickey Boyd) writes:
>>In article <2896@odin.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>>But there is a program called DOS Mounter that can be run on both Spectre 128
>>>with version 3 software and a real Mac (with a high density drive) that will
>>>allow DOS disks to be used instead of GCR ones.
>>>No need to upgrade to GCR if you don't want to.
>>
>>But this would mean that any Mac software purchased would have to be
>>modemed or null-modemed over, which was my original point.
>
>No, no, no! The point is that you can use DOS disk to transfer programs
>and data between Spectre 128 and genuine Macs at normal disk access speeds.
^^^^^^^^^^^^^^^^

<sigh>. Ok, let's go to the store. Let's buy a piece of Mac software.
We go home. Hmmm, do I have a Mac? No, but I have a Spectre 128, and that
is damn close. Hmmm, ok, let's stick this disk in. Hmmm, what is that
grungy noise . . . .

Alternate scenario: Ok, buy the software, drive home. Hmmm, disk makes a
funny noise in my (Spectre 128 equipped) ST. No problem, I'll just go over
to my Mac and put it on a DOS floppy, then walk over to my ST and smuggly
load in my new Mac program. What honey? Why did I buy this Spectre when I
already have a Mac? Well, you see, the screen is really big . . . .

NOW do you see my point? The one that might be important (either way) in
the decision to purchase a Spectre 128 or Spectre GCR! The GCR is more
convenient at worst, and if you do not have access to another Mac, it may
be a necessity. For example, if you have a Mac at work and an ST at home,
a Spectre 128 would probably be fine. Actually, if you happen to have a
Syquest SQ-555 hooked to your ST, and have access to a Mac similarly
equiped, you have it made. You can move stuff around at 44mb a pop. Much
better.

As a side note, does anyone know how to purchase the made-in-hong-kong
legitimate Mac ROMS? The ones that sell for $2 over there (or something)?
I saw the original post, but no followup (heehee, all this might be for
naught . .).
--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."

```
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------
```

2273. Re: Using ST hard disks on TT's

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-08 03:27:43 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May08.032743.15031@ecst.csuchico.edu>
Source record: 48158
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2928@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>Supra (and ICD?) use tricks that we don't use to get more than four
>partitions on a drive. We use a different trick. When you attach a
>drive with more than four partitions to a TT, you are using the hard-disk
>driver from Atari which is on the TT's internal hard disk, not the driver
>that understands Supra's trick.
>
>Since these drivers probably don't work on TT's and certainly don't know
>about the TT's SCSI port, you are stuck.

I think I heard that version 5 of ICD's software works on the TT. Can anyone
confirm of deny this claim?

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

2274. PD-MS-program??

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-08 10:06:24 UTC
From: HUTTER@rzmain.rz.uni-ulm.de
Message-ID: <1991May8.121029.4680@rusmv1.rus.uni-stuttgart.de>
Source record: 48161

Hi!

Being new to this kind of communication I don't exactly know, if this message is posted to the correct newsgroup, but I hope so.

I'm looking for a (PD-)program for a ST-computer that will help in assigning mass spectra. I have heard of a program that does this but don't know where it can be found. If someone has got such a program or knows where I could get it, I'd appreciate it very much if You could let me know.

Thanks

Wolfgang

2275. Timer A, Spurious Interrupts

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-08 11:01:16 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May8.110116.3191@informatik.uni-erlangen.de>
Source record: 48162

Hi,

this is my first experiment with the MFP Timer A. I have fiddled
around with the corresponding XBIOS functions Xbtimer(), Jdisint()
and Jenabint(), and the interrupt routine proper even is called
periodically - everything fine so far. The problem is that I get
a Spurious Interrupt exception from time to time - more often if
the period between interrupts is decreased by adjusting the Timer
A data and control register.

The code I'm using looks like this:

```
Xbtimer(TIMERA, 0, 0, -1L); /* stop Timer A */
Xbtimer(TIMERA, 1, 9, myroutine); /* start Timer A */
.
.

/* do some floppy I/O */
.
.
Xbtimer(TIMERA, 0, 0, -1L); /* stop Timer A */
Jdisint(13); /* disable Timer A interrupts */
```

The interrupt routine:

```
myroutine:
addq.l #1,counter
bclr #5,$fffffa0f
rte
counter:
dc.l 0
```

I'm not dealing with any other interrupts while the routine above is running.
I'm working on a TT with TOS 3.01. If I understand the 'Spurious Interrupt'
exception right, it is triggered by some interrupt device (probably the
MFP) not responding to a CPU interrupt acknowledge cycle. I can't figure
out, however, how I did that 8-)

If somebody can help me out: Please make a simple door very happy 8-)

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2276. STe extended video hardware registers

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-08 11:13:20 UTC
From: mro@dcs.exeter.ac.uk
Message-ID: <3274@izar.dcs.exeter.ac.uk>
Source record: 48165

In Mathew Lodge's articles about the new hardware in the STe, he detailed address $FF820E as

"Line offset (LINEWID) - the number of extra words added to the address counter at the end of each line ..."

I have had absolutely no success in using this register.

I have tried putting in all the different values I can think of, but the output doesn't change at all. I could understand the display being incorrect, or skewed if I put in a wrong value, but when absolutley no change occurs, I assume I am using it incorrectly.

I am accessing it using 68000, basically by going into Supervisor mode and storing a value at location $FF820E.

So, is $FF820E the wrong location, or have I just totally misunderstood what this register is supposed to achieve?

Thanks for any help

Marcus

2277. Latest Picture Formats List

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-08 14:18:29 UTC
From: dmb@wam.umd.edu
Message-ID: <1991May8.141829.29429@wam.umd.edu>
Source record: 48163
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here's the most recent revision of the picture formats list. No changes
have been made to it since the last posting, although there are still
some substantial additions to be made in the future (when I have more time).

The list is archived on atari.archive.umich.edu, as indicated in the
comp.sys.atari.st FAQ.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

ST Picture Formats

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(Please report errors or additions.)

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Contents

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IFF *.IFF
MacPaint *.MAC
PackBits Compression Algorithm

Introductory Information
----
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special

information there (most notably Art Studio).

The Formats

<NEOchrome> *.NEO

1 word flag byte [always 0]
1 word resolution [0 = low res, 1 = medium res, 2 = high res]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits. High bit (bit 15) set if color
animation data is valid. Low byte contains color animation
limits (4 most significant bits are left/lower limit,
4 least significant bits are right/upper limit).
1 word color animation speed and direction. High bit (bit 15) set
if animation is on. Low order byte is # vblanks per step.
If negative, scroll is left (decreasing). Number of vblanks
between cycles is |x| - 1
1 word # of color steps (as defined in previous word) to display
picture before going to the next. (For use in slide shows)
1 word image X offset [unused, always 0]
1 word image Y offset [unused, always 0]
1 word image width [unused, always 320]
1 word image height [unused, always 200]
33 words reserved for future expansion
16000 words picture data (screen memory)

32128 bytes total

<NEOchrome Animation> *.ANI

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click both mouse buttons in the eye of the second R in the
word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of image in bytes (always divisible by 8)
1 word height of image in scan lines
1 word size of image in bytes + 10 (!)
1 word x coordinate of image (must be divisible by 16) - 1
1 word y coordinate of image - 1
1 word number of frames
1 word animation speed (# vblanks to delay between frames)
1 long reserved; should be zero
----
22 bytes total for header

? words image data (words of screen memory) for each frame, in
order

<DEGAS> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)

32034 bytes total

<DEGAS Elite> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

32066 bytes total

<DEGAS Elite (Compressed)> *.PC1 (low resolution)
*.PC2 (medium resolution)
*.PC3 (high resolution)

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control/data bytes
4 words left color animation limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag [0 = left, 1 = off, 2 = right]
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

< 32066 bytes total

Compression Scheme:

PackBits compression is used (see below). Each scan line is compressed
separately; i.e., all data for a given scan line appears before any data
for the next scan line. The scan lines are specified from top to bottom

(i.e., 0 is first). For each scan line, all the data for a given bit plane appears before any data for the next higher order bit plane. Note this is identical to the IFF 'BODY' image data.
To clarify: The first data in the file will be the data for the lowest order bit plane of scan line zero, followed by the data for the next higher order bit plane of scan line zero, etc., until all bit planes have been specified for scan line zero. The next data in the file will be the data for the lowest order bit plane of scan line one, followed by the data for the next higher order bit plane of scan line one, etc., until all bit planes have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on compressed DEGAS files:

o Elite uses a 40-byte buffer to store data being decompressed.

o Whenever a control command is encountered, bytes are stuffed in this buffer.

o The buffer is only emptied when there are EXACTLY 40 characters in it.

The important conclusion here is that

No control command may cause the buffer to have more than 40 bytes in it. In other words, all control commands must end on or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus error when the picture is loaded.

<Tiny> *.TNY (any resolution)
*.TN1 (low resolution)
*.TN2 (medium resolution)
*.TN3 (high resolution)

Several people have reported sightings of mutated Tiny pictures that do not follow the standard format, so let's be careful out there. What is described here is the format that David Mumper's original TNYSTUFF.PRG produces.

1 byte resolution (same as NEO, but +3 indicates rotation information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits hold left (start) limit; low 4 bits hold right (end) limit
1 byte direction and speed of color animation (negative value indicates left, positive indicates right, absolute value is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)

}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead, the
data is divided into four sets of vertical columns. (This results in
better compression.) A column consists of one specific word taken
from each scan line, going from top to bottom. For example, column 1
consists of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
The columns appear in the following order:

1st set contains columns 1, 5, 9, 13, ..., 69, 73, 77 in order
2nd set contains columns 2, 6, 10, 14, ..., 70, 74, 78 in order
3rd set contains columns 3, 7, 11, 15, ..., 71, 75, 79 in order
4th set contains columns 4, 8, 12, 16, ..., 72, 76, 80 in order

Note that Tiny partitions the screen this way regardless of resolution; i.e.,
these aren't bitplanes. For example, medium resoltion only has two bitplanes,
but Tiny still divides medium resolution pictures into four parts.

<Spectrum 512> *.SPU

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

Note that the Spectrum 512 mode's three palette changes per scan
line allow more colors on the screen than normally possible, but a
tremendous amount of CPU time is required to maintain the image.

The Spectrum format specifies a palette of 48 colors for each scan line.
To decode a Spectrum picture, one must be know which of these 48 colors
are in effect for a given horizontal pixel position.

Given an x-coordinate (from 0 to 319) and a color index (from 0 to 15),
the following C function will return the proper index into the Spectrum
palette (from 0 to 47):

```
/*
* Given an x-coordinate and a color index, returns the corresponding
* Spectrum palette index.
*
* by Steve Belczyk; placed in the public domain December, 1990.
*/
int
FindIndex(x, c)
int x, c;
{
int x1;

x1 = 10 * c;

if (1 & c) /* If c is odd */
x1 = x1 - 5;
else /* If c is even */
x1 = x1 + 1;

if (x >= x1 && x < x1 + 160)
c = c + 16;
else if (x >= x1 + 160)
c = c + 32;

return c;
}
```

<Spectrum 512 (Compressed)> *.SPC

```
1 word flag word [$5350 or "SP"]
1 word reserved for future use [always 0]
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map
--------------
<= 50014 bytes total
```

Data compression:

Compression is via a modified run length encoding (RLE) scheme,
similar to DEGAS compressed and Tiny. The data map is stored as a
sequence of records. Each record consists of a header byte followed by

one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= -1 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included). If a palette
entry is not included, it is assumed to be zero (black). The least
significant bit of the bit vector refers to palette entry zero, while the
most significant bit refers to palette entry 15. Bit 15 must be zero,
since Spectrum 512 does not use palette entry 15. Bit 0 should also be
zero, since Spectrum 512 always makes the background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

<Art Director> *.ART (low resolution only)

16000 words picture data (screen memory)
16 words palette
15 * 16 words 15 more palettes for animation

32512 bytes total

<C.O.L.R. Object Editor Mural> *.MUR (low resolution only)

16000 words picture data (screen memory)
(palettes are stored in separate files)

32000 bytes total

<Doodle> *.DOO (high resolution only)

16000 words picture data (screen memory)

32000 bytes total

<Animatic Film> *.FLM (low resolution only)

```
1 word number of frames
16 words palette
1 word speed (0 - 99; value is 99 - # vblanks to delay between frames)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse (change direction)
1 word width of film in pixels
1 word height of film in pixels
1 word Animatic version number (major)
1 word Animatic version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved for expansion (should be all zeros)
--------
32 words total for header

? words image data (words of screen memory) for each frame, in order

<GEM Bit Image> *.IMG

1 word version number of image file [1]
1 word length of header in words [usually 8]
1 word number of color planes [1 for monochrome]
1 word pattern length in bytes [1-8, usually 2 for screen images]
1 word pixel width in microns (1/1000 mm, 25400 microns per inch)
1 word pixel height in microns
1 word line width in pixels
1 word number of lines
-------
? words header length defined in 2nd word of header

? bytes data

NOTES: If the image is a color image (planes > 1), the planes are stored
separately starting with plane 0. There is, however, no standard way of
storing the color palette. Some programs may save the palette in separate
files, some may extend the header. For this reason, you should never
assume the header is 8 words long, always get the header length from the
2nd word of the header. Also, the line width in the 7th word is the number
of pixels in a line. Since the data is encoded in byte-wide packets, the
actual unpacked line width is always a multiple of 8, and may be 1-7 pixels
longer than the length specified in the header.

For each byte x in the data section,

x = 0 Pattern/scanline run.
Read the next byte, n (unsigned).

If n > 0 then:
Read a number of bytes equal to the "pattern
length" word in the header. Repeat this
pattern n times.
```

If n = 0 then:
Scanline run. Data for the next scanline
is to be used multiple times. Read the
following record:

1 byte flag byte [$FF]
1 byte number of times to use
next scanline data

The data for the next scanline follows,
compressed normally.

x = 80 (hex) Uncompressed bit string. The next byte
determines the number of bytes to use
literally. The literal data bytes follow.

otherwise Solid run. The value of x determines
what to draw. The high bit specifies whether
the pixels are set or cleared. A 1 indicates
a byte-run using $FF, a 0 indicates a byte-run
using $00. The low 7 bits, taken as an unsigned
quantity, specify the length of the run in bytes.

<STAD> *.PAC (high resolution only)

4 bytes "pM86" (vertically packed) or "pM85" (horizontally packed)
1 byte id byte
1 byte pack byte (most frequently occuring byte in bitmap)
1 byte "special" byte
----
7 bytes total for header

? bytes data

The data is encoded as follows. For each byte x in the data section:

x = id byte Read one more byte, n. Use pack byte
n + 1 times.
x = "special" byte Read two more bytes, d, and n (in order).
Use byte d n times.
otherwise Use byte x literally.

<Imagic Film/Picture> *.IC1 (low resolution)
*.IC2 (medium resolution)
*.IC3 (high resolution)

4 bytes "IMDC"
1 word resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
1 word date (GEMDOS format)
1 word time (GEMDOS format)
8 bytes name of base picture file (for delta compression), or zeroes
1 word length of data (?)
1 long registration number
8 bytes reserved

```
1 byte compressed? (0 = no, 1 = yes)

If compressed {
1 byte delta-compressed? (-1 = no, > -1 = yes)
1 byte ?
1 byte escape byte
}
-------
65 bytes total for header (68 bytes if compressed)

? bytes data

Compressed data may be either stand-alone or delta-compressed (relative
to the base picture named in the header). Delta compression involves
storing only how the picture differs from the base picture (i.e., only
portions of the screen that have changed are stored). This is used to
to encode animated sequences efficiently.

Compressed data, stand-alone:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 2, use the next byte n times.
If n = 1, keep reading bytes until a
byte k not equal to 1 is encountered.
Then read the next byte d.
If the number of 1 bytes encountered is o,
use d (256 * o + k) times. I.e.,

if (n == 1) {
o = 0;
while (n == 1) {
o++;
n = next byte;
}

k = n;
d = next byte;

Use d (256 * o + k) times.
}
else {
d = next byte;
Use d (n) times.
}

x != escape byte Use x literally.

Compressed data, delta compressed:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).
```

If n >= 3, use the next byte n times.
If n = 1, do the same as for n = 1 in
stand-alone compression (above).
If n = 2, then set n = next byte.
If n = 0, end of picture.
If n >= 2, take n bytes from base
picture.
If n = 1, do the same as for n = 1
in stand-alone compression (above),
but take (256 * o + k) bytes from
base picture.

x != escape byte Use x literally.

<IFF Format> *.IFF

4 bytes "FORM" (FORM chunk ID)
1 long length of file that follows
4 bytes "ILBM" (InterLeaved BitMap file ID)

4 bytes "BMHD" (BitMap HeaDer chunk ID)
1 long length of chunk [20]
20 bytes 1 word = image width in pixels
1 word = image height in lines
1 word = image x-offset [usually 0]
1 word = image y-offset [usually 0]
1 byte = # bitplanes
1 byte = mask (0=no, 1=impl., 2=transparent, 3=lasso)
1 byte = compressed [1] or uncompressed [0]
1 byte = unused [0]
1 word = transparent color (for mask=2)
1 byte = x-aspect [5=640x200, 10=320x200/640x400, 20=320x400]
1 byte = y-aspect [11]
1 word = page width (usually the same as image width)
1 word = page height (usually the same as image height)

4 bytes "CMAP" (ColorMAP chunk ID)
1 long length of chunk [3*n where n is the # colors]
3n bytes 3 bytes per RGB color. Each color value is a byte
and the actual color value is left-justified in the
byte such that the most significant bit of the value
is the MSB of the byte. (ie. a color value of 15 ($0F)
is stored as $F0) The bytes are stored in R,G,B order.

4 bytes "CRNG" (Color RaNGe chunk ID)
1 long length of chunk [8]
8 bytes 1 word = reserved [0]
1 word = animation speed (16384 = 60 steps per second)
1 word = active [1] or inactive [0]
1 byte = left/lower color animation limit
1 byte = right/upper color animation limit

```
4 bytes "CAMG" (Commodore AMiGa viewport mode chunk ID)
1 long length of chunk [4]
1 long viewport mode bits (bit 11 = HAM, bit 3 = interlaced)

4 bytes "BODY" (BODY chunk ID)
1 long length of chunk [# bytes of image data that follow]
? bytes actual image data

NOTES: Some of these chunks may not be present in every IFF file, and may
not be in this order. You should always look for the ID bytes to find a
certain chunk. All chunk IDs are followed by a long value that tells the
size of the chunk. This is the number of bytes that FOLLOW the 4 ID bytes
and size longword. The exception to this is the FORM chunk. The size
longword that follows the FORM ID is the size of the remainder of the file.
The FORM chunk must always be the first chunk in an IFF file.

The R,G,B ranges of AMIGA and ST are different (AMIGA 0...15, ST 0...7),
as is the maximum number of bitplanes (AMIGA: 5, ST: 4).

Format of body data

An expanded picture is simply a bitmap. The packing method is PackBits
(see below), and is identical to MacPaint and DEGAS Elite compressed.

The (decompressed) body data appears in the following order:

line 1 plane 0 ... line 1 plane 1 ... ... line 1 plane m
[line 1 mask (if appropriate)]
line 2 plane 0 ... line 2 plane 1 ... ... line 2 plane m
[line 2 mask (if appropriate)]
...
line x plane 0 ... line x plane 1 ... ... line x plane m
[line x mask (if appropriate)]

The FORM chunk identifies the type of data:

"ILBM" = interleaved bit map
"8SVX" = 8-bit sample voice
"SMUS" = simple music score
"FTXT" = formatted text (Amiga)

<MacPaint> *.MAC

1 long version number [0=ignore header, 2=header valid]
38 * 8 bytes 8x8 brush/fill patterns. Each byte is a pattern row,
and the bytes map the pattern rows top to bottom. The
patterns are stored in the order they appear at the bottom
of the MacPaint screen top to bottom, left to right.
204 bytes unused
-------------
512 bytes total for header

< 51200 bytes compressed bitmap data
-------------
< 51712 bytes total
```

NOTE: The version number is actually a flag to MacPaint to indicate if
the brush/fill patterns are present in the file. If the version is 0,
the default patterns are used. Therefore you can simply save a MacPaint
file by writing a blank header (512 $00 bytes), followed by the packed
image data.

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image.
The packing method is PackBits (see below). There are 72 bytes per
scan line. Each bit represents one pixel; 0 = white, 1 = black.

<PackBits Compression Algorithm>

The following packing algorithm originated on the Mac, was adopted by
Electronic Arts/Commodore for use in the IFF standard, and then by Tom
Hudson for use in DEGAS Elite. The algorithm is currently used in
MacPaint, IFF, and DEGAS Elite compressed file formats. Each scan line
is packed separately, and packing never extends beyond a scan line.

For a given control byte 'n':
0 <= n <= 127 : use the next n + 1 bytes literally (no repetition).
-127 <= n <= -1 : use the next byte -n + 1 times.
n = -128 : no operation, not used.

---

* Roland Waldi contributed extensive information on the following formats:

GEM, IMG, Doodle, STAD, Imagic Film/Picture, Art Director, IFF

** John Brochu, ST picture formats guru, provided sage advice and many
corrections to the following formats:

NeoChrome, DEGAS Elite Compressed, Spectrum 512 Compressed,
GEM Bit Image, IFF, MacPaint

Version of Wed Dec 19 11:20:55 EST 1990
Cosmetic changes Tue Jan 29 00:17:51 EST 1991

2278. External keyboards.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-08 14:32:07 UTC
From: adamd@rhi.hi.is
Message-ID: <3117@krafla.rhi.hi.is>
Source record: 48170

A fair bit of discussion has been on about connecting keyboards to 520 and 1040 ST models. I am surprised to see no mention of using a Mega ST keyboard. Surely one of these would need no interfacing and require only a suitable plug for connection. Does anyone know how prices compare? The old Mega has the nicest keyboard and box design of all the Atari ST/TT range (and most other desktop computers).

--
Adam David. (adamd@rhi.hi.is)

2279. Re: Spectre Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-08 17:16:02 UTC
From: carter@cat23.cs.wisc.edu
Message-ID: <1991May8.171602.25889@daffy.cs.wisc.edu>
Source record: 48167

I have the legit ROMS. I here you can also buy them from many places now,
for $300 bucks. But you can't be sure they are legit.

Anyway, I say, "If it walks like a duck, talks like a duck, by George
IT IS a duck."

Just don't tell anyone about how it sounds! :) OK?

--Gregory

2280. Re: Why does my monitor work?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-08 21:08:41 UTC
From: bill@sugaree.uu.net
Message-ID: <103.28283099@sugaree.uu.net>
Source record: 48175

In article <!0J_LS-@warwick.ac.uk>, csual@warwick.ac.uk (Jason Morris) writes:
> I have noticed something really strange happening with my SM124 monochrome
> monitor. It appears to work correctly with no fading, blackouts, shuddering or
> strange black vertical lines on it. Nobody else has reported this problem
> before and I wondered if anyone else has had a similar experience?
>
> Jas.

Ya'know I have the same problem... and try as I might, I just can't
stop it. Just my luck, huh!

...Bill

--
**** All opinions stated above are my own!! ****

William Bishop | "Its a big country...
IKEA U.S. Services, Inc. | Someone's got to furnish it!"
Plymouth Commons | - IKEA
Plymouth Meeting, PA 19462 |
Tel: (215) 834-0180 | This space intentionally filled!!
Fax: (215) 834-0872 |
Telex: 846223 |

2281. Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-08 22:40:07 UTC
From: smiller@bcarh166.bnr.ca
Message-ID: <4477@bnr-rsc.UUCP>
Source record: 48164

I have an SM124 (which has performed flawlessly since 1985) and I was considering getting an Atari colour monitor. Then I decided to get a multisync, so I could use it on other computers. I had thought that I would have to keep my SM124 for monochrome, because of the 70HZ refresh, but I recently heard that some multisyncs can do the higher rate.

Who has done this? Does it work well for both mono and colour? And what multisyncs can handle 70Hz?

--
****
Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
P.O. Box 3511, Station C
.signature USES DISCLAIMER; Ottawa, Ontario, Canada, K1Y 4H7
****

2282. Mega 2 for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-08 23:16:09 UTC
From: cwc@blizzard.cs.odu.edu
Message-ID: <1991May8.231609.9116@cs.odu.edu>
Source record: 48160
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Atari Mega 2 ST with TOS v1.4 and a Tweety Board installed. $650.
I will ship via UPS for FREE to anywhere in the continental US.

--
==========
Chris Carpinello (cwc@xanth.cs.odu.edu) /// Peace, Love, and NO CENSORSHIP
"Of all possible worlds, we only got one, we got to ride on it"__Grateful Dead

2283. appl-id of running aes-process

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-09 00:04:19 UTC
From: tolk@opal.cs.tu-berlin.de
Message-ID: <3275@troll.cs.tu-berlin.de>
Source record: 48169

Is there a way to find out the appl_id of the currently running program?
It seems as if application 1 is GEM's screenmanager, 2 and above are
accessories and 0 is the id of a loaded application. Does this hold in
any circumstances?

Is it possible to get the appl_id of the application that is owner of the
topmost window? Even if the running loaded application has id 1, there could
always be an accessory that has opened the topmost window.

The background: I'm working on an accessory that sends window-messages to
the currently running application. It works fine - even with the desktop -
as long as there are no accessory-owned windows. I'm sending the messages
via appl_write to application 1 with the window-handle returned by
wind_get(0,WF_TOP,...)

Ciao Robert Tolksdorf / Koertestr.30 / D-1000 Berlin 61

2284. Re: Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-09 00:15:03 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991May9.001503.22547@jato.jpl.nasa.gov>
Source record: 48166

In article <4477@bnr-rsc.UUCP> smiller@bcarh166.bnr.ca (Scott Miller) writes:
>I have an SM124 (which has performed flawlessly since 1985) and I was
>considering getting an Atari colour monitor. Then I decided to get a
>multisync, so I could use it on other computers. I had thought that I
>would have to keep my SM124 for monochrome, because of the 70HZ refresh,
>but I recently heard that some multisyncs can do the higher rate.
>
>Who has done this? Does it work well for both mono and colour? And what
>multisyncs can handle 70Hz?
>--
>***
>Scott Miller, in the bowels of Bell-Northern Research Voice:(613) 763-2992
> P.O. Box 3511, Station C
>.signature USES DISCLAIMER; Ottawa, Ontario, Canada, K1Y 4H7
>***

I've connected a NEC Multisync II to my ST. I've tried monochrome in its
monochrome mode (forgot how), and by putting the mono signal simultaneously
to the R, G and B signals. The NEC monochrome mode is VERY grainy. Putting
the mono signal onto RG&B simultaneously has good resolution, but the screen
image is only about 1/3 of the screen height. Keep your SM124.

--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2285. Re: high density drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-09 00:28:51 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5615@wucc.waseda.ac.jp>
Source record: 48171

I have written a formatting program and a guide to install high density
drives in our ST. The document is about 34K and the binary is 5K.
I don't think they are good enough to be published in terms of explanation
style and so on, so I want people to proof read them or test themselves.
The documents deals with all the aspects of floppy drives and if any
question arises I will add all the answers to it. The formatting program
does the physical formatting in IBM standard on high/normal density
drives and also writes DOS 4.0 specific initial data on the first track.
If you are interested, please e-mail me to
ytsuji@jpnwas00.BITNET or ytsuji@cfi.waseda.ac.jp
P.S.
I've sent both of these to the atari.st moderator but it seems to take another
few weeks to get them published. I now feel uneasy.

2286. Re: Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-09 01:23:29 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May09.012329.22083@ecst.csuchico.edu>
Source record: 48172

In article <4477@bnr-rsc.UUCP> smiller@bcarh166.bnr.ca (Scott Miller) writes:
>I have an SM124 (which has performed flawlessly since 1985) and I was
>considering getting an Atari colour monitor. Then I decided to get a
>multisync, so I could use it on other computers. I had thought that I
>would have to keep my SM124 for monochrome, because of the 70HZ refresh,
>but I recently heard that some multisyncs can do the higher rate.
>
>Who has done this? Does it work well for both mono and colour? And what
>multisyncs can handle 70Hz?

There have been a number of people asking about connecting multisyncs
to an ST. It seems to be contagious. :^)

In that case, there is a collection of text files about connecting a
multisync monitor to an ST in the multsync.lzh file in the atari/graphics/
directory at atari.archive.umich.edu.

I have an NEC 3D connected to an STe. I'm using an IB Computers Switchbox;
they import the switchbox from Europe. I've tried the Omniswitch from
Talon Computers and it just plain sucks -- avoid it. The NEC 3D and IB
switchbox works great! No complaints.

A friend of mine has a Mistubishi Diamondscan connected to his STe. He
says that his monochrome isn't as clear.

I've heard good things about the Sony 1302 monitor.

Justin Dubois has ordered a Loop monitor to connect to his ST. He says
he should have it in a few days. We'll see what happens. :^)

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

2287. ABACUS ST Graphics and Sound Book Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-09 01:43:51 UTC
From: an602@cleveland.Freenet.Edu
Message-ID: <24444@know.pws.bull.com>
Source record: 48173

Hello. I am interested in buying an Abacus book: Atari ST Graphics and Sound. I am willing to pay $8.00 prepaid plus shipping. If you are interested, please reply via E-mail. Thanks.

--

,-----------------------------.---.
Jim Bernatowicz	Philosophy 101
jbernat@andy.bgsu.edu	
...!osu-cis!bgsuvax!jbernat	I think, therefore I am Single.

2288. 68000 to 68020 conversion board

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-09 03:11:54 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May09.031154.22591@ecst.csuchico.edu>
Source record: 48174

I just saw this post in misc.forsale.computers. Do you think it
would work in an STe? The STe has a square, socketed 68000, right?
(I don't want to open up my machine and look. :^) Would there be a
considerable speed increase with a 68020 and 68881?!

I have this little board that converts (plugs into a 68000 scoket)
a 68000 to a 68020 with FPU (68881). The board has three PALs,
a 12 MHz 68020 and 16 MHz 68881. All parts are socketed.
The board is made by:
Computer System Associates
7562 Trade Street
San Diego, CA 92121
(619) 566-3911

I have NO documentation. This board is sold AS IS.
I have no idea if it works.

Asking $40 or best offer. Buyer pays shipping.
for another $40 I'll through in a spare set of
CPU (68020 16 mHz) & FPU (68881 16 mHz).

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261

2289. Re: Did'ya ever wonder...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-09 04:30:52 UTC
From: orc@vpnet.chi.il.us
Message-ID: <1991May09.043052.5777@vpnet.chi.il.us>
Source record: 48182

In article <97.28257a4c@sugaree.uu.net> bill@sugaree.uu.net (William Bishop) writes:
|Did'ya ever wonder what it would be like to use an Atari that has a
|detached keyboard...
.
.
.
|My question is: Is the a kit or something that will enable me (and
|others like me with 520's) to convert to a "box and seperate keyboard"

"Or something"

I've got a detached keyboard - A Mega keyboard, for that matter - attached to the 520 I'm using now. It's a trivially simple modification, if you're willing to do some wire fitting. What you need is a 6-wire telephone jack and a 17-pin single inline header plug (plus, of course, a Mega keyboard and a 520 - dunno about the newer ones, but the older (no internal flopsies) 520's are happy with this modification.)

4 simple steps, with appropriate cursing relative to success.

1: take apart the 520, remove the old keyboard, leap on it a few times, tear apart your warranty (leaping on the 520 keyboard provided incentive to do the modification properly, tearing apart the warranty just saves the people at Atari the effort...)

2: take the telephone jack (er, socket, or whatever - I bought a 6-pin wall plug and ripped it apart) and run the wires to the header plug as follows:
blue, yellow -> pin 1
white, black -> pin 13
green -> pin 14
red -> pin 15

(my notes - I can't look at the actual connector for obvious reasons - say that the blue wire is #1, yellow #2, white #5, black #6, green #3 and red #4 on the telephone jack or socket or whatever)

3: plug the header plug back into the 520 at the same place you took out the old keyboard. (Pin one is towards the front of the unit, in case it's not labeled on the PC board.) feed the un-keyboarded end of the Mega keyboard cable through the RF shield where the 520 cable went in, then reassemble the whole mess.

4: plug in in and play. You'll have to relocate the mouse cable out to the Mega keyboard from the ST itself, but that's the only difference I've noticed.

Total cost? 1 mega keyboard plus about $6 for the bits. And it's trivially simple, and it doesn't permanently modify _any_ of the offending bits except for the telephone jack and the the 17-pin header plug. I'm noted for my tendency to kill hardware by a glance, but I've managed to rip apart the ST, attach this mod, and put it all back together with no ill-effects so far. (But I guess I'll haveta point out that you're on your own if you do this; I'm not responsible in general, and it'd be inconsistant if I made an exception in this case.)

Have fun...

--
.david parsons \/

2290. Help needed w/menu keyboard equivalents

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-09 06:44:57 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1991May9.064457.19554@rodan.acs.syr.edu>
Source record: 48176

I'm trying to write a GEM application, and I'd like to use keyboard equivalents for menu item selection. How is this done? I see keyboard equivalents mentioned in the docs, but how do I add them to the resource file? And how does the application know that a keypress is a menu equivalent? Is there some AES function that will tell you if a keypress is a menu shortcut? Any help would be appreciated...

---jb (jfbruno@rodan.acs.syr.edu)

2291. Re: How does one write a GDOS driver?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-09 07:13:58 UTC
From: jan@janhh.hanse.de
Message-ID: <1334.05.91@janhh.hanse.de>
Source record: 48194

Julian F. Reschke writes:
> Jeff Gruszynski says:
>>
>> I'm trying to find information on how to write a GDOS device
>> driver from scratch.
>
> Basically, you have to rewrite a whole new vdi. If you are familiar with
> assembler, you should take a look at the trap dispatcher at the beginning
> of META.SYS

I don't quite agree. What you need is a trap dispatcher. True.
Meta.Sys is a good example for that.

Secondly, you need the code for all the functions to set and inquire
parameters. That code is basically the same for all devide drivers.
(From what I understand Atari supplies it with the GDOS Drivers Kit,
which costs about $300.) If you're not rich take a look into some device
driver. It's all in there.
(BTW: The *old* versions have a symbol table!)

What you have to write yourself is the code for the actual output.
A dot matrix printer has to buffer te output for a whole page.
It draws on a bitmap and then prints it. A plotter probalby is able to
do the drawing right when it gets the command.

Good luck,
Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

2292. Re: Spectre Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-09 08:03:48 UTC
From: sean@cs.hw.ac.uk
Message-ID: <2917@odin.cs.hw.ac.uk>
Source record: 48180

In article <1991May7.205903.1293@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>In article <2910@odin.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>In article <1991May6.143909.6030@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu
>>(Mickey Boyd) writes:

> [stuff deleted]
>Actually, if you happen to have a
>Syquest SQ-555 hooked to your ST, and have access to a Mac similarly
>equiped, you have it made. You can move stuff around at 44mb a pop. Much
>better.
>

Just a quick question about Syquest drives.
As the Mac uses a SCSI interface (25 Pin) and the ICD host board
provides a SCSI port (50 Pin) and there are such things as 25 to 50 way SCSI
connectors. Is it possible to use one of the very cheap Mac Syquest
drives with the above setup?
Or is this a dumb question ?

sean@cs.hw.ac.uk

2293. Re: appl-id of running aes-process

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-09 08:42:30 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May9.084230.8314@informatik.uni-erlangen.de>
Source record: 48177

tolk@opal.cs.tu-berlin.de (Robert Tolksdorf) writes:

>Is there a way to find out the appl_id of the currently running program?
>It seems as if application 1 is GEM's screenmanager, 2 and above are
>accessories and 0 is the id of a loaded application. Does this hold in
>any circumstances?

The current main application has the apid 0 - but this will almost
certainly fail when Atari gives us something like a MultiDesktop one day.
You could try out what happens in such a environment by testing your
program under MultiGEM.

>Is it possible to get the appl_id of the application that is owner of the
>topmost window? Even if the running loaded application has id 1, there could
>always be an accessory that has opened the topmost window.

Just some illegal idea 8-) : Intercept the AES trap and look for
WF_TOP messages sent to any application. By looking in this application's
GLOBAL field you could find out its ID.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2294. Re: Help needed w/menu keyboard equivalents

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-09 12:50:20 UTC
From: steve@thelake.mn.org
Message-ID: <A1045042857@thelake.mn.org>
Source record: 48178

[In article <1991May9.064457.19554@rodan.acs.syr.edu>,
jfbruno@rodan.acs.syr.edu (John Bruno) writes ...]

> I'm trying to write a GEM application, and I'd like to use keyboard
> equivalents for menu item selection. How is this done? I see keyboard
> equivalents mentioned in the docs, but how do I add them to the resource
> file? And how does the application know that a keypress is a menu equivalent?
> Is there some AES function that will tell you if a keypress is a menu
> shortcut? Any help would be appreciated...

Unless I'm doing it all wrong, you call evnt_multi() and look at the
returned value to determine whether you've received a menu message,
a keystroke, or whatever. Then you either evaluate the contents of
the message buffer or look at the keystroke values, as appropriate.
(This is why GEM programs wind up with such hellishly long sequences of
nested switch-case statements.)

All the resource file does is describe objects to be drawn. The convention
for indicating that there is an ALT key alias for a menu function is that
little doohickey that looks like a reverse-video gunsight, but I don't
recall what control-keystroke produces it.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

2295. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-09 15:43:37 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991May9.154337.17580@cs.yale.edu>
Source record: 48179
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2930@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>Supra's driver will find ACSI units which are not connected in consecutive
>order starting with zero, and Atari's driver won't.
> ...
>There is another problem which has been called to my attention, and which
>is covered by the same "Atari drivers" caveat: Supra uses one trick to get
>more than four partitions per drive, and Atari uses another. If you have a
>drive partitioned with Supra's trick, and you connected it to a TT (or any
>machine running an Atari driver) the partitions after the fourth one will
>not be accessible. Again, it's a question of using non-Atari drivers.
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

I would think it would be in Atari's best interests to provide an
upgrade path for present ST users of Supra's drives. It shouldn't
be too hard to extend AHDI so that:

1. The driver will work like Supra's driver and find ACSI units
which are not connected in consecutive order.

2. The driver will recognize Supra's extended partitions as well as
Atari's. HDX doesn't have to create them, but it would sure be nice
if AHDI and HDX understood them.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

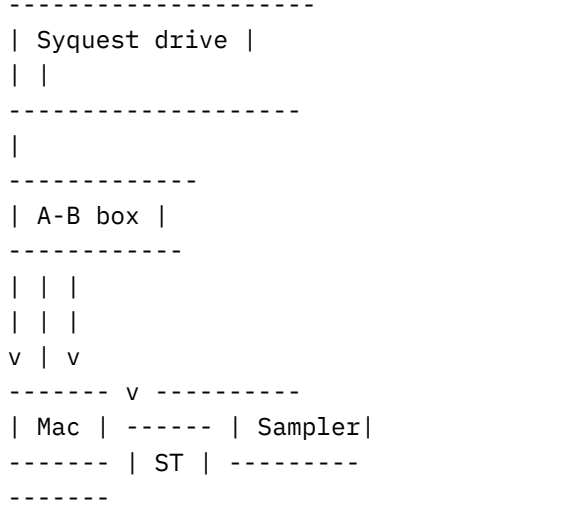
2296. Re: Spectre Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-09 20:50:20 UTC
From: pdel@ADS.COM
Message-ID: <_S_*#=|@ads.com>
Source record: 48183

> Is it possible to use one of the very cheap Mac Syquest
>drives with the above setup?
>sean@cs.hw.ac.uk

I'm presently using a syquest drive with my ST, Mac, and Digital Sampler (sound module). It is from Third Wave, a third party Mac hardware dealer.

I got and ICD host adapter, stuck it in a box, and made a cable from the ICD so you could use a 50 pin SCSI connector. I go from there to an A-B box that lets me switch the drive between the ST and Mac and Sampler.



With this setup I can for example boot with the Mac, get into a program, then unmount the drive and boot the ST (with an ST formatted disk). Depending on the type of disk access the Mac program needs, I may or may not be able to continue processing on the Mac. But I can unmount the ST disk, and reinsert the Mac disk, and then continue processing on the Mac without rebooting.

These Syquest drives are great for poor people like me who can't afford three separate hard drives. About $70 for a removable disk and you have virtually another drive.

Peter D.
--

login name: L1-A
In real life: Peter Delevoryas
In any other life: a cheap imitation

2297. ARGV spec repost as promised

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-09 21:18:36 UTC
From: apratt@atari.UUCP
Message-ID: <2934@atari.UUCP>
Source record: 48188
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In a discussion about Pexec and command lines, the question of the ARGV standard came up. Here is our documentation on this convention. It dates from August 22, 1990.

GEMDOS EXTENDED ARGUMENT (ARGV) SPECIFICATION

Introduction

The Pexec() function of GEMDOS allows a program to pass to a child process a command line up to 125 characters long, with arguments separated by spaces. No provision is made in GEMDOS for the child to know its own name. This makes it difficult for C programs to correctly fill in argv[0], the standard place where a C program finds the command which invoked it. Because the command line arguments are separated by spaces, it is difficult to pass an argument with an embedded space. This document will specify a method of passing arguments which allows arbitrary argument length, embedded spaces, and support for argv[0].

Standard Argument Passing

The Pexec Cookbook specifies how to use Pexec() to launch a child process, passing a command tail (argument string) and an environment. Before getting into the extended argument scheme, let's review how arguments are normally passed to a child.

A parent process builds a command line into an argument string - a null terminated string whose first byte contains the length of the rest of the string - and its address is passed as one of the arguments to Pexec(). GEMDOS copies this argument string to the basepage which it creates for the child. Thus the parent is responsible for gathering all the child's arguments into one string. This is normally handled by a library exec() function. The child is responsible for parsing the string of space-separated arguments back into an array of strings. This parsing is normally handled by the child's startup code.

Evolution

Several methods of bypassing the limits imposed by Pexec() have been used by GEMDOS programs. Some allow a user to specify a file on the command line which contains the rest of the arguments. Others get a pointer to the arguments, or the arguments themselves, from the environment string. Most MS-DOS programs use a command file for the extra arguments. This can be inconvenient for a user, cluttering the file system with command files, and making the operation of batch files and makefiles more confusing.

Several "standards" have arisen on the ST which use the environment to pass arguments. While more convenient than command files, these standards have other problems. Some rely on sharing memory between parent and child processes. Some take advantage of undocumented features of the operating system to get argv[0]. Others give the child process no way to validate that the arguments it finds are intended for it.

Rationale

In order to pass more than the standard 125 characters worth of arguments to a child, or to let the child find its name, the parent must place the extra information in a place where the child can access it safely and legally. The most convenient place is in the child's environment string. An environment string is a series of null-terminated strings of the format "VARIABLE=value" (e.g. PATH=c:\bin,c:\etc, or ShellP=YES). The last null-terminated string in the environment is followed by a zero byte, thus two consecutive nulls indicates the end of the environment. The environment is allocated for the child by GEMDOS, it is owned by the child, and its contents can be specified by the parent.

The child must have some way of knowing that the arguments which it finds in its environment are intended for it. The child may have been invoked by a parent which does not conform to this specification. Such a parent would leave _its_ arguments in the environment, and could pass that environment on to the child. The child would mistakenly interpret its parent's arguments as its own.

Placing arguments in the environment passed to the child gets around all of the command line limits of the standard Pexec() command tail. Because there is no limit on the length of the environment, arbitrary length arguments are supported. Arguments placed in the environment are null terminated, so they may contain spaces. A parent can also place the name of the command with which it invokes the child in the child's environment, providing support for argv[0]. Validation of the extended arguments can be placed in the standard Pexec() command line, by assigning a special meaning to an invalid length byte.

The GEMDOS Extended Argument Specification

This specification uses the convention that the presence of an environment variable named ARGV (all upper case) indicates that extended arguments are being passed to the child in its environment. This means that ARGV is a "boolean" environment variable. For the purpose of this specification, its value is not significant, but its presence indicates that the strings following it are the arguments for the child. Implementations of this specification are free to give the ARGV environment variable any value. The ARGV environment variable must be the last one in the environment passed to the child, so that the child can truncate its environment at that point, and treat everything before the ARGV as environment, and everything after it as arguments.

The first argument to the child (argv[0]) is the first string in the environment after the ARGV variable. This argument is the "pathname" parameter passed by the parent to Pexec(). The remaining arguments are those that the child would normally find in the command tail in its basepage. Even if all of the arguments would normally fit in a child's command tail, the parent should set up the arguments in the environment to take advantage of the benefits of this extended argument scheme.

As many arguments as will fit in the command tail will be passed there as well as in the environment, to support non-conforming programs. As a flag that arguments are also in the environment, the length byte of the command tail will be 127 (hex 7f). Non-conforming programs should not have a problem with this length byte, because it is longer than the maximum 125 bytes allowed by Pexec().

As an aside, the Pexec Cookbook erroneously implies that a command line can be 126 or 127 characters long. In fact, GEMDOS only copies to the child's basepage up to 125 bytes, or until it encounters a null, from the argument string passed to Pexec(). It ignores the length byte, placing a null at the same place it found one or at the 126th byte if no null is found. This has several implications: the length byte is not validated by GEMDOS (necessitating validation in the child's startup code, but also making this extended argument spec possible), and the null terminator _can_ be located after the end of the real command tail (the Desktop places a CR character after the command tail and before the null). The ARGSTART.S startup code listing below demonstrates how to correctly validate and parse a GEMDOS command tail.

A child which finds an ARGV environment variable can use the command tail length byte value of 127 to validate that the arguments following the variable are valid, and not just left over from a non-conforming parent which left its own ARGV arguments in the environment.

Because the strings in the environment following an ARGV variable are not environment variables, a child should truncate its own environment at the ARGV variable by changing the 'A' to a null.

Implementation: Parental Responsibilities

To pass arguments in the environment, a parent must create an environment string for the child. This can be achieved by first allocating as much space as is used in the parent's own environment, plus enough room for the ARGV variable and the arguments to the child, and then copying the parent's environment to the newly allocated area. Next, the ARGV variable must be appended, since it must be the last variable in the child's environment string. Following the ARGV variable is the null-terminated pathname of the child as passed to Pexec(), then the null-terminated arguments to the child, followed by a final null byte indicating the end of the environment.

After setting up the arguments in the environment, the parent must place as many arguments as it can fit in the command tail it passes to Pexec(). This way, a child which does not conform to this

specification can still get arguments from the command tail in its basepage. When placing arguments in the environment, the parent must set the first (length) byte of the command tail to 127 (hex 7f), validating the arguments in the environment.

Here is an example execv() library routine in C. It uses three local utility routines, e_strlen(), e_strcpy(), and str0cpy() for getting environment size and copying strings into the environment created for the child.

```
/* EXECV.C - example execv() library routine
* ============================================================
* 890910 kbad
*/

long Malloc( long nbytes );
long Pexec( short mode, char *filename, char *tail, char *env );
long Mfree( void *address );

/* Return the total length of the characters and null terminators in
* an array of strings.
* `strings' is an array of pointers to strings, with a null pointer
* as the last element.
*/
static long
e_strlen( char *strings[] )
{
char *pstring;
long length = 0;

while( *strings != 0 ) { /* Until reaching null pointer, */
pstring = *strings++; /* get a string pointer, */
do { /* find the length of this string, */
++length; /* using do-while to count the */
} while( *pstring++ != 0 ); /* null terminator. */
}
return length; /* Return total length of all strings */
}

/* Copy a string, including the null terminator, and return a pointer
* to the end of the destination string.
*/
static char *
str0cpy( char *dest, char *source )
{
do { /* use do-while to include null terminator */
*dest++ = *source;
} while( *source++ != 0 );
return dest;
}
```

```
/* Copy an array of strings into an environment string, and return a pointer
* to the end of the environment string.
* `strings' is an array of pointers to strings with a null pointer
* as the last element.
* `envstring' points to the environment string.
*/
static char *
e_strcpy( char *envstring, char *strings[] )
{
while( *strings != 0 ) {
envstring = str0cpy( envstring, *strings );
++strings;
}
return envstring; /* Return end of environment string */
}

/* Run a program, passing it arguments according to the
* GEMDOS Extended Argument Spec.
*
* `childname' is the relative path\filename of the child to execute.
* `args' is an array of pointers to strings to be used as arguments
* to the child. The last array element must be a null pointer.
* `environ' is a global array of pointers to strings
* which make up the caller's environment.
*/
long
execv( char *childname, char *args[] )
{
long envsize, ret;
char *parg, *penvargs, *childenv, *pchildenv;
short lentail;
char argch, tail[128], *ptail;
static char argvar[] = "ARGV=";
extern char *environ[];

/*
* Find out how much memory we'll need for the child's environment
*/
envsize = e_strlen( environ ); /* length of environment */
envsize += e_strlen( args ); /* plus command tail args */
/* plus length of argv[0] */
parg = childname;
do { /* use do-while to include null terminator */
++envsize;
} while( *parg++ != 0 );
/* plus length of ARGV environment variable and final null */
envsize += 7;
envsize += envsize & 1; /* even # of bytes */
/*
* Allocate and fill in the child's environment
*/
ret = Malloc( envsize );
```

```
if( ret < 0 )
return ret; /* Malloc error */
childenv = (char *)ret;
pchildenv = e_strcpy( childenv, environ ); /* copy caller environment */
pchildenv = str0cpy( pchildenv, argvar ); /* append ARGV variable */
pchildenv = str0cpy( pchildenv, childname ); /* append argv[0] */
penvargs = pchildenv; /* save start of args */
pchildenv = e_strcpy( pchildenv, args ); /* append args */
*pchildenv = 0; /* terminate environment */
/* put as much in the command tail as will fit */
lentail = 0;
ptail = &tail[1];
while( (lentail++ < 126) && (penvargs < pchildenv) ) {
argch = *penvargs++;
if( argch == 0 ) {
*ptail++ = ' ';
} else {
*ptail++ = argch;
}
}
/* terminate command tail and validate ARGV */
*ptail = 0;
tail[0] = 127;
/*
* Execute child, returning the return code from Pexec()
*/
ret = Pexec( 0, childname, tail, childenv );
Mfree( childenv );
return ret;
}
/* End of execv() example code */
```

Implementation: Prenatal Responsibilities

A program's startup code must handle getting extended arguments out of the environment. The startup code should get the basepage pointer off the stack, then get the environment pointer from the basepage, and search the environment for "ARGV=". If "ARGV=" is found, the command line length byte in the basepage is checked. If the command line length byte is 127, then the arguments in the environment are valid. The first argument begins after the first null following the "ARGV=". It is important not to assume that the null follows immediately after the "ARGV=", because some implementations may assign a value to the ARGV environment variable. After setting up an array of pointers to the arguments, the startup code should set the 'A' of the "ARGV" variable to null, thus separating the environment from the argument strings (remember: a double null terminates the environment).

Here is some example C startup code which shows how a child could look for arguments in its environment:

```
* ARGSTART.S - example C startup code
* using GEMDOS Extended Argument Specification
* ================================================================
* 890910 kbad

.globl _main ; external, C entry point
.globl _argv0 ; external, name used for argv[0] if no ARGV
.globl _stksize ; external, size of application stack
.globl _basepage ; allocated here, -> program's basepage
.globl _environ ; allocated here, -> envp[]
.globl _argvecs ; allocated here, -> argv[]
.globl _stklimit ; allocated here, -> lower limit of stack
.BSS
_basepage: ds.l 1
_environ: ds.l 1
_argvecs: ds.l 1
_stklimit: ds.l 1
.TEXT
_start:
move.l 4(sp),a5 ; get basepage
move.l a5,_basepage ; save it
move.l 24(a5),a0 ; bss base
add.l 28(a5),a0 ; plus bss size = envp[] base
move.l a0,_environ ; save start of envp[]
move.l a0,a1 ; start of env/arg vectors
move.l 44(a5),a2 ; basepage environment pointer
tst.b (a2) ; empty environment?
beq.s nargv ; yes, no envp[]

lea.l (sp),a4 ; use dummy return pc on stack for ARGV test
* --- fill in the envp[] array
nxenv: move.l a2,(a1)+ ; envp[n]
move.l a2,a3
nxen1: tst.b (a2)+
bne.s nxen1 ; get the end of this variable
tst.b (a2) ; end of env?
beq.s xenv
* --- check for ARGV
move.b (a3)+,-(a4) ; get 1st 4 bytes of this var
move.b (a3)+,-(a4)
move.b (a3)+,-(a4)
move.b (a3)+,-(a4)
cmp.l #'VGRA',(a4)+ ; is it ARGV?
bne.s nxenv
cmp.b #'=',(a3) ; is it ARGV=?
bne.s nxenv
clr.b -4(a3) ; ARGV marks the end of our environment
cmp.b #127,$80(a5) ; command line validation?
bne.s nargv ; nope... and we're done with the env.
* --- got an ARGV=, create argv[] array
clr.l (a1)+ ; terminate envp[]
move.l a1,_argvecs ; save base of argv[]
```

```
nxarg: move.l a2,(a1)+ ; argv[n]
nxar1: tst.b (a2)+
bne.s nxar1
tst.b (a2)
bne.s nxarg
* --- end of environment
xenv: move.l _argvecs,d0 ; if we got an argv[]
bne.s argok ; don't parse command tail
* --- No ARGV, parse the command tail
* NOTE: This code parses the command tail IN PLACE. This can cause problems
* because the default DTA set up by GEMDOS for a program is located
* in the command tail part of the basepage. You should use Fsetdta()
* to set up your own DTA before performing any operations which could
* use the DTA if you want to preserve the arguments in the command tail.
nargv: clr.l (a1)+ ; terminate envp[]
move.l a1,_argvecs ; base of argv[]
move.l #_argv0,(a1)+ ; default name for argv[0]
lea 128(a5),a2 ; command tail
move.b (a2)+,d2 ; length byte
ext d2
moveq #125,d1 ; validate length
cmp d1,d2
bcs.s valen
move d1,d2 ; if invalid length, copy all of tail
valen: clr.b 0(a2,d2) ; null tail because desktop inserts <cr>
moveq #' ',d1 ; space terminator
get1: move.b (a2)+,d2 ; null byte?
beq.s argok ; if so, we're done
cmp.b d1,d2 ; strip leading spaces
beq.s get1
subq #1,a2 ; unstrip start char
move.l a2,(a1)+ ; and store that arg
get2: move.b (a2)+,d2 ; next char
beq.s argok ; if null, we're done
cmp.b d1,d2 ; if not space...
bne.s get2 ; keep looking
clr.b -1(a2) ; terminate argv[argc] in the command tail
bra.s get1 ; get next arg
argok: clr.l (a1)+ ; terminate argv[]
* --- allocate stack
move.l a1,_stklimit ; end of env/arg vectors is stack limit
add.l _stksize,a1 ; allocate _stksize bytes of stack
move.l a1,sp ; set initial stack pointer
* --- release unused memory
sub.l a5,a1 ; size to keep
move.l a1,-(sp)
move.l a5,-(sp) ; base of block to shrink
pea $4a0000 ; Mshrink fn code + junk word of 0
trap #1
lea 12(sp),sp ; pop args
```

```
*
* Everything beyond here depends on implementation.
* At this point, _environ points to envp[], _argvecs points to argv[],
* and _stklimit points to the end of the argv array. Thus argc can
* be calculated as ((_stklimit-_argvecs)/4)-1.
* _main could be invoked as follows:
*
move.l a5,-(sp) ; basepage
move.l _environ,-(sp) ; envp[]
move.l _argvecs,-(sp) ; argv[]
move.l _stklimit,d0 ; 4 bytes past end of argv[]
sub.l (sp),d0 ; (argc+1) * sizeof( char * )
asr.l #2,d0 ; argc+1
subq #1,d0 ; argc
move d0,-(sp)
jsr _main ; call mainline
lea 14(sp),sp ; pop args
```

A Final Note

This specification was formulated with careful deliberation, and with input from several companies and developers who have created development tools for GEMDOS. The Mark Williams extended argument passing scheme was the main influence for this specification, because it has been in use, and supported by Mark Williams and other companies for several years. This specification is very similar to the Mark Williams scheme, with the following important exceptions:

1) Under the specification, the arguments after the ARGV environment variable may be validated by checking the command tail length byte. The Mark Williams execve() library function uses the command tail length byte as a telltale, but it is not checked by the crts0 startup code. This validation is important for the reasons mentioned in the Rationale section above.

2) The specification allows the ARGV environment variable to take on any value. Mark Williams uses the value of ARGV as an iovector, which is described in the Mark Williams documentation. The iovector should no longer be needed, as its primary purpose was to simplify the MWC implementation of the C library function isatty().

3) Some versions of the MWC startup code do not require the ARGV= to have an `='. Because ARGV is an actual environment variable in the specification, the equals character is required.

2298. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-10 02:54:43 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May10.025443.15780@actrix.gen.nz>
Source record: 48184
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991May9.154337.17580@cs.yale.edu> fischer-michael@cs.yale.edu (Michael Fischer) writes:
> In article <2930@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
> >Supra's driver will find ACSI units which are not connected in consecutive
> >order starting with zero, and Atari's driver won't.
> > ...
> >There is another problem which has been called to my attention, and which
> >is covered by the same "Atari drivers" caveat: Supra uses one trick to get
> >more than four partitions per drive, and Atari uses another. If you have a
> >drive partitioned with Supra's trick, and you connected it to a TT (or any
> >machine running an Atari driver) the partitions after the fourth one will
> >not be accessible. Again, it's a question of using non-Atari drivers.
> >
> >==
> >Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> >reflect those of Atari Corp. or anyone else. ...ames!atari!apratt
>
> I would think it would be in Atari's best interests to provide an
> upgrade path for present ST users of Supra's drives. It shouldn't
> be too hard to extend AHDI so that:
>
> 1. The driver will work like Supra's driver and find ACSI units
> which are not connected in consecutive order.
>
> 2. The driver will recognize Supra's extended partitions as well as
> Atari's. HDX doesn't have to create them, but it would sure be nice
> if AHDI and HDX understood them.
>
> --
> ==
> | Michael Fischer <fischer-michael@cs.yale.edu> |
> ==

Why don't we have a propper standard, one of the problems is that
Ataries HDX standard came out far to late.
So why don't all the other Atari developers come up with one
common standard.
Is it not posible to follow the MS-DOS standard, as our disks are
based on that standard..
It would only take a small patch program to fixup the none standard
disk partitions, and for the other developers to fixup there Booters,
or is this to simple a task.

Also are BIG partition standard ?.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2299. Net_ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-10 03:17:34 UTC
From: aq009@cleveland.Freenet.Edu
Message-ID: <9105100317.AA03391@cwns9.INS.CWRU.Edu>
Source record: 48181

I'm trying to get the Net TCP/IP program running on my ST over a dialup line. So far, I can't get my machine talking with the machine I call. I can get the modem to call the local dialup just fine, and a modem connection is established--however, the needed "link" is never established and I'm left without an IP address--thus, the program is virtually useless to me right now.

Some general info: I got the programs from wuarchive.wustl.edu. I'm using Merit dialups (MichNet--the network linking the universities within Michigan). The docfile is by Howard Chu (are you listening?).

Has anyone been able to get Net running on their ST and been successful in telnetting and ftp'ing with their ST? I'd appreciate any help I can get in setting up this program. (It _is_ possible for this to work--I've set up a similar program on a friend's PC.) Thanks.

--
__ David Johnson Michigan State University
/ \ ___ ___
/ //__/| //__ aq009@cleveland.freenet.edu
/___// / |_//__ djohnson@ibm.cl.msu.edu

2300. Re: Did'ya ever wonder...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-10 04:12:51 UTC
From: chuck@mrcnext.cso.uiuc.edu
Message-ID: <chuck.673848771@mrcnext.cso.uiuc.edu>
Source record: 48186

ok, sounds interesting
so, what's a mega keyboard cost and where can you get one?

--
---
chuck bridgeland---anarchoRepublican
"one thing about a police state, you can always find the police" l. neil smith
chuck@mrcnext.cso.uiuc.edu hire me so I can quit this pit.

2301. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-10 07:53:34 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991May10.075334.19165@cs.ucla.edu>
Source record: 48187
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991May10.025443.15780@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
[Quotes lots of people]
>
>Why don't we have a propper standard, one of the problems is that
> Ataries HDX standard came out far to late.
>So why don't all the other Atari developers come up with one
>common standard.
> Is it not posible to follow the MS-DOS standard, as our disks are
>based on that standard..
>It would only take a small patch program to fixup the none standard
>disk partitions, and for the other developers to fixup there Booters,
>or is this to simple a task.
>
>Also are BIG partition standard ?.
>--
>Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

Well, there's not point in adopting yet another standard now. Atari has
released the details of their standard for adding partitions and for
creating large (big GEM - BGM) partitions. Registered developers can get
this document right now. The new driver comes with all TTs so we might as
well use its standard.

--Steve

--
Steve Whitney - UCLA CS Grad Student ())_-_())
Soon to be working at Silicon Graphics | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2302. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-10 08:02:31 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May10.080231.19384@informatik.uni-erlangen.de>
Source record: 48185
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

fischer-michael@cs.yale.edu (Michael Fischer) writes:

>In article <2930@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>upgrade path for present ST users of Supra's drives. It shouldn't
>be too hard to extend AHDI so that:
>1. The driver will work like Supra's driver and find ACSI units
>which are not connected in consecutive order.
>2. The driver will recognize Supra's extended partitions as well as
>Atari's. HDX doesn't have to create them, but it would sure be nice
>if AHDI and HDX understood them.

Perhaps they don't want the two formats to be mixed up by users.
Anyway, the two points you made are two of the reasons I wrote my own
driver. Especially (1) is extremely annoying.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2303. Re: gnu emacs and TERM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-10 14:33:49 UTC
From: teege@lan.informatik.tu-muenchen.dbp.de
Message-ID: <TEEGE.91May10153349@dssiegert4.lan.informatik.tu-muenchen.dbp.de>
Source record: 48189

In article <1991May5.171657.6543@daimi.aau.dk> lynbech@daimi.aau.dk (Christian Lynbech) writes:

>In order to get the function-keys to work on my atari under emacs, I have been
>experimenting with setting up a vt52.el file so that keypad.el would run. This

I don't quite see your problem. I use emacs 18.55 for ST by E. Roeder
that came in comp.binaries.atari.st (the second distribution I think).
It includes the file atari.el that makes keypad.el work for the ST. It
simply maps a lot of key sequences of the type ESC # <some ascii> to
the sequences used by keypad. I think the conversion from raw keycodes
to ESC # <?> is done by emacs itself (?).

It simply works! atari.el and keypad.el are loaded by the init-file
for temacs that came with the distribution. I'm sure about that,
because when I made xemacs I didn't know anything of keypad.el or
atari.el ...

BTW: mouse-support works too.

Gunnar Teege Inst. fuer Informatik, Technische Universitaet Muenchen
PO-Box 202420, 8000 Muenchen 2, Germany
teege@lan.informatik.tu-muenchen.dbp.de +49 89 2105 8179
teege%lan.informatik.tu-muenchen.dbp.de@{unido.uucp,relay.cs.net,unido.bitnet}

2304. ORIGAMI folding editor 1.5.8(beta) source available for FTP

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-10 14:43:11 UTC
From: michaels@messua.informatik.rwth-aachen.de
Message-ID: <michaels.673886591@messua>
Source record: 48199

I have posted this some days ago, but it seems it did not make its way ...

The new version 1.5.8 (beta) of Origami is finished. Origami is a folding editor similar to the TDS editor. (Some PC users call it an outline editor.) It's a little bit difficult to explain the principles of folding editors here, but there are enough explanations in the documentation. Origami runs on MINIX 1.5, SunOS 4.1. and on the Atari ST. The source is available for anonymous FTP from:
Server: ftp.thp.uni-koeln.de [134.95.64.1]

Path: minix/beta-test
Files: origami.tar.Z (13-bit compressed tar archive)

If you detect any bugs in the TOS code, please send mail ONLY to Michael Haardt. He heads beta-testing and would like to see any mails concerning it. He will forward a copy of TOS specific mails to me.

Send mail to:
mhaardt@ftp.thp.uni-koeln.de
DO NOT USE THE ADDRESS IN THE HEADER !

You will probably find mistakes (wrong spelled or wrong grammar) in the documentation. Correcting such mistakes would be nice (cdiffs!). The Origami documentation can be formatted with nroff or MROFF.

The beta-test phase will end in June. I will post Origami to comp.binaries.atari.st then. I will not post any binaries until the beta test ends. I will not send sources or binaries by mail (I have to pay for mail, even incoming).

In order to compile ORIGAMI on the ST, you will need Turbo C 2.0 and some utility to convert LF to CR/LF (all source files are in UN*X format, which is not recognized by TC :-( )

Michael Schwingen
Ahornstrasse 36
W-5100 Aachen
Germany
email: michaels%cip-s01.informatik.rwth-aachen.de@unido.bitnet
I HAVE TO PAY FOR INCOMING MAIL - SEND MAIL TO MICHAEL HAARDT !

2305. Need help with drawing off-screen with GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-10 17:08:22 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1991May10.170822.22315@rodan.acs.syr.edu>
Source record: 48193

```
Is there an easy way to draw objects onto an off-screen bitmap? I
am currently trying to Setscreen(bitmap,-1L,2) (for high res) and then
call objc_draw(...), but this doesn't seem to work... Is there a way
to tell AES to use an off-screen bitmap temporarily?

Help is appreciated...

---jb (jfbruno@rodan.acs.syr.edu)
```

2306. TOS Disk Error -100

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-10 18:52:36 UTC
From: root@prophet.esd.sgi.com
Message-ID: <1991May10.185236.29162@odin.corp.sgi.com>
Source record: 48200

Hi !

What is TOS Disk Error -100? Can I recover from it? My ST had a bus error during a file
write (my latest sequencer tune, not backed up, of course) and since then, this is all I get.
I appreciate all advice. Thank you in advance. Later.

2307. Fopen vs. open

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-10 19:05:49 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991May10.190549.1252@zip.eecs.umich.edu>
Source record: 48197

I am using GNU C, and I was just wondering what is the
difference between Fopen() [not fopen()] and open()?
Are the file descriptors they return totally different?
The reason I am asking, is when the new Flock() function
is implemented for networking, will we HAVE to use Fopen()
or can we still use open()?

Richard Hall
University of Michigan
--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

2308. Re: Spectre Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-10 23:55:56 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May10.193107.23661@mailer.cc.fsu.edu>
Source record: 48196

In article <2917@odin.cs.hw.ac.uk>, sean@cs.hw.ac.uk (Sean Gordon) writes:
>In article <1991May7.205903.1293@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd)
writes:
>>Actually, if you happen to have a
>>Syquest SQ-555 hooked to your ST, and have access to a Mac similarly
>>equiped, you have it made. You can move stuff around at 44mb a pop. Much
>>better.
>>
>
>Just a quick question about Syquest drives.
>As the Mac uses a SCSI interface (25 Pin) and the ICD host board
>provides a SCSI port (50 Pin) and there are such things as 25 to 50 way SCSI
>connectors. Is it possible to use one of the very cheap Mac Syquest
>drives with the above setup?
>Or is this a dumb question ?

Well, since the Syquest is a SCSI device, and since the ICD host adaptor
supports the Syquest, you would be even cheaper off by purchasing a bare SQ-555
mechanism and hooking it to the ICD. Then it could be used in both Mac and
ST modes. Given that you can get the mech cheaper than a finished Mac product
(which I would assume is true), this would be the more cost effective way
to go. Alternately, you could buy the Mac unit, open it up, take off the
25pin SCSI cable, put on a 50pin, stick an ICD in there, and away you go. I
am unsure if an adaptor exists, but the cables are so cheap that replacement
would probably be easier (and you would then not have the adaptor connection
to worry about). This is assuming that there is no Mac specific circuitry
or boards in a finished Mac drive of this type (I don't think there are, just
a weird 25pin cable). Of course, the SQ-555 mech uses a standard 50pin SCSI.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

2309. Dump that GCR! Who needs it right!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-11 00:16:03 UTC
From: carter@cat23.cs.wisc.edu
Message-ID: <1991May11.001603.4654@daffy.cs.wisc.edu>
Source record: 48192

Hello!

Anyone out there want to sell me thier GCR for $180? Without the ROMS
of course, as I have my own ROMS.

Wing some mail for some easy money.

--Gregory

2310. Re: Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-11 06:08:26 UTC
From: esj@harvee.UUCP
Message-ID: <1251125@harvee.UUCP>
Source record: 48190

In article <1991May09.012329.22083@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
[a bunch of stuff about multisync moniters]

since people have been talking about moniters, I wonder if there is a ready source of those 13 pin din connectors that atari uses for moniter connectors?

--- eric
--
...
^^^ eric johansson UUCP ...!uunet!wang!harvee!esj esj@harvee.uucp
* * a juggling fool AT&T (617) 577-4068 (w)
o HAM ka1eec
_/ CSNET johansson%hydra@polaroid.com
or hydra!johansson@polaroid.com
source of the public's fear of the unknown since 1956

2311. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-11 13:26:49 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May11.132649.15400@actrix.gen.nz>
Source record: 48208
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991May10.075334.19165@cs.ucla.edu> stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
> In article <1991May10.025443.15780@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
> [Quotes lots of people]
> >
> >Why don't we have a propper standard, one of the problems is that
> > Ataries HDX standard came out far to late.
> >So why don't all the other Atari developers come up with one
> >common standard.
> > Is it not posible to follow the MS-DOS standard, as our disks are
> >based on that standard..
> >It would only take a small patch program to fixup the none standard
> >disk partitions, and for the other developers to fixup there Booters,
> >or is this to simple a task.
> >
> >Also are BIG partition standard ?.
> >--
> Well, there's not point in adopting yet another standard now. Atari has
> released the details of their standard for adding partitions and for
> creating large (big GEM - BGM) partitions. Registered developers can get
> this document right now. The new driver comes with all TTs so we might as
> well use its standard.
> --Steve
> Steve Whitney - UCLA CS Grad Student ())_-_())
> Soon to be working at Silicon Graphics | (* *) |
> Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
> GEnie: S.WHITNEY `-----'

I don't think you understood what I was on about, are you stating that we have to upgrade all our Programs and Hard Disk just because of the 'TT'.
The Supra standard was here far before the HDX one,
From what I have read ICD's booter is claimed to be the fastes,
I have seen boot problems with the HDX software, that where fixed by replacing the booter.
Also what states the Ataries Booter is the best..?
I don't think you should be rail roaded in what Atari gives you, I believe in freedom of choice, and not this dogmatic attitude that Atari gives you.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2312. Re: Spectre Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-11 16:59:02 UTC
From: tdrga@ccwf.cc.utexas.edu
Message-ID: <48837@ut-emx.uucp>
Source record: 48202

In article <1991May7.205903.1293@mailer.cc.fsu.edu>, boyd@nu.cs.fsu.edu (Mickey Boyd) writes:

|>a Spectre 128 would probably be fine. Actually, if you happen to have a
|>Syquest SQ-555 hooked to your ST, and have access to a Mac similarly
|>equiped, you have it made. You can move stuff around at 44mb a pop. Much
|>better.

Does this actually work? I have a Syquest drive and would be very interested in
transferring stuff back and forth from Macs (since it seems that the Mac is the computer-that-I-must-have-on-my-desk-to-be-cool here at UT)

I would think that the disk formats would be different, since Apple tends to want to keep thinks like that to themselves, but if Syquest has a proprietary format that they use for their drive, it seems as if that wouldn't get in the way.

Anyone have experience with the Syquest ST-> Mac and back? Care to share some tips?

= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =
= =
= ' The dry grass will set fire to the damp grass ' =
= =
= African proverb brought to the Americas by slaves =

2313. Re: Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-11 20:12:40 UTC
From: dmb@wam.umd.edu
Message-ID: <1991May11.201240.21555@wam.umd.edu>
Source record: 48201

In article <1251125@harvee.UUCP> esj@harvee.UUCP (Eric S Johansson) writes:
>since people have been talking about moniters, I wonder if there is
>a ready source of those 13 pin din connectors that atari uses for
>moniter connectors?

As strange as it may seem, Roland provides exactly the same cables to
connect their GK-2 Guitar Synthesizer pickup to their GR-50 Guitar
Synthesizer. I'm sure you can get "replacements" from a Roland
Dealer. The Roland cables are a bit longer, too.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

2314. Re: Spectre Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-12 00:19:56 UTC
From: tgray@pieman.compserv.utas.edu.au
Message-ID: <1991May12.001956.8922@pieman.compserv.utas.edu.au>
Source record: 48203

In article <48837@ut-emx.uucp> tdrga@ccwf.cc.utexas.edu (Todd Drga) writes:
>In article <1991May7.205903.1293@mailer.cc.fsu.edu>, boyd@nu.cs.fsu.edu
>(Mickey Boyd) writes:
>
>|>a Spectre 128 would probably be fine. Actually, if you happen to have a
>|>Syquest SQ-555 hooked to your ST, and have access to a Mac similarly
>|>equiped, you have it made. You can move stuff around at 44mb a pop. Much
>|>better.
>
>Does this actually work? I have a Syquest drive and would be very
>interested in
>transferring stuff back and forth from Macs (since it seems that the Mac is
>the computer-that-I-must-have-on-my-desk-to-be-cool here at UT)
>
>I would think that the disk formats would be different, since Apple tends to
>want to keep thinks like that to themselves, but if Syquest has a proprietary
>format that they use for their drive, it seems as if that wouldn't get in the
>way.
>

I think you might have missed the earlier part of the discussion - for this
to work you would have to have a Spectre 128 and Macintosh ROMS (in other
words, you could read a Mac-formatted syquest cartridge on the ST, but only
if you were running Macintosh emulation on the ST at the time.)

--
Tony Gray AARNET: tgray@pieman.compserv.utas.edu.au
School of Applied Computing Phone : (003) 260 366
University of Tasmania at Launceston CIS : 74010,1556
Australia

2315. Has anyone heard of these games?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-12 00:41:22 UTC
From: RAD2@NS.CC.LEHIGH.EDU
Message-ID: <11059119
Source record: 48206

I am looking for some information on the following games: The Return of Heracles, Excalibur and M.U.L.E. These games came out about 5 years ago for the Atari and I am trying to find out if they are still out there. If anyone knows whether or not these games are still available and/or who made them I would greatly appreciate it.
Alex

2316. Traps on Resolution Change

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-12 02:41:16 UTC
From: cmedley@wam.umd.edu
Message-ID: <1991May12.024116.26326@wam.umd.edu>
Source record: 48204

I have been working on what I hope to be a commercial product for quite some time, and what it does, running as an accessory, is steal the TRAP #5 vector. I have often thought about making the TRAP #5 code an AUTO .PRG, but decided against it for the sake of simplicity for the user.

What it boils down to is that this TRAP #5 code needs to know if the user has changed resolutions from "Set Preferences" on the desktop. Since all of my code is legal under GEM (in fact, it counts on GEM!) I don't want to use any dangerous hacks. However, I've tried several methods and none work realiably (i.e., checking for new sizes of the desktop window when about to install a new trap handler, checking to see if the TRAP #5 is currently owned by me, etc...). Apparently, one source of my problem is that on a change in the resolution, the ST does do a warm boot, but it does not affect system vectors, like the various TRAP pointers or the hard drive vectors, etc... And my accessory needs to know when the accessories are being flushed so it can clear out, and when the system reloads ACCs, it can reinstall on the TRAP #5.

Any help is appreciated.

2317. SUPER CHARGER QUESTIONS (was: Spertre Questions)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-12 02:41:48 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <DkHT22w164w@sys6626.bison.mb.ca>
Source record: 48211

I would like to thank all of you that responded with information and help about my questions regarding Spectre.

Well, now onto the other emulator that's supposedly worth having--
Super Charger:

1. Is it _really_ four times faster than an XT?
2. How much memory does it leave you once in IBM mode, with/without Windows?
3. What problems are there with monitors (or any other external hardware such as printers, hard drives, mice, modems, etc.)?

Any help with these questions and any other information would be greatly appreciated.

/-=-\
*John Perry; Voice #-204/783-0812; Internet: *
*marco@sys6626.bison.mb.ca *
---
* "It is an old maxim of mine that when you have excluded *
* the impossible, whatever remains, however improbable, *
* must be the truth." -Sir Arthur Conan Doyle *
\-=-/

2318. Re: Spectre Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-12 03:49:40 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May11.234940.8314@mailer.cc.fsu.edu>
Source record: 48205

In article <48837@ut-emx.uucp>, tdrga@ccwf.cc.utexas.edu (Todd Drga) writes:
> [do syquest 44mb cartridges for Macs work on the ST?]
>
>I would think that the disk formats would be different, since Apple tends to
>want to keep thinks like that to themselves, but if Syquest has a proprietary
>format that they use for their drive, it seems as if that wouldn't get in the
>way.
>

I know that Dave Small's Spectre now supports the Syquest 44mb cartridges.
Thus, if you are in Spectre mode, you can use them. I would think it very
unlikely that the disks would work while in ST mode, as the Mac hard disk
protocol is just as weird at their floppy protocol.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

2319. Sound Input on an 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-12 06:18:20 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991May12.061820.19121@ecst.csuchico.edu>
Source record: 48207

Whilst making a monitor cable for My st I noticed on the Monitor Plug
Pin out, that one of the pins is labled Audio IN.

Can this be utilized my any software? or what the heck is it?

I am hoping (against logic) that this could be used to sample things.

Has anybody used this input before??

Very curious, Justin. neonman@ecst.csuchico.edu.

2320. Re: Using ST hard disks on TT's

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-12 11:42:06 UTC
From: hvaalde@cs.vu.nl
Message-ID: <9913@star.cs.vu.nl>
Source record: 48209
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

apratt@atari.UUCP (Allan Pratt) writes:

>It is possible that HDX will not be able to format your drive, because it
>can't tell how big it is. HDX can always tell how big SCSI drives are
>(that is, drives on the SCSI bus), but it can't always tell about ACSI
>drives. It might ask you what type of drive it is, with a menu of drive
>types to choose from. In either of those cases, I can't help you -- I
>don't know which type to choose for the various Supra drives.

Suppose I have a Megafile 44 with a Quantum 105 connected to SCSI
controller in the M44 attached to a Mega 4 ST computer.

Can I use Atari HD tools to format the Quantum and/or the cartridges of the
M44?

actually we already have this configuration but we had great difficulty in
getting it to work, had to use ICD tools to format the Quantum.
The HD are know working with AHDI 3.01 as driver
but we still have the following problems:

- we cannot M44 cartridges with HDX 3.02
- On poweron off the system it takes several boot cycles before the HD's are
recognized.
After that everything works fine.

Does anybody knows a solution to our problems?
It should be possible to attach a SCSI drive to the internal SCSI controller
of the Megafile 44, shouldn't it?
(if possibly please reply by email, I can post the solution later)

Harold van Aalderen (hvaalde@cs.vu.nl) and his brother.

2321. Re: Force Desktop Res Change?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-12 23:46:15 UTC
From: cmedley@wam.umd.edu
Message-ID: <1991May12.234615.15781@wam.umd.edu>
Source record: 48210

In article <3094.05.91@drdhh.hanse.de> bjoern@drdhh.hanse.de (Bjoern Kriews) writes:
>On ROM Systems you can call Puntaes() to do a warmboot, there was also
>something about using shel_write to reinit, it used some -1 params,
>but I can't find it yet and don't know it it's documented or what.
>
>Greetings, Bjoern

Is Punt_aes called by TOS when the actual change from medium to low resolution is done? I am curious because it could help me in solving my problem with handling vectors during the change in resolution from "Set Preferences" and I've always wondered why punt_aes was still included in the ROM versions of TOS. Atari ST Internals (Abacus) never really mentioned any good uses for punt_aes.

2322. WANTED ALIVE: MISSING HD PARTITION!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-13 04:50:53 UTC
From: jensend1@yvax.byu.edu
Message-ID: <2309jensend1@yvax.byu.edu>
Source record: 48219

I left my Atari ST running while I was gone for about an hour - it was supposed to finish moving about 400 files from one partition of the hard drive to another while I was gone. I was using the Universal Item Selector for the operation. When I came back, everything seemed okay, but when I later tried to access a different partition, it had disappeared from the list of available drives in the item selector! Now when I try to open the drive D: partition from the desktop, it says the partition does not exist...
Here's the quirk - I have AT Speed installed, and it reads the D: partition just fine. All the files are there, it can read the directory, et cetera. Only the ST has any problem. Even worse, I'm using HotWire as a shell for the ST, and it can still run programs from the D: partition. I just can't do any file manipulation on it.
I'm about ready to reformat the drive and start over. Before I do that, does anyone know what the problem is? Can it be fixed without reformatting? I'm not looking forward to formatting a whole bunch of floppies to 720K just so I can back up the D: partition with a PC backup program. Your ideas would be helpful.

Thanks!

David Jensen
Jensend1@byuvax.byu.edu

2323. Re: Has anyone heard of these games?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-13 06:45:15 UTC
From: tdrga@ccwf.cc.utexas.edu
Message-ID: <48900@ut-emx.uucp>
Source record: 48214

In article <11059119:41:08RAD2@lehigh.bitnet> RAD2@NS.CC.LEHIGH.EDU (Raymond Alexander Dixon) writes:
>I am looking for some information on the following games: The Return of
>Heracles, Excalibur and M.U.L.E. These games came out about 5 years
>ago for the Atari and I am trying to find out if they are still out
>there. If anyone knows whether or not these games are still available
>and/or who made them I would greatly appreciate it.
> Alex

M.U.L.E. was an excellent game for the Atari 8-bits which appeared a while ago. It was more of a simulation of market systems and economic principles, actually, but that didn't mean it wasn't a hell of a lot of fun. As far as I know, it has not appeared in a ST version.

M.U.L.E. and Seven Cities of Gold are the two programs I miss most from the 8-bit days. If anybody knows of ST versions of them, please let me know.

I think they were both put out by Electronic Arts, but I could be wrong.

Thanks,

Todd

--
= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =
= =
= ' The dry grass will set fire to the damp grass ' =
= =
= African proverb brought to the Americas by slaves =

2324. Mounting ST in another case

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-13 07:18:50 UTC
From: tdrga@ccwf.cc.utexas.edu
Message-ID: <48901@ut-emx.uucp>
Source record: 48217

Has anyone out there mounted their ST in a different case or housing? I am thinking about putting mine in a 19" rackmount (like they use for audio effects processors, etc.) unit. Since I have a 1040STF, I'd have to detach the keyboard, move the disk drive to the front, and rearrange stuff internally. How difficult is this project? How dangerous? Please note that I don't plan on doing anything that involves sawing circuit boards in half or even modifying the electronics at all beyond what is necessary to detach the keyboard or attach a Mega keyboard.

I am also thinking abotu rackmounting my modem and HD (Syquest). My vision for this project is to have a rolling rackmount unit with the computer and modem and HD which is sturdy enough to transport easily (i.e. unplug power, monitor, and phone cables and then roll into the truck)

Any suggestions, names of suppliers of stuff I would need, better ways to proceed?

Am I just a fool for thinking I can do this?

Thanks,

Todd

--
= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =
= =
= ' The dry grass will set fire to the damp grass ' =
= =
= African proverb brought to the Americas by slaves =

2325. Re: How does one write a GDOS driver?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-13 09:54:17 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91133.111332ONM07@DMSWWU1A.BITNET>
Source record: 48215

In article <1334.05.91@janhh.hanse.de>, jan@janhh.hanse.de (Jan Willamowius)
says:
>
>> Basically, you have to rewrite a whole new vdi. If you are familiar with
>> assembler, you should take a look at the trap dispatcher at the beginning
>> of META.SYS
>
>I don't quite agree. What you need is a trap dispatcher. True.
>Meta.Sys is a good example for that.
>
>Secondly, you need the code for all the functions to set and inquire
>parameters. That code is basically the same for all devide drivers.
>(From what I understand Atari supplies it with the GDOS Drivers Kit,
>which costs about $300.) If you're not rich take a look into some device
>driver. It's all in there.
>(BTW: The *old* versions have a symbol table!)
>
>What you have to write yourself is the code for the actual output.
>A dot matrix printer has to buffer te output for a whole page.
>It draws on a bitmap and then prints it. A plotter probalby is able to
>do the drawing right when it gets the command.
>
>Good luck,
> Jan

All true, BUT: if you have written all this stuff, you HAVE written a
new VDI.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

2326. Re: Force Desktop Res Change?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-13 09:54:31 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91133.112834ONM07@DMSWWU1A.BITNET>
Source record: 48216

In article <1991May12.234615.15781@wam.umd.edu>, cmedley@wam.umd.edu (Charles Henry Medley) says:
>Is Punt_aes called by TOS when the actual change from medium to low resolution
>is done? I am curious because it could help me in solving my problem with
>handling vectors during the change in resolution from "Set Preferences" and
>I've always wondered why punt_aes was still included in the ROM versions of
>TOS. Atari ST Internals (Abacus) never really mentioned any good uses for
>punt_aes.

This is because there IS no use for Puntaes(). All it does is a warm boot
without GEM IF AND ONLY IF the OS is in RAM.

By the way: there is no legal method for accessories to change vectors.
Thins like that belong into TSRs in the auto folder.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

2327. Re: Force Desktop Res Change?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-13 12:19:12 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May13.121912.16552@informatik.uni-erlangen.de>
Source record: 48218

ONM07@DMSWWU1A.BITNET (Julian F. Reschke) writes:

>By the way: there is no legal method for accessories to change vectors.
>Thins like that belong into TSRs in the auto folder.

That's why I'm looking for a officially approved way to intercept Trap #2.
There seems to be no easy way to do this with an AUTO folder program -
AES overwrites any changes, and so you have to write a TSR that waits
for AES to come up and then re-vectors trap #2. The tricky part of this
is waiting for the AES - how can you tell for sure?

Because of this problem, I still have one accessory that re-vectors
trap #2 - it's just much easier and seemed to be OK to me because
this way I can be sure that AES has been started when my accessory comes up.
If someone could show me a legal way for re-vectoring trap #2 in the
AUTO folder, I could get rid of this accessory.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2328. Re: Mounting ST in another case

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-13 16:56:27 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1991May13.165627.11592@menudo.uh.edu>
Source record: 48221

tdrga@ccwf.cc.utexas.edu (Todd Drga) boldy writes in article <48901@ut-emx.uucp>
>Has anyone out there mounted their ST in a different case or housing? I am
>thinking about putting mine in a 19" rackmount (like they use for audio
>effects processors, etc.) unit. Since I have a 1040STF, I'd have to detach
>the keyboard, move the disk drive to the front, and rearrange stuff
>internally. How difficult is this project? How dangerous? Please note that
>I don't plan on doing anything that involves sawing circuit boards in half
>or even modifying the electronics at all beyond what is necessary to detach
>the keyboard or attach a Mega keyboard.

I once put my 520ST into a p-clone case. I had to detach the keyboard.
It worked fine and I was able to put my diskdrive in the slot in the
case. The problem I ran into was with the keybard. It seems that there
are 17 lines to the keyboard. I got some trunk wire I used to install
alarms with and it was 20 conductor cable. I located a 17 pin connector
(it was hard at the time!) and I soldered the wires from the trunk line
to the connectors (one on each end). Then I just left my keyboard in
the old 520's case, and connect the cable. But, the cable was very
stiff as it was 20 conductor and my keyboard would not stay were I
wanted it because it was so light...

My question is: All all 17 wires need??

>
>I am also thinking abotu rackmounting my modem and HD (Syquest). My vision
>for this project is to have a rolling rackmount unit with the computer and
>modem and HD which is sturdy enough to transport easily (i.e. unplug power,
>monitor, and phone cables and then roll into the truck)

I want to hear how this comes out!!

>
>Any suggestions, names of suppliers of stuff I would need, better ways
>to proceed?
>
>Am I just a fool for thinking I can do this?
>
>Thanks,
>
>Todd
>

* Paul Sears * Technology *** |"The greater an individual's power
* The University of Houston *** | over others, the greater the evil that
* RCTE2P@Jetson.uh.edu * * * | might possibly originate with him."
* RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

--
* Paul Sears * Technology *** |"The greater an individual's power
* The University of Houston *** | over others, the greater the evil that
* RCTE2P@Jetson.uh.edu * * * | might possibly originate with him."
* RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

2329. GNU Make troubles: 2 bombs!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-13 17:18:35 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91May13191835@orion.laas.fr>
Source record: 48222
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am trying to use GNU Make in order to control a LaTeX document.
This is GNU make v. 3.54 that comes off of atari.archive. The same
Makefile works on my Sun SPARC, but gives 2 bombs on my Mega 4 ST.
The Makefile replaces .SUFFIXES to be LaTex/TeX specific. It also
uses sub-directories:

```
PARAGRAPHS = $(patsubst %,$(DIR_P)/%.tex, $(PARAGRAPHS_LIST))
```

The rule that GNU make has trouble with seems to be the following:

```
%.bbl : %.bib $(DIR_P)/%.tex
-bibtex $*
if egrep -s "^(There were .* error messages)$$" $*.blg ; then \
touch $< ; fi
```

$DIR_P has the value "acm". When GNU make is run with -d it sees that
it should check in the subdirectory. But when wanting to do the
implicit dependencies for foobar.bbl, which are foobar.bib and
acm/foobar.tex, it tries also to look for either acm/SCCS/foobar.tex
or acm/RCS/foobar.tex. Immediately: 2 bombs! Earlier, it checked for
SCCS/foobar.tex and RCS/foobar.tex and coninued without aborting.

The problem might be the double directory structure. Has anybody else
used GNUMAKE for LaTeX and friends? Also, this GNUMAKE came with GCC
1.35 or 1.36. Maybe a more recent version is necessary.

Thanks to all,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

2330. Re: Ste fix for 2.5 meg upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-13 18:37:22 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May13.183722.28576@ecst.csuchico.edu>
Source record: 48212

In article writes:
>
>I just upgraded my STe to 2.5 megs like it says to do in the March '91
>issue of Atari interface.
>I put the 1 meg simms in slots 1 & 3 (from back to front) and the other
>2 256k'ers in slots 2 & 4.
>However, a memory checker says I have 4 meg. they said this would happen,
>so go get a program called simmfix.arc that's s'posed to fix this.
>
>Well, I looked on compuserve and Delphi and didn't find anything. I also
>looked on atari.archive but don't know if the file is called something
>else.
>
>Anyone have any clues or fixes for this?
>

It's at atari.archive, like PATCH302 (the NeoDesk patch) was. I don't know
where Jeff Weiner put it. Jeff? :^)

I tried using SIMMFIX, but the computer would rarely recognize it when
it would run. I would get a TOS ERROR 35 when run from the desktop, or
nothing when it was run from the AUTO folder. Therefore, I was using
2megs until I upgraded to 4 recently. The executable file is only
248 BYTES long, but I don't think that would be a basis for it not
running. Another disadvantage with the program is that it requires a
warmboot to reconfigure the memory.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
TWO WEEKS UNTIL GRADUATION!!

2331. Re: WANTED ALIVE: MISSING HD PARTITION!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-13 18:43:15 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May13.184315.28648@ecst.csuchico.edu>
Source record: 48224

In article <2309jensend1@yvax.byu.edu> jensend1@yvax.byu.edu writes:
> Here's the quirk - I have AT Speed installed, and it reads the D:
>partition just fine. All the files are there, it can read the directory, et
>cetera. Only the ST has any problem. Even worse, I'm using HotWire as a
>shell for the ST, and it can still run programs from the D: partition. I just
>can't do any file manipulation on it.
> I'm about ready to reformat the drive and start over. Before I do

Don't reformat the drive. As long as HotWire can still run the programs on
Drive D:, it seems everything should be intact.

This may sound like a dumb question, but I'll ask it anyway. :^) Have
you tried manipulating (copying, etc.) files with the desktop, or
another file manipulation program? I use UIS III as well, and I don't
understand the problem it would have with Drive D:.

BTW, what do you see in UIS's drive listing? A,B,C,E,F, etc?

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
TWO WEEKS UNTIL GRADUATION!!

2332. 8-bit archives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-13 19:01:50 UTC
From: SINCLAIR_R@WUMS2.WUSTL.EDU
Message-ID: <9105131901.AA09798@wugate.wustl.edu>
Source record: 48223

```
Are any atari 8-bit archive sites still active? (ftp
addresses would be useful).
-- Bob Sinclair

bitnet SINCLAIR_R@WUMS
internet SINCLAIR_R@WUMS.WUSTL.EDU
```

2333. Moniterm Monitor For Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-13 20:13:09 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991May13.201309.28846@zip.eecs.umich.edu>
Source record: 48213
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I recently acquired a TT030, but unfortunately, my beloved
19" Moniterm will not work with it, so I must sell it to
get a large screen TT monitor.

The Moniterm is 1280 x 960,
it requires a Mega,
and TOS 1.4.
(graphics card included)

Asking $1000, list price $2000...reasonable offers
accepted, but I reserve the right to refuse any offer.

Shipping not included.

For anyone wondering, trust me, it is worth it, I paid a lot
more and still thought it was worth it, I can't live without
it now, that is why I want one for my TT...

Richard Hall
University of Michigan
--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

2334. TT problem + ST's for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-14 05:22:20 UTC
From: apalmer@pyrtech.pyramid.com
Message-ID: <155368@pyramid.pyramid.com>
Source record: 48220
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This last weekend, I purchased a TT. After reading on c.s.a.st that the latest tos was 3.05, I was shocked to discover I had tos 3.01. The TT came in a unopened box that the dealer received about 12 days ago. Why the hell is the dos over 6 months old. If somebody from Atari reads this, I would appreciate a responce. Is there a way I can get an upgrade?

The reason for my concern is problems I'm having with file systems. Hanging off the dma port, I have 2 Quantum pro 80 and 1 Micro 1375. I have had three partitions develop directories that point to themselfs. This prevents show info from working. The directories appears to be infinitely deep. The drives use 1 ICD and 1 Supra hosts. (ICD->Pro80+Micro1375 Supra->Pro80)

I'm selling two of my old systems. I would like to sell them as systems, but I will consider all offers.

System 1

-1040STf w/tos1.4 + 2.5 megs (board can be upgraded to 4 megs <$100)
-SM124 mono monitor
-Quantun Pro80S 84meg 3 1/5 drive in Supra case
-Spectre 128 w/Mac roms - Macintosh Plus emulator
-Star SG10 printer
-IMG Scan image scanner
-LDW Basic compiler
-MicroLawyer
-DC Desktop
-Beckemeyer Hard Disk Toolkit
-Supra hard disk utilities
-Why Wait? floppy & hard disk cache + print spooler + ram disk
-SGS Switch program switcher
-.ACCess CLI
-Micro Kitchen Companion recipes on disk

All software has original docs. I will leave shareware and public domain on the hard drive. This would be a great system for someone thinking about buying a Mac. I'm asking $1200 for the complete system. If you have concern about buying a used harddrive, I will swap the new 50meg TT mech for the Quantun and knock $100 off the price.

System 2

-520ST w/tos1.4 + 1 meg + Z-Time clock chip + Mega keyboard
-CCC Learning Station case with 2 DS floppy drives
-SC1224 color monitor
-Rixon T212A 1200 baud modem

-ST Talk Professional telecommunications software
-Neo Desk
-pc-ditto 3.0 - IBM emulator
-Degas graphic arts system
-UMS Universal Military Simulator
-Dive Bomber
-All Aboard!
-Space Cutter
-Micro League Wrestling
-GATO
-Devon Aire

The CCC case is a metal case that holds two Atari floppy drives plus power supplies for the computer and drives. Everything, including the monitor, plugs into an internal power strip with an external power switch. The drives have the cheap mechanisms replaced with Epson mechs. I'm asking $600 for this system.

I also have about 10 Mega keyboards that I would like to sell. These are just the bare bones keyboards. They are a direct replacement for the keyboard in the original 520 without the internal floppy. I'm asking $40 each for the keyboards or 3 for $100.

If the above systems don't match your needs, I would be willing to rearrange the hardware and software to meet your needs. Just make an offer. All the hardware is in very good condition.

If you are interested in any of the above, please reply with e-mail or call me at (408) 992-0131. If I'm not home, leave a message and I will get back to you.

thanks,
al

2335. Re: Mounting ST in another case

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-14 08:40:26 UTC
From: hofer@urz.unibas.ch
Message-ID: <1991May14.094026.1558@urz.unibas.ch>
Source record: 48225

In article <1991May13.165627.11592@menudo.uh.edu>, rcte2p@menudo.uh.edu (Paul Stephen Sears) writes:
> tdrga@ccwf.cc.utexas.edu (Todd Drga) boldy writes in article <48901@ut-emx.uucp>
>>Has anyone out there mounted their ST in a different case or housing? I am
> I once put my 520ST into a p-clone case. I had to detach the keyboard.
> It worked fine and I was able to put my diskdrive in the slot in the
> case. The problem I ran into was with the keybard. It seems that there
> are 17 lines to the keyboard. I got some trunk wire I used to install
> My question is: All all 17 wires need??

No. If you connect the mouse and the joystick direktly to the keyboard, only 5 connection to the cpu are required. If you drop the keyboard reset, only 4 lines are needed. I detached my keyboard some time ago, so it would be hard for me to find the pinout in my docus. But if nobody else has the info, I could search it in my archive. ;-)

Remo Hofer
--
RFC822: <hofer@urz.unibas.ch>
X.400: S=hofer;OU=urz;O=unibas;P=SWITCH;A=ARCOM;C=CH

2336. Re: Mounting ST in another case

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-14 09:06:36 UTC
From: kawakami@bigbang.Berkeley.EDU
Message-ID: <42140@ucbvax.BERKELEY.EDU>
Source record: 48226

Q: are all 17 wires needed from the 520 ST keyboard to the console?

A: No, only six or seven are. The remainder are to connect the mouse
to the keyboard controller. If you can trace these wires out, you
can build a mouse port and joystick port onto a small board and connect
them that way.'

ATDT 96427400

Comment:
I don't think that moving the keyboard away this way is so hot after
all. I think a better alternative is to get an IBM keyboard interface.
The PC keyboards are nicer, and have coily cables.
I think such an interface would be easy to build: 2 uarts and some
control logic. The problem is, I don't know the PC keyboard's baud
rate.

Q: does anyone out there know the PC keyboard baud rate?

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

2337. Re: TRAP #2, Form_doit

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-14 13:02:26 UTC
From: cmedley@wam.umd.edu
Message-ID: <1991May14.130226.21017@wam.umd.edu>
Source record: 48227

<This is in reference to the discussion about how the AES reinstalls TRAP #2 and all...>

I'm sure there has to be a fairly reliable way to pull off intercepting the TRAP #2 vector. It may require the method of re-installing it whenever the AES tries to change it back and all, which is about as easy from an AUTO program as it would be from an .ACC. The reason I think this has to be workable is that the program Form_Doit from Dan Wilga is doing it, and that is installable from AUTO.

Incidentally, I understand that the new Atari Control Panel has hooks into the AES for a modified form_do call that doesn't "lock up" the system. Does anyone know if it is legally patching into TRAP #2 or if it is actually a new form_do handler in the ROMs?

2338. Re: SUPER CHARGER QUESTIONS (was: Spertre Questions)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-14 13:49:20 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991May14.134920.11212@watmath.waterloo.edu>
Source record: 48228

In article <DkHT22w164w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (Marco) writes:
>
>Well, now onto the other emulator that's supposedly worth having--
>Super Charger:

I would ask about the "PC-Speed" and "AT-Speed" as well.
I am sure that that there are hobbyists and commercial
users who are getting some use out of these.

>1. Is it _really_ four times faster than an XT?
>2. How much memory does it leave you once in IBM mode, with/without
> Windows?
>3. What problems are there with monitors (or any other external hardware
> such as printers, hard drives, mice, modems, etc.)?
>
>Any help with these questions and any other information would be
>greatly appreciated.

I too would like to know what experience YOU have had.

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
internet: ljdickey@watmath.UWaterloo.ca BITNET/EARN: ljdickey@watdcs
obsolescent?: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey

2339. Re: Mounting ST in another case

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-14 14:40:00 UTC
From: paulm@dorjam.UUCP
Message-ID: <140@dorjam.UUCP>
Source record: 48239

In article <1991May13.165627.11592@menudo.uh.edu>, rcte2p@menudo.uh.edu (Paul Stephen Sears) writes:
>
> My question is: All all 17 wires need??
>

I think that the keyboard only needs 3 or 4 wires max. The rest of
the wires go right straight to the mouse/joystick conectors.
If you place these connectors with the keyboard unit that cuts your
wire count down to where a PC keyboard cable works fine. I know,
I've done it.

UUCP: ..!ccicpg!dorjam!paulm

2340. Bug in Overscan software.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-14 19:35:47 UTC
From: micro@imada.ou.dk
Message-ID: <1991May14.193547.29278@imada.ou.dk>
Source record: 48229

There have been some talk about Overscan here lately, that reminded me
that I found 2 bugs in the driver software. The bugs are in the same 10
lines of code, and they are kind of strange!
The scene is the following:
AES initializes itself and opens a Screen workstation. Overscan sits in
the AES/VDI trap and checks for that call, and let it run, after it have
run Overscan initilizes the LineA varibales, (in Do.something).
At this point Overscan wants to change the variables in your WorkOut array,
this is where things go wrong

1. (this is the worst) it puts the width and height of the screen into
WorkOut[0] and WorkOut[1] instead of the highest addressable cell (width-1
and Height-1).

2. it tells that you have 200 colors in color mode, and not $200(or 512).

Note that these errors overrides the values put into the LineA varibales
that otherwise are good enough.

Then why don't I release my version?
- Overscan is Commercial now so I don't know if it's legal. Also my version
have been hacked so much that it probaly have even more errors.
(I have taken the illigal fidling with the allocated memory lists out and
removed compability with prehistoric TOSes) - so you probaly don't want it
anyway...
How can we fix this problem - I guess that Karsten will tell us that he have
a fix (called autoswitch Overscan).

Klaus, micro@imada.ou.dk

2341. Reading a Disk Sector

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-14 22:36:33 UTC
From: ccs004@bambam.Ucdavis.EDU
Message-ID: <12948@aggie.ucdavis.edu>
Source record: 48232

Hola,

I need to know how to read a sector from a disk in ST-Basic. I have
the new version of basic that came with my 1040 STE. I used to be able
to read sectors with a small assemble routine that I used with that Call
command. This know longer work though because the new version has
made all integers 32-bits long, and the assembly routine expects paramaters
to be passed in 16-bit integers. The new version of basic has built in
commands to call different OS routines. I don't have a reference book
though. Can anybody give me the command to read and write sectors or
a routine to do it. Thanks.

Nick Adami

2342. STe Internals

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-15 03:24:04 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <13023@uhccux.uhcc.Hawaii.Edu>
Source record: 48233

These interesting chips were found in my STe:

[From motherboard labeled GX-211 VO 4990]

pins package label * = soldered
---
a) 144 quad flat pack C300589-001, c. 1988, -19, J9030 *

b) 84 " plcc C301712-001, c. 1990, -31 I60608-01, 9029EBB

c) 68 " plcc C101643, c. 1989, -31 I60611-01, 9033ETB

d) 68 " plcc MC68000FN8, 2C91E, QEYX9025

e) 48 dip MK68901N-04, D9028 *

f) 40 dip C398739-001A, c. 1990, -31 I60511-01, 9031PCA *

g) 40 dip Yamaha, YM2149F, 9039 GAGG

The chips with a 'C' prefix (a, b, c, and f) are designed by Atari. Dr. Tsuji of Waseda Univ. informed me that they were GALs (gate-array logic) and were fabricated in Japan. The WD 1772 floppy controller is located under the disk drive (Sony drive w/ 5V only power input), so there is very little room for an alternate board to plug into the 28-pin socket. The Yamaha sound chip is socketed for some reason, while the 2 TOS ROMs are soldered.

Information about the many of the Atari STe chips is not available to the general public, so I have some questions that might be answered here.

1) The old MMU and GLUE are supposedly integrated into the MLUE. Since the former chips had 68 pins apiece, what, if any, enhancements does the MLUE have? Since the new MLUE has about 12 extra pins (144 - (2*68) + unused ROM selects), did the designers create an additional memory multiplex address line so that 4 MB SIMMs could be used? Who has info on the GAL chips?

2) Reading/writing the area of memory between $400000 (end of 4MB DRAM memory) and $CFFFFF causes a bus error, however addressing $D00000 (start of 13MB) to $DFFFFF seems to be OK. Is this memory protection specfic to the STe? Although a local dealer claimed the new Mega STe has the same addressing scheme, it would seem that it would support the entire 16MB space. So can anyone verify that the Mega STe uses a different MLUE and has an extended addressing capability?

3) So far people have informed me that the Atari developer documentation isn't a good value, even at $125. What are the alternatives??? Supposedly TOS was developed in Germany and the chips made in Japan, so all the docs lack any cohesion. What will happen when Atari brings out a system designed

in Britain by an Indian engineer with a floppy chip from Israel, monitors from Korea and Netherlands, custom chips from Japan, German TOS, a Unix GUI from France and manufactures it in Taiwan. Then will it be voted number one again in Hong Kong?

I received the developer kit registration form and it requires that all information received from Atari not be disclosed. In fact, it prohibits you from disclosing the fact that you are prohibited from disclosing facts. If you disagree with this policy, please send mail to Bob Rehbock, Director of Technical Services, c/o Atari Corp, 1196 Borregas Ave, Sunnyvale, CA 94088-3427.

I can understand putting a restriction on the divulgence of Atari's prospective products and plans, but all their current systems should have complete and open documentation. If Atari dominated the industry, then their stance might be understandable, but the trend is toward open systems and I feel it would be to their benefit if they would disseminate their documentation without excess- ive restrictions.

Jack

P.S. Let's go TEAM Motorola!!!

2343. Re: STe Internals

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-15 05:57:15 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May15.055715.4021@ecst.csuchico.edu>
Source record: 48235

In article <13023@uhccux.uhcc.Hawaii.Edu> kiki@uhunix1.uhcc.Hawaii.Edu (J. Wine) writes:
>fabricated in Japan. The WD 1772 floppy controller is located under the disk
>drive (Sony drive w/ 5V only power input), so there is very little room for
>an alternate board to plug into the 28-pin socket. The Yamaha sound chip is
>socketed for some reason, while the 2 TOS ROMs are soldered.
>

Just to compare and contrast, when I opened up my STe to upgrade the RAM,
I noticed that I had an Epson drive and the 2 TOS ROMs were *socketed*, under
the drive.

>
>2) Reading/writing the area of memory between $400000 (end of 4MB DRAM memory)
> and $CFFFFF causes a bus error, however addressing $D00000 (start of 13MB)
> to $DFFFFF seems to be OK. Is this memory protection specfic to the STe?
> Although a local dealer claimed the new Mega STe has the same addressing
> scheme, it would seem that it would support the entire 16MB space. So can
> anyone verify that the Mega STe uses a different MLUE and has an extended
> addressing capability?
>

I read in one of the on-line magazines a couple of months ago that Jim Allen
had developed a 14meg upgrade for the STe and a 10meg upgrade for the MegaSTe.
I couldn't understand the difference, since I would expect the MegaSTe to
be able to be upgraded with more RAM, but I haven't heard anything since.
Perhaps these are related.
--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
TWO WEEKS UNTIL GRADUATION!!

2344. Using an IBM hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-15 06:32:58 UTC
From: draper@buster.cps.msu.edu
Message-ID: <1991May15.063258.21726@msuinfo.cl.msu.edu>
Source record: 48236

Hi,

I'm new to this group so I apologize if this is a common question.

I have a 20 Meg MFM hard disk designed to connect inside a pc or mac
with the correct interface. Is there a company that makes MFM or RLL
interfaces for the Atari ST?

Thanks,

Patrick Draper "College is supposed to prepare you for the future,
cps.msu.edu but all my future's behind me."
draper@cps.msu.edu -- My GrandPa, age 85, Fall 1990 graduate
of Western Michigan University

2345. Re: Fopen vs. open

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-15 07:15:33 UTC
From: geert@ahds.UUCP
Message-ID: <1987@ahds.UUCP>
Source record: 48230

In article <1991May10.190549.1252@zip.eecs.umich.edu>, heavy@zip.eecs.umich.edu (Richard Scott Hall) writes:
> I am using GNU C, and I was just wondering what is the
> difference between Fopen() [not fopen()] and open()?
> Are the file descriptors they return totally different?
> The reason I am asking, is when the new Flock() function
> is implemented for networking, will we HAVE to use Fopen()
> or can we still use open()?
>

It seems that you ment the Fopen of the atari system calls (the Fopen
of atari Bios). Most C compilers (GNU included) used on ST machines
are using Fopen() for open() and fopen(). I think therfor
it is no problem at all using open() or fopen().

Geert.

2346. Re: STe Internals

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-15 07:45:52 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5651@wucc.waseda.ac.jp>
Source record: 48238

I don't think I said all chips inside STe were made in Japan. The famous new DMA chips are made in Taiwan. The GALs in there are custom made chips with relatively few transistors. Not to be confused with ordinary GALs which can be treated by hobbyists like EPROMs.
Y. Tsuji.

2347. Legality of Shareware

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-15 13:00:52 UTC
From: glens@natinst.com
Message-ID: <23241@natinst.natinst.com>
Source record: 48231

I am not sure if this is the best group to ask this question but
after looking through all the groups available to me I chose this one. So
here goes ...

I am writing a replica of a major arcade hit. Will I be able to
make it Shareware without getting in any sort of legal troubles. If not
can I make it Public Domain without getting in trouble?

I have seen other replicas of older games both as Shareware and
Public Domain but I am hesitant because of the size and nature of the
company which produced the original that I am replicating.

Thanks,

My opinions do not necessarily reflect those of my employer and probably are
exact opposites.
--- Glen Sescila ---
glens@natinst.com

2348. G++ bug with headerfiles - a solution?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-15 13:39:59 UTC
From: ZVD007@DMSWWU1C.BITNET
Message-ID: <91135.144341ZVD007@DMSWWU1C.BITNET>
Source record: 48237

I've read in this newsgroup several times, that people have problems with
g++ when they use headerfiles. So have I. I think the problem (g++ doesnt find
the c++ headerfiles, but the c headerfiles) is that gcc_cpp does not
search on the G++INC-Path; one can proof this by listing the binary and looking
for a string G++INC, its not there, but there is a string GNUINC.
So, if there is anybody having the sources of the preprocessor, please
look for this and let me know if I'm right.

U.Kuehn

p.s.: When compiling wih g++, its better to use -I$G++INC than to use
#include with the right path, because you have then to patch all the
c++ headerfiles when they use other c++ headerfiles.

2349. Re: How does one write a GDOS driver?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-15 16:05:44 UTC
From: jan@janhh.hanse.de
Message-ID: <1382.05.91@janhh.hanse.de>
Source record: 48091

Julian F. Reschke writes:
> Jan Willamowius says:
>>
>>> Basically, you have to rewrite a whole new vdi. [...]
>>
>>I don't quite agree. [...]
>>
>>Secondly, you need the code for all the functions to set and inquire
>>parameters. That code is basically the same for all device drivers.
>
> All true, BUT: if you have written all this stuff, you HAVE written a
> new VDI.

Well, my main point was that you don't have to write everything _yourself_.
One can use quite a bit of existing drivers.

Is somebody out there already working on a device driver of his own ?

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

2350. Overscan on a 1040, HOW HOW HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-15 17:20:04 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991May15.172004.7667@ecst.csuchico.edu>
Source record: 48240
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am having a dificult time finding someone who has installed
an OVERSCAN switch on a 1040STf. I know it can be done, and
I'm looking for specifics.

My ST' motherboard has its ram located under the Motherboard,
and Its modle number is ST PCB.P.N.C070789 REV.XXX

PLEASE!! Help!!

I have installed a multiSync monitor and I want to try and
max out the resolution to see how it looks.

Any information is greatly appriciated.

2351. DabbelFeature at atari.archive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-15 17:31:57 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May15.173157.8923@informatik.uni-erlangen.de>
Source record: 48234

A few days ago I was asked by some readers of this group to send
a program of mine, DabbelFeature, to atari.archive. I've done so now,
and you can ftp it from there. (Look for it under newitems or diskutils.)

DabbelFeature is meant to redirect drive accesses. It can, for example,
redirect every access to drive C to drive A. Hope it will be useful for
you.

Enjoy,

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2352. Re: 8-bit archives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-15 17:40:17 UTC
From: abaddon@cix.compulink.co.uk
Message-ID: <1991May15.174017.21203@demon.co.uk>
Source record: 48092

In article <9105131901.AA09798@wugate.wustl.edu>, SINCLAIR_R@WUMS2.WUSTL.EDU w-
rites:
> Are any atari 8-bit archive sites still active? (ftp
>addresses would be useful).

atari.archive.umich.edu has some 8-bit stuff.

- Dave

David Boyce - Software Engineer | Internet: boyce@sifvs3.sinet.slb.com
% cc life.c | JANET: abaddon@uk.co.compulink
% a.out | CIX: abaddon@cix
Segmentation fault - core dumped | Made in Scotland from girders

2353. AT-emulators & Graphic cards (Was: Re: SUPER CHARGER QUESTIONS) (was: Spertre Questions)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-16 01:19:11 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991May16.011911.6278@nntp.hut.fi>
Source record: 48093

In article <1991May14.134920.11212@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L.J.Dickey) writes:
>
>I would ask about the "PC-Speed" and "AT-Speed" as well.
>I am sure that that there are hobbyists and commercial
>users who are getting some use out of these.

Don't forget the Delta Modul. It is the most powerful AT-emulator with it's 16MHz 386sx for the ST available. Yes, it is really available, from certain dealers in Germany. 1198,- DM.

And Omega, the maker of Delta Modul has released a cheap but very powerful graphic card for ST (/TT, dont know). Frequencies from 66 to 71Hz, and if I remember correctly, 1280x960 with 16/256 colors in about 70Hz is the maximum. And it costs way under 700,- Deutche Mark!!!

Jartsu

* Jari Lehto * 90-387939 * Jari.Lehto@hut.fi * Music, love & *
* Tenavatie 19 A * 90-382887 * jartsu@vipunen.hut.fi * friendship! *
* 00760 HELSINKI * 94040/02887 * jartsu@otax.hut.fi * Garlic, beer &*
* Finland * fax +358 0 8735916 * s37837k@saha.hut.fi * sausage! *

2354. Re: STe Internals

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-16 02:07:59 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <13060@uhccux.uhcc.Hawaii.Edu>
Source record: 48094

In article <1991May15.055715.4021@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
>
>Just to compare and contrast, when I opened up my STe to upgrade the RAM,
>I noticed that I had an Epson drive and the 2 TOS ROMs were *socketed*, under
>the drive.

That's interesting, because I was thinking that Atari wouldn't be allocating any more development time to the 1040 STe machines, so they decided to solder the ROMs. Although in the March/April Atari Explorer, Greg Pratt said that a multi-tasking TOS was due soon, so I suppose it will require a ROM upgrade?

I was a little happy that the Yamaha sound chip was socketed because they make a similar chip, the YM-2203, with enhanced capabilities (FM sound, 13-bit D/A, prog. multiple modulation and feedback) that is software compatible and nearly pin compatible. If there is interest, I can post more specs later.

Atari packed a lot of value in the STe models and I think the people of Hong Kong were right when they voted it the computer of the decade.

>I read in one of the on-line magazines a couple of months ago that Jim Allen
>had developed a 14meg upgrade for the STe and a 10meg upgrade for the MegaSTe.
>I couldn't understand the difference, since I would expect the MegaSTe to
>be able to be upgraded with more RAM, but I haven't heard anything since.
>Perhaps these are related.

The 14MB upgrade sounds like inserting 4 4MB SIMMs into the STe SIMM socket, with the last 2MB lost because of the ROM address space which begins at $E00000 (start of 14MB). The 10MB version sounds like 2 4MB and 2 1MB SIMMs, but I'm not sure why it would be particular to the Mega STe.

Jack

2355. Re: TRAP #2

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-16 02:22:28 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <29126@hydra.gatech.EDU>
Source record: 48095

I seem to remember seeing some source code for an auto folder program
that installed a custom trap #2 which required that a custom trap #13
was installed. It looked for BIOS #5 (set exception vector) to see if
it was setting the GEM critical error vector found at system variable
$404. If the trap #2 was not the custom trap #2, then it reinstalled
the custom trap #2.
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

2356. TT VME Bus

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-16 06:59:21 UTC
From: mts10271@uxa.cso.uiuc.edu
Message-ID: <1991May16.065921.26031@ux1.cso.uiuc.edu>
Source record: 48096

I was wondering if it is possible to add more than one card to
the TT's VME slot. If not, is there any way to add stronger drivers
or an external card cage? (I want to buy a TT at the end of the summer
and plan to design a card for it in one of my lab classes. I hope it's
more expandable than previous Atari systems! :-))
Thanks for any info!

Michael Stepniczka
mts10271@uxa.cso.uiuc.edu

P.S. Thanks to those who replied to my rsrc_gaddr() posting- it's all
clear now.

2357. Latex and PS on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-16 10:36:18 UTC
From: david@castle.ed.ac.uk
Message-ID: <10303@castle.ed.ac.uk>
Source record: 48102

I'm looking at running latex on my ST.(1Meg RAM)
Can anyone who has been down this route advise me
on the best previewer available, and where it can
be picked up.

I'd also be interested to hear of any PD drawing
software which will produce encapsulated postscript
- again to run on ST.

Thanks,
David.

2358. Re: STe Internals

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-16 11:30:50 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May16.113050.17584@informatik.uni-erlangen.de>
Source record: 48097

kiki@uhunix1.uhcc.Hawaii.Edu (Jack W. Wine) writes:

>I was a little happy that the Yamaha sound chip was socketed because they make
>a similar chip, the YM-2203, with enhanced capabilities (FM sound, 13-bit D/A,
>prog. multiple modulation and feedback) that is software compatible and near-
>ly pin compatible. If there is interest, I can post more specs later.

I am interested a lot. Tell us more about this chip.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2359. Re: STe Internals

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-16 12:43:38 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May16.124338.15664@actrix.gen.nz>
Source record: 48099

In article <1991May15.055715.4021@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
> In article <13023@uhccux.uhcc.Hawaii.Edu> kiki@uhunix1.uhcc.Hawaii.Edu (J. Wine) writes:

> I read in one of the on-line magazines a couple of months ago that Jim Allen
> had developed a 14meg upgrade for the STe and a 10meg upgrade for the MegaSTe.
> I couldn't understand the difference, since I would expect the MegaSTe to
> be able to be upgraded with more RAM, but I haven't heard anything since.
> Perhaps these are related.
> --
> ||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
> ||| Video Production Major, California State University, Chico
> / | \ SysOp, Fuji BBS: 916-894-1261
> TWO WEEKS UNTIL GRADUATION!!

Well the latest STE's here in NZ. now have Brass inserts (3) for the
Screws that hold down the Main PCB. these can be seen if you turn over
the machine, as they come though the bottom, also with a newer type
Epson disk drive, now has a blue plasic cover over the motor, this
drive will give you 84 tracks.

The Sony Drive will give you 82 track and the Mitsumi will give you 81.
The early Epson dives can have problems with a PC conector to drive PCB,
(Drive will not stop), just remove this connector and clean with contact
cleaner, problem was intermitent index pulses.

I don't like any of the newer Epson drives, they use a rack and pinion
mechanism to move the head, this can cause hairs to get caught in the
rack and pinion gears.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2360. Re: GNU Make troubles: 2 bombs!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-16 13:32:24 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91May16153224@orion.laas.fr>
Source record: 48098
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I received e-mail that stated that there might be an interaction
between GNUMAKE and PINHEAD. So I deactivated PINHEAD, and the
problem is identical. In this addendum I enclose the debug output for
`gnumake -ndp -f makefile':

```
# GNU Make version 3.54, by Richard Stallman and Roland McGrath.
# Copyright (C) 1988, 1989 Free Software Foundation, Inc.
# This is free software; see the source for copying conditions.
# There is NO warranty; not even for MERCHANTABILITY or FITNESS FOR A
# PARTICULAR PURPOSE.

Reading makefiles...
Updating makefiles....
Considering target file `makefile'.
Looking for an implicit rule for `makefile'.
Trying pattern rule with stem `makefile'.
Trying implicit dependency `makefile,v'.
Trying pattern rule with stem `makefile'.
Trying implicit dependency `RCS/makefile,v'.
Trying pattern rule with stem `makefile'.
Trying implicit dependency `s.makefile'.
Trying pattern rule with stem `makefile'.
Trying implicit dependency `SCCS/s.makefile'.
No implicit rule found for `makefile'.
Finished dependencies of target file `makefile'.
No need to remake target file `makefile'.
Updating goal targets....
Considering target file `make'.
File `make' does not exist.
Considering target file `acm/planning.tex'.
Looking for an implicit rule for `acm/planning.tex'.
Trying pattern rule with stem `planning.tex'.
Trying implicit dependency `acm/planning.tex,v'.
Trying pattern rule with stem `planning.tex'.
Trying implicit dependency `acm/RCS/planning.tex,v'.

BOOM! BOOM!! Two bombs. Is there any way to disable the implicit
rules for RCS and SCCS?

Thanks!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
```

If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

2361. Re: Latex and PS on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-16 13:40:52 UTC
From: robin@castle.ed.ac.uk
Message-ID: <10323@castle.ed.ac.uk>
Source record: 48103

In article <10303@castle.ed.ac.uk> david@castle.ed.ac.uk (D Mallon) writes:
>I'm looking at running latex on my ST.(1Meg RAM)
>Can anyone who has been down this route advise me
>on the best previewer available, and where it can
>be picked up.

showdvi is quite good (colour and mono) from terminator whoops atari.archive!

>I'd also be interested to hear of any PD drawing
>software which will produce encapsulated postscript

If you have got enough memory I think there has been a port of PORTABLE
BITMAP software to the ST, this is PD and takes many input bitmaps
(Degas and .img included) and can convert these to encapsulated
PostScript, if I'm lying about this someone really should do a port of
this utility. Anyhow the portable bitmap stuff is very good even if it
wasn't what was asked for!

2362. Re: GNU Make troubles: 2 bombs!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-16 15:40:55 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91May16104055@wookumz.gnu.ai.mit.edu>
Source record: 48100
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <RALPH.91May16153224@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:

>I received e-mail that stated that there might be an interaction
>between GNUMAKE and PINHEAD. So I deactivated PINHEAD, and the
>problem is identical. In this addendum I enclose the debug output for
>`gnumake -ndp -f makefile':
> [...deleted...]
> Trying implicit dependency `acm/planning.tex,v'.
> Trying pattern rule with stem `planning.tex'.
> Trying implicit dependency `acm/RCS/planning.tex,v'.

>BOOM! BOOM!! Two bombs. Is there any way to disable the implicit
>rules for RCS and SCCS?

I believe the problem is a memory leak somewhere. GNU Make seems to
crash after I use it for a while, and the more memory I have
available, the longer it takes. I haven't really tested this idea out
scientifically, so it should be taken for what it is--pure
speculation. In reality, the problem might be caused by something
completely different.

entropy

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

2363. Re: Bug in Overscan software.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-16 15:44:20 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <3365@quepasa.cs.tu-berlin.de>
Source record: 48101

In article <1991May14.193547.29278@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:
>There have been some talk about Overscan here lately, that reminded me
>that I found 2 bugs in the driver software. The bugs are in the same 10
>lines of code, and they are kind of strange!

Hello Klaus,

the actual driver for the autoswitch-overscan is 51! versions away from the
old one released into netland. I found lots of bugs ;-)
The autoswitch feature is about 32 versions old and running very stable. I
ported this feature to some other software, now we have the autoswitch
SM-124 emulator for TT-High and and autoswitch driver for the Reflex 1024
card.

>Then why don't I release my version?
>- Overscan is Commercial now so I don't know if it's legal. Also my version
>have been hacked so much that it probaly have even more errors.
>How can we fix this problem - I guess that Karsten will tell us that he have
>a fix (called autoswitch Overscan).

You are right :-) But it was a good way to say 'what is wrong', so everybody
interested can change it in the source...

>Klaus, micro@imada.ou.dk
Karsten, ki@opal.cs.tu-berlin.de

2364. Re: TT VME Bus

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-16 16:37:52 UTC
From: carter@cat23.cs.wisc.edu
Message-ID: <1991May16.163752.24994@daffy.cs.wisc.edu>
Source record: 48104

In article <1991May16.065921.26031@ux1.cso.uiuc.edu> mts10271@uxa.cso.uiuc.edu (Michael T Stepniczka) writes:
>
> I was wondering if it is possible to add more than one card to
>the TT's VME slot. If not, is there any way to add stronger drivers
>or an external card cage? (I want to buy a TT at the end of the summer
>and plan to design a card for it in one of my lab classes. I hope it's
>more expandable than previous Atari systems! :-))
> Thanks for any info!
>
> Michael Stepniczka
> mts10271@uxa.cso.uiuc.edu
>
>P.S. Thanks to those who replied to my rsrc_gaddr() posting- it's all
> clear now.

I made a rather large technical post on the VME capabilities of the MEGA STE and TT machine a while back.

However, a german company makes an extended card cage for the TT/MEGA STE and VME cards for graphics and cpu accelerators. It was shown at the last CeBit show, I think.

So yes, you can have more than one card with the addition of an external cage.

However, don't expect to see anything like that here in the US. :(

--Gregory

2365. Re: Force Desktop Res Change?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-16 19:41:29 UTC
From: kbad@atari.UUCP
Message-ID: <2941@atari.UUCP>
Source record: 48106

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

|There seems to be no easy way to do this with an AUTO folder program -
|AES overwrites any changes, and so you have to write a TSR that waits
|for AES to come up and then re-vectors trap #2.

Nope.

I don't know where this rumour came from, but it's been flying around
for some time now, and I've run into it about 3 times in the past month,
so it's time to start spreading facts.

Nobody should be touching trap #2 on a res change. Think about it for
a minute: if trap #2 got taken every res change how could GDOS possibly
work?

Assemble the following, put it in your auto folder, and change res a
couple dozen times. You'll see that the trap #2 counter in the upper
left corner of the screen keeps on ticking...

```
; TAKE2.S - count trap #2's, even after res change.

trap2vec = $88
_v_bas_ad = $44e

start:
pea take2(pc)
move #$26,-(sp)
trap #14 ; Supexec(take2)
addq #6,sp

clr.w -(sp)
move.l #($100+fin-start),-(sp)
move.w #$31,-(sp)
trap #1 ; Ptermres(0,size)

take2:
lea save2(pc),a0
move.l trap2vec,(a0)+
move.l a0,trap2vec
rts

save2:
dc.l 0
do2:
move.l _v_bas_ad,a0
addq.l #1,(a0)
move.l save2(pc),a0
```

```
jmp (a0)
fin:
.end
```

```
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>
```

2366. Re: Weird TT hard disk thingy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-16 19:51:16 UTC
From: kbad@atari.UUCP
Message-ID: <2942@atari.UUCP>
Source record: 48107
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger.Sheppard@bbs.actrix.gen.nz writes:

|I don't think you should be rail roaded in what Atari gives you, I
|believe in freedom of choice, and not this dogmatic attitude that Atari
|gives you.

Precisely. You are free to use whatever hard disk driver software
you desire. If you want to use the Supra software, buy a Supra drive
and use it. If you want to use the ICD software, buy an ICD drive
or host adapter, and enjoy yourself.

Likewise, Atari should be free to choose whether or not to follow
a "standard" created by a third party. Some such standards are hacks,
some are good ideas, some have a core of good ideas with a lot of
extra nonsense that Atari doesn't need in a standard.

The bottom line for us is that it doesn't matter what standard we
decide on, some people will be unhappy with our decisions. That's
something we live with. You can't please all the people all the time.
You can't please all Atari users hardly ever <grin>.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2367. Re: Traps on Resolution Change

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-16 20:01:48 UTC
From: kbad@atari.UUCP
Message-ID: <2943@atari.UUCP>
Source record: 48109

Desk accessories should not steal trap vectors.

This is not to say that lots of DA's (desk accessories should not steal trap vectors) that are already out there don't take vectors, but (desk accessories should not steal trap vectors) it really isn't a recommended thing.

Desk accessories, as we all know, are (desk accessories should not steal trap vectors) accessories, side-liners, assistants, and as such (desk accessories should not steal trap vectors) they don't warrant the same considerations (desk accessories should not steal trap vectors) as main-line applications.

As Julian R. (hi, Julian!) has recently pointed out (desk accessories should not steal trap vectors), things that take vectors really belong in the AUTO folder. TSRs should be the ones (desk accessories should not steal trap vectors) setting up resources like this, and they should use the Cookie Jar to communicate with other programs.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2368. Re: TRAP #2, Form_doit

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-16 20:06:38 UTC
From: kbad@atari.UUCP
Message-ID: <2944@atari.UUCP>
Source record: 48110

cmedley@wam.umd.edu (Charles Henry Medley) writes:

|Incidentally, I understand that the new Atari Control Panel has hooks into
|the AES for a modified form_do call that doesn't "lock up" the system. Does
|anyone know if it is legally patching into TRAP #2 or if it is actually a
|new form_do handler in the ROMs?

No hooks, just a library routine that is also available to CPX's, since
they run as little pieces of XControl.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2369. Re: TT VME Bus

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-16 21:16:06 UTC
From: baffoni@aludra.usc.edu
Message-ID: <17302@chaph.usc.edu>
Source record: 48105

In article <1991May16.163752.24994@daffy.cs.wisc.edu> carter@cat23.cs.wisc.edu (Gregory Carter) writes:
<stuff deleted>
>
>However, a german company makes an extended card cage for the TT/MEGA STE
>and VME cards for graphics and cpu accelerators. It was shown at the last
>CeBit show, I think.

Is it possible/have they already made an accelerator card that uses the buslines available on the VME/Atari (TT/mega)bus slots? Like for instance a 68040 board that takes over the machine (I've seen stuff like that for the Mac and thought you might be able to do the same thing) and delegates the on board cpu as an I/O handler (and other CPU wasting projects). However, I could be mistaken (_I_ don't use 'em, let alone build 'em), but would something like that be possible for the TT? Dave Small has already shown that it's possible for the ST...:)

>However, don't expect to see anything like that here in the US. :(
<sigh>
>
>--Gregory

-Mike

2370. Hertz

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-17 01:47:11 UTC
From: achilles@ersys.edmonton.ab.ca
Message-ID: <cTi322w164w@ersys.edmonton.ab.ca>
Source record: 48108

Here's a question for you guys. Is it possible for someone to fix one's colour monitor so that it can work with 50 HZ without buying a new colour monitor, and would it be advisable and cheaper to just buy a new monitor. Thanks.

Paul McCallum achilles@ersys.edmonton.ab.ca
Edmonton Remote Systems: Serving Northern Alberta since 1982

2371. Re: Hertz

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-17 04:53:21 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May17.045321.19677@ecst.csuchico.edu>
Source record: 48111

In article <cTi322w164w@ersys.edmonton.ab.ca> achilles@ersys.edmonton.ab.ca (Paul McCallum) writes:
>
> Here's a question for you guys. Is it possible for someone to fix one's
>colour monitor so that it can work with 50 HZ without buying a new colour
>monitor, and would it be advisable and cheaper to just buy a new monitor.

If the vertical hold is causing you problems when you run a program that
requires 50Hz, there should be an adjustment on the back of your monitor.
One small adjustment should be fine, and you won't have to change it
when you want to go back to 60Hz.

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
TWO WEEKS UNTIL GRADUATION!!

2372. Re: Is there a joiner for uuencoded file parts?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-17 10:20:45 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91May17122045@orion.laas.fr>
Source record: 48112
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sources.wanted

In article <1991May16.120052.15005@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
| I do have a UUdec that works with the Headers etc, you can append all
| the volumes together, no cutting needed..

A long time ago, someone posted here or the info-atari16 digest, that
they had a modified Dumas' uud, which accepts the multi-part files all
concatenanted into one stream. Does anyone have this?
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

2373. Re: GNU Make troubles: 2 bombs!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-17 11:04:13 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91May17120413@ghiggins.hpl.hp.com>
Source record: 48114
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

++ I believe the problem is a memory leak somewhere. GNU Make seems to
++ crash after I use it for a while, and the more memory I have
++ available, the longer it takes. I haven't really tested this idea out
++ scientifically, so it should be taken for what it is--pure
++ speculation. In reality, the problem might be caused by something
++ completely different.

I *wondered* whether that was the problem I was getting, I checked ou the operation of GNUMake under Monitor and the problem seemed to be some interaction between the CLI (Edgar Roeder's Bash) and Gnumake and seemed to indicate problems with mshrink.

I recompiled GNUMake for my own purposes, without a number of the search options (.F, etc) and removed the SCCS stuff, leaving in the RCS. I also used a different shell. The problem went away. I didn't follow it up.

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
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Disclaimer: My opinions above are exactly that, mine and opinions.

2374. Re: Force Desktop Res Change?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-17 11:53:39 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May17.115339.20960@informatik.uni-erlangen.de>
Source record: 48113

kbad@atari.UUCP (Ken Badertscher) writes:

>Assemble the following, put it in your auto folder, and change res a
>couple dozen times. You'll see that the trap #2 counter in the upper
>left corner of the screen keeps on ticking...

Yes, it keeps on ticking. But this is not my problem. The last time
I checked I found out the following (at least I thought this was
the case): You can install your own Trap #2 routines in the AUTO
folder. AES or GDOS or whoever changes the vector, but is friendly
enough to jump to the old routine in the Trap #2 vector after it
has done its job. This is why your routine keeps on ticking.
But this also means that I don't have any chance to do
parameter fiddling _before_ AES or VDI do their job unless I wait
for AES to come up, and then install my own Trap #2 handler.

As I'm thinking about it now (sorry for any mistakes, it's been
some months that I thought about it the last time), this is just
the standard problem of installation sequences. It's just that so
many programs like to intercept Trap #2 - this makes it worthwhile
to come up with a general solution for it.

To open another thread of discussion: Allan Pratt mentioned the
possibility of virtual memory support in TOS, including protection
mechanisms. The XBRA standard comes to my mind: To find out if
my own program has already been installed, I have to wander through
other processes' memory. I wonder if this could cause severe
problems in some upcoming VM, multitasking TOS.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2375. Mega STe Question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-17 15:30:02 UTC
From: johnj@knor.prl.philips.nl
Message-ID: <2803@prles2.prl.philips.nl>
Source record: 48117

Woow, I got a message from my local dealer that they
have received the Mega STe finally.
I called up the guy, which wanted to buy my 'old' ST,
sold it and went to the dealer.

Beeeh, they only received the 1M and 2M versions,
and as they provide good service (they simply exchange
computers in case of defects in the first few weeks after
the sale) I do not gonna upgrade it myself...

So, I have to wait another week for the 4M Mega STe.

But I do have some questions:

1. Does it come having the hard disk already formatted?

2. If not formatted, what partitions is the best choice?

3. How do I have to format the hard disk, when I want
one partition for a PC emulator?

4. Are there already PC emulators for the Mega STe?

Thanks.

--
John Janssen Check the email address in the header, as this
J.v.Deventerstr.1 may have been filled in wrong by the system.
Venlo Holland
+31 77 513177 Reply to: johnj@idms.prl.philips.nl

2376. Re: 1.44 MB drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-17 16:25:28 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5657@wucc.waseda.ac.jp>
Source record: 48118

I asked for beta testers for my hardware project and a formatting program
Thursday last week about building a 1.44 MB drive for our STs, but so far
I got 11 people who asked me to send the file while only two persons have
responded with comments/questions/suggestions. I'd like to appeat the case
till the 24th hour next Monday.
The document is now a bit revised and about 47 kilo bytes.
I will e-mail the file to you if you promise you will return at least a word.
Y Tsuji
ytsuji@cfi.waseda.ac.jp
or
ytsuji%wucc@jpnwas00.BITNET

2377. Uniterm and Rambuffer

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-17 19:36:25 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <6457@vela.acs.oakland.edu>
Source record: 48115

I am using an Atari 520 STfm with 1 Meg, and Uniterm. As a desk accessory I use Rambuffer to create a 256K Ram disk (H:). The only other resident programs that I use are Butler James (desk accessory) and Pyro. Since I have started using Rambuffer, Uniterm only seems to be able to allocate 5K to system even though I have the buffer set to 256K. I only use 32K for transfers, and very little for everything else. What in the world do I need to do to use all the memory that I want to?

swood
--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

2378. Power supply problem on SC1224 color monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-17 19:41:57 UTC
From: markez@csd4.csd.uwm.edu
Message-ID: <12219@uwm.edu>
Source record: 48116

I have a May 1986 SC1224 Color monitor, made by Gold Star in Korea with an apparent power supply problem. I turn it on, get power but no "picture". I opened it up and discovered that all the output voltages on the power supply are exactly half of what they are marked. I THINK it is the 330uf 250V capacitor... (which I have had NO luck finding a replacement part for). The power supply uses a voltage doubler circuit... Have there been problems with these? If I have diagnosed this correctly, where can I get a replacement part? If I haven't, does anyone know what might be wrong?

--
. . . ..Mark Zafshunpoid (markez@csd4.csd.uwm.edu).. . . . .
_____"Truthfulness is the foundation of all virtues."_____

2379. Re: GNU Make troubles: 2 bombs!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-17 22:56:55 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91May17175655@wookumz.gnu.ai.mit.edu>
Source record: 48119
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <GJH.91May17120413@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:

>I *wondered* whether that was the problem I was getting, I checked ou the
>operation of GNUMake under Monitor and the problem seemed to be some
>interaction between the CLI (Edgar Roeder's Bash) and Gnumake and seemed to
>indicate problems with mshrink.

>I recompiled GNUMake for my own purposes, without a number of the
>search options (.F, etc) and removed the SCCS stuff, leaving in the RCS. I also
>used a different shell. The problem went away. I didn't follow it up.

Could you perhaps put your version on the terminator archive? (Or,
mail it to me and I'll put it up, if you can't FTP.)

Thanks,
entropy

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

2380. Re: SCSI chip project

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-18 00:41:31 UTC
From: jclark@sdcc6.ucsd.edu
Message-ID: <19507@sdcc6.ucsd.edu>
Source record: 48120

In article <5608@wucc.waseda.ac.jp> ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:
+ Stuff about NEC 765 and a replacement for the 17xx floppy
+ controler.
+
+What is said here is to abandon ATARI ST and goto PC. I have been with
+Motorola 680x[x] and Western Digital 1791 series for too long to go to
+the other side of the trench. I admit there is nothing rational in this.

I don't think using the NEC chip implies going with the x86
processor as well. I did an OS9/68k driver for the National
incarnation of the 765 most recently. The first driver I wrote for
the chip was for a Z80(ca. '82/83) application so the processor is not
particularly important.
--

John Clark
jclark@ucsd.edu

2381. Re: Mounting ST in another case

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-18 12:15:14 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May18.121514.24939@mailer.cc.fsu.edu>
Source record: 48121

In article <48901@ut-emx.uucp>, tdrga@ccwf.cc.utexas.edu (Todd Drga) writes:
>Has anyone out there mounted their ST in a different case or housing? I am
>
>I am also thinking about rackmounting my modem and HD (Syquest). My vision
>for this project is to have a rolling rackmount unit with the computer and
>modem and HD which is sturdy enough to transport easily (i.e. unplug power,
>monitor, and phone cables and then roll into the truck)
>
>Any suggestions, names of suppliers of stuff I would need, better ways
>to proceed?
>
>Am I just a fool for thinking I can do this?
>

There is a rack mounted ST clone (without propriety chips) available in
Germany for musicians (so no, you are not a fool). As for doing it
yourself, why not? You may get a suggestion to call Tech-Specialities
and ask about their CPU cases. Don't, the company is bad news. I think
you can buy empty audio cases through the mail (I would try Computer
Shopper). A little drilling and gluing and bam, ST on wheels.
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

2382. Re: Hertz

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-18 12:23:16 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May18.122316.25048@mailer.cc.fsu.edu>
Source record: 48122

In article <cTi322w164w@ersys.edmonton.ab.ca>, achilles@ersys.edmonton.ab.ca (Paul McCallum) writes:
>
> Here's a question for you guys. Is it possible for someone to fix one's
>colour monitor so that it can work with 50 HZ without buying a new colour
>monitor, and would it be advisable and cheaper to just buy a new monitor.
>Thanks.
>
>Paul McCallum achilles@ersys.edmonton.ab.ca
>Edmonton Remote Systems: Serving Northern Alberta since 1982

Yes. There are several 50Hz programs for the ST (most of the time, they are the only difference between euro and US versions of games). If you get the demo called finalcut from atari.archive, it includes a program called changehz.prg. Also, there are 50Hz booters, with which you can boot your computer in 50Hz (for autobooting games and demoes). I think there is one on atari.archive also, if not email me.
--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-----------------------------------

2383. Re: Hertz

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-18 14:45:53 UTC
From: dmb@wam.umd.edu
Message-ID: <1991May18.144553.17861@wam.umd.edu>
Source record: 48123

In article <1991May18.122316.25048@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>In article <cTi322w164w@ersys.edmonton.ab.ca>, achilles@ersys.edmonton.ab.ca (Paul McCallum) writes:
>>
>> Here's a question for you guys. Is it possible for someone to fix one's
>>colour monitor so that it can work with 50 HZ without buying a new colour
>>monitor, and would it be advisable and cheaper to just buy a new monitor.
>>Thanks.
>>
>>Paul McCallum achilles@ersys.edmonton.ab.ca
>>Edmonton Remote Systems: Serving Northern Alberta since 1982
>
>Yes. There are several 50Hz programs for the ST (most of the time, they are
>the only difference between euro and US versions of games). If you get
>the demo called finalcut from atari.archive, it includes a program called
>changehz.prg. Also, there are 50Hz booters, with which you can boot your
>computer in 50Hz (for autobooting games and demoes). I think there is one
>on atari.archive also, if not email me.

You can only do this if you have a "recent" SC1224. The GoldStar monitors won't work in both modes unless you fiddle with the adjustment switches in the back. (Do this while the monitor is OFF.) In fact, GoldStar monitors evidently can't be adjusted to work in both modes no matter what you do. People with those monitors are just scr*wed when it comes to scan-rate dependent European software.

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

2384. How can I use the 6x6 ROM font?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-18 18:16:00 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1991May18.181600.22975@rodan.acs.syr.edu>
Source record: 48124

I'm trying to write some stuff to a window in the 6x6 system font, but I can't seem to get it to change. work_out[10]==1 after I open the workstation (I'm not using GDOS, by the way). When I call vqt_name() I get "6x6 system font" and a returned value of 1, but when I try to vst_font, the normal system font is still used, not the small one. Where am I blowing it?

---jb

2385. Re: Mounting ST in another case

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-18 20:24:29 UTC
From: tdrga@ccwf.cc.utexas.edu
Message-ID: <49202@ut-emx.uucp>
Source record: 48125

In article <1991May18.121514.24939@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>
>There is a rack mounted ST clone (without propriety chips) available in
>Germany for musicians (so no, you are not a fool). As for doing it
>yourself, why not? You may get a suggestion to call Tech-Specialities
>and ask about their CPU cases. Don't, the company is bad news. I think
>you can buy empty audio cases through the mail (I would try Computer
>Shopper). A little drilling and gluing and bam, ST on wheels.
>--
> ---------------------------------+-------------------------------------
> Mickey R. Boyd | "Kirk to Enterprise. All clear
> FSU Computer Science | down here. Beam down
> Technical Support Group | yeoman Rand and a six-pack . ."
> email: boyd@fsucs.cs.fsu.edu |
> ---------------------------------+-------------------------------------

My main goal for the project is not to have a rack-mounted ST for music and sampling, but to simply free up the desk space that I have so little of and to put all of my computer stuff in a portable and secure enclosure. Someone mentioned their concerns about mounting a HD in the rackmout. I don't plan on moving the computer when it is in use, so there should be no problems with head crashes, etc.

I have looked into PC magazines to find info from companies who make rackmount and industrial versions of PC-clones. Hopefully they will give me some ideas.

Don't know when I'll get around to doing it, though. Hopefully, within the next couple of months.

Todd

--
= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =
= =
= ' The dry grass will set fire to the damp grass ' =
= =
= African proverb brought to the Americas by slaves =

2386. Re: Hertz

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-19 11:10:56 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1991May19.111056.6849@actrix.gen.nz>
Source record: 48126

In article <1991May18.144553.17861@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
> In article <1991May18.122316.25048@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
> >In article <cTi322w164w@ersys.edmonton.ab.ca>, achilles@ersys.edmonton.ab.ca (Paul McCallum) writes:
> >>
> >> Here's a question for you guys. Is it possible for someone to fix one's
> >>colour monitor so that it can work with 50 HZ without buying a new colour
> >>monitor, and would it be advisable and cheaper to just buy a new monitor.
> >>Thanks.
> >>
> >>Paul McCallum achilles@ersys.edmonton.ab.ca
> >>Edmonton Remote Systems: Serving Northern Alberta since 1982
> >
> >Yes. There are several 50Hz programs for the ST (most of the time, they are
> >the only difference between euro and US versions of games). If you get
> >the demo called finalcut from atari.archive, it includes a program called
> >changehz.prg. Also, there are 50Hz booters, with which you can boot your
> >computer in 50Hz (for autobooting games and demoes). I think there is one
> >on atari.archive also, if not email me.
>
> You can only do this if you have a "recent" SC1224. The GoldStar monitors
> won't work in both modes unless you fiddle with the adjustment switches
> in the back. (Do this while the monitor is OFF.) In fact, GoldStar monitors
> evidently can't be adjusted to work in both modes no matter what you do.
> People with those monitors are just scr*wed when it comes to scan-rate
> dependent European software.
>
> Dave Baggett
> dmb%wam.umd.edu@uunet.uu.net

We have been using the GoldStar Monitors here in NZ. for many years
without any 50/60HZ problems at all, if they are set up correctly they
will work ok.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2387. Re: Hertz

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-19 15:06:34 UTC
From: dmb@wam.umd.edu
Message-ID: <1991May19.150634.6810@wam.umd.edu>
Source record: 48127

In article <1991May19.111056.6849@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>In article <1991May18.144553.17861@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett)
writes:
>> You can only do this if you have a "recent" SC1224. The GoldStar monitors
>> won't work in both modes unless you fiddle with the adjustment switches
>> in the back. (Do this while the monitor is OFF.) In fact, GoldStar monitors

I meant to write "some" here. --------------------------------^

>> evidently can't be adjusted to work in both modes no matter what you do.
>> People with those monitors are just scr*wed when it comes to scan-rate
>> dependent European software.
>>
>> Dave Baggett
>> dmb%wam.umd.edu@uunet.uu.net
>
>We have been using the GoldStar Monitors here in NZ. for many years
>without any 50/60HZ problems at all, if they are set up correctly they
>will work ok.

How many times do I have to post this? I have one, and it won't work
in both modes. Period. Just because yours does doesn't mean
everyone's will. I think I'm competent enough to adjust the picture so
that after several hours of fiddling on several different occasions I
could get it would work, but NO, mine simply won't do it. And neither
will a friend's SC1224, both with the Atari label, mind you.

If I get my monitor into the state where the picture is "stable"
in both modes, the picture is shifted half way off the screen and
is incredibly grainy. Great.

So what can I say? NOT ALL SC1224's will work in both modes without
the adjustments being every time you want to change scan rates.

If people didn't do brain-damaged things like rely on the scan rate, we
wouldn't have this problem, but since people seem to have the attitude
of "hell, it works on my machine, it must work on everyone else's too."
we're doomed to have this problem 'til the end of time. (Or until
everyone's running their ST's off multisync monitors.)

Dave Baggett
dmb%wam.umd.edu@uunet.uu.net

2388. Re: Bug in Overscan software.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-19 16:36:06 UTC
From: micro@imada.ou.dk
Message-ID: <1991May19.163606.18142@imada.ou.dk>
Source record: 48129

ki@opal.cs.tu-berlin.de (Karsten Isakovic) writes:

>In article <1991May14.193547.29278@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen)
writes:
>>There have been some talk about Overscan here lately, that reminded me
>>that I found 2 bugs in the driver software. The bugs are in the same 10
>>lines of code, and they are kind of strange!

>Hello Klaus,

>the actual driver for the autoswitch-overscan is 51! versions away from the
>old one released into netland. I found lots of bugs ;-)

I my version I have fixed these :
o a bug that ment that some programs wrote one pixel outside
the screen, have been fixed.
o the software is 68010/20/30/40 clean.
o the software works on TOS 1.4 and __later__! (it don't use
undocumented system variables to enlarge the screen memory
any more!)
o it is now possible to disable Overscan, from within a bad
program (last resort, as it is not possible to tell accs
and the AES about the new screen size).
o it is also possible to enable/disable Overscan from the
desktop (general, because it is possible to init. AES and
accs).
o the hook into VDI now preserves ALL address registers!
o the driver is now 3700 bytes, of which 3000 stays in memory,
(not counting the larger screen (68Kb)).

>The autoswitch feature is about 32 versions old and running very stable. I
>ported this feature to some other software, now we have the autoswitch
>SM-124 emulator for TT-High and and autoswitch driver for the Reflex 1024
>card.

How do you tell accs and the AES about the new screen size, I know that you
have a reputation for making some really awsome hooks into TOS/GEM. But
you can't tell accs that the screen size have changed - can you?

>>Then why don't I release my version?
>>- Overscan is Commercial now so I don't know if it's legal. Also my version
>>have been hacked so much that it probaly have even more errors.

It have been running stable for some time though, and a lot have been fixed!

>>How can we fix this problem - I guess that Karsten will tell us that he have
>>a fix (called autoswitch Overscan).

>You are right :-) But it was a good way to say 'what is wrong', so everybody
>interested can change it in the source...

But not everybody can! If I send my version to atari.archive, (driver bin
and source only) would you care? Should I release it as a Patch like KAOS,
so that everybody that allready have overscan can patch it?? (sick)

>>Klaus, micro@imada.ou.dk
>Karsten, ki@opal.cs.tu-berlin.de

Klaus, micro@imada.ou.dk

2389. Re: Force Desktop Res Change?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-19 18:05:09 UTC
From: micro@imada.ou.dk
Message-ID: <1991May19.180509.18398@imada.ou.dk>
Source record: 48130

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

>But this also means that I don't have any chance to do
>parameter fiddling _before_ AES or VDI do their job unless I wait
>for AES to come up, and then install my own Trap #2 handler.

Why don't you check the trap #2 XBRA chain, before you run the
patch routine (in the patch routine)? If you isn't the last, then
remove yourself from the XBRA chain and insert again in the end.
-before the the first non-XBRA routine (hopefully TOS).
(you don't have to search all the chain, but only from the 'link'
address in your XBRA header, this reduces the searching time and
the risk that some fool takes the trap (non-XBRA)).

I feel like saying this one more time : XBRA!!!

>To open another thread of discussion: Allan Pratt mentioned the
>possibility of virtual memory support in TOS, including protection
>mechanisms. The XBRA standard comes to my mind: To find out if
>my own program has already been installed, I have to wander through
>other processes' memory. I wonder if this could cause severe
>problems in some upcoming VM, multitasking TOS.

A TSR is not a process! It is a part of the exception handling system.
I guess that the Supervisor have the right to do anything! But that
programs that run in usermode will have problems if they access outside
the pages that they have been assigned!
Programs that stay resident is special, they have to be in memory at all
times because they are not processes! Normally in VM systems the processes
are assigned addresses that start from some fixed address (fx 0) to implement
"allocate on access"! These two things are conflicting, because TSR's start
their life as a Process!
Somehow the TSR's memory have to be given to the System (so that it become
part of the operating system). Because a TSR have to call the next Exception
handler, all TSR (and therefor Processes) have to be allocated unique
addresses!
And because programs enter and leave Supervisor mode, they have to have
the same address translation table! (or at least the User-address translation
table have to contain a subset of the supervisor mode ditto).

I hope that Atari comes up with some real radical thinking, so that we
can have VM.

>Claus Brod, Am Felsenkeller 2, Things. Take. Time.

Klaus, micro@imada.ou.dk

2390. How to intercept TOS vectores

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-19 18:54:24 UTC
From: micro@imada.ou.dk
Message-ID: <1991May19.185424.18475@imada.ou.dk>
Source record: 48131

I have collected the following BAD things from the Overscan driver at
atari.archive. I post this in the hope that this can stop BAD things!

- move SR,Dx - the instruction was used to check if the CPU
was in USER or SUPER mode!!! The instruction can be used
to that on all 680x0 cpus, but cpu's later than the 68000
will tell you, that the cpu is in user mode with a PRIVILEGE
VIALTION exception.

- the new 68K cpus put more on the stack when processing an exception
this means that the offsets to parameters from within the trap
dispatchers are diffrend on new (10/20...) cpus. To fix this it is
possible to use the new system variable 'longframe'.

- remember that GEMDOS, XBIOS, BIOS is documented to change
D0-D2/A0-A2, this means that you should be able to use them too,
If is wasn't for TurboC and many other applications, that consider
A2 safe! (use as few registers as possible and don't use D3-D7/
A2-A6)!
AES and the VDI are special! Here you can't even A0 and A1 and
D0 and D1 is used to pass parameters! (Save all registers!)

The next don't have anything thing to do with Overscan:

- Remember to use the XBRA protocol, when taking a vector, there
is nothing to it. Put the following just about the entry point

```
XBRA_ID: DC.B 'XBRA' ; Tell that the XBRA is used.
APPL_ID: DC.B 'name' ; your identifyer (like cookies)
OLD_VEC: DS.L 1 ; Save the old vector here!
entry:
```

- When you use the VDI, then remember to get the handle for the
Screen from the AES, with graf_handle(). It is really painfull
to use a program that don't, when AMCGDOS is installed:
"Your application uses illigal handles!",
SFX_PAK, CAL4.7 (or something) and many DC-utilities comes to
mind.

Do you have any things that you would hope people stopped doing, besides
minding their own business.

```
LINK INTO GEMDOS
====================
longframe EQU $059E
```

```
DC.B "XBRAnnnn" ; This is all XBRA is about
OldDos: DC.L 0 ; place the old address here!
MyDos: move USP,A0
btst #5,(SP) ; called from Supervisor- or User-mode?
beq.s tst_funcs ; Parameter is on USER stack
lea 6(SP),A0 ; Old (small) stack frame.
tst.w longframe.w ; Is this running on a CPU
beq.s tst_funcs ; with a long stackframe?
addq.w #2,A0 ; -then add 2 more bytes.
tst_funcs: cmpi.w #Pterm0,(A0) ; Check the FUNCTION numbers!
bne.s notmine

... here do the stuff you need to do ...

notmine: movea.l OldDos(PC),A0 ; Now return to the original!
jmp (A0)

LINK INTO VDI/AES
=====================
magicAES EQU 200
magicVDI EQU 115

DC.B "XBRAnnnn"
OldVec: DC.L 0
MyGem: cmpi.w #magicVDI,D0 ; Is it a [VDI]-call ?
bne.s NotMyGem1 ; no -> continue
movem.l A0-A1,-(SP) ; preserve all A-Regs!
movea.l D1,A1 ; Address of VDI-Parameters
movea.l (A1)+,A0 ; Control[0] = function number
cmpi.w #func,(A0) ; Check the FUNCTION numbers!
bne.s NotMyGem ; not mine -> next;

... here do the stuff you need to do ...

NotMyGem: movem.l (SP)+,A0-A1
NotMyGem1: move.l OldVec(PC),-(SP) ; call Orginal GEM-dispatcher
rts ; ... call
```

Klaus, micro@imada.ou.dk

2391. Using Mac fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-19 22:49:34 UTC
From: tdrga@ccwf.cc.utexas.edu
Message-ID: <49233@ut-emx.uucp>
Source record: 48128
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My questions to the net:

What do I have to do to use some of the Mac fonts that I have found archived on various FTP servers? What program will convert the to GDOS (or other) fonts that I can use? I am interested in using the fonts for DTP and screen fonts.

I am ignorant when it comes to Mac file structure, systems, etc. The doc files for some of the fonts mention things like 'Font DA Mover file' 'suitcase file' 'resource forks' etc. what do these mean *to me* as an Atari user? How easy is it to convert these various file types into something my machine can read/use?

Are there UnBinHex and UnStuffIt programs for the ST or UNIX? Or do I have to find a Mac to unarchive these files? (I have a general idea what BinHex and StuffIt do - they are comparable to uuencode and ARC/LZH, respectively - or is this not the case)

Thanks,

Todd
(E-mail replies if you have to explain something really trivial that I got wrong. Otherwise, post if it is of general interest)

--
= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =
= =
= ' The dry grass will set fire to the damp grass ' =
= =
= African proverb brought to the Americas by slaves =

2392. Re: Is there a joiner for uuencoded file parts?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-20 01:33:52 UTC
From: os9paul@gkcl.ists.ca
Message-ID: <23152@ists.ists.ca>
Source record: 48132
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <RALPH.91May17122045@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>A long time ago, someone posted here or the info-atari16 digest, that
>they had a modified Dumas' uud, which accepts the multi-part files all
>concatenanted into one stream. Does anyone have this?

Get the file 'uux789.zoo' from atari.archive.umich.edu in the archivers
directory. It contains TOS executables uud.ttp and uue.ttp. It also has
source code for both the encoder and decoder that may be compiled under
GEM, UNIX, and MS-DOS.

The uud will work with multi-part files that are concatenated in order. It
also works if the files are just in the same directory as the first file
provided they are properly named.

There is a doc file included.

I use these programs on my ST and on the UNIX box here. My only 'complaint'
is that sequence checking is only done on the first file of a multi-file set.
However, it hasn't bothered me enough to get me to look at the sources to fix
it. 8^)

--
Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ...!ists!gkcl.ists.ca!os9paul

2393. My mono monitor died (Gee, I've heard that before...)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-20 01:39:34 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1487@uqcspe.cs.uq.oz.au>
Source record: 48133

What was the summary of what to do if you suddenly find that turning
your monitor on has no effect?

I checked two fuses and the switch, all fine. Tube dead?
Why doesn't the little red light come on?

FAQ?
Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

2394. Re: STe Internals

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-20 06:21:23 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991May20.062123.9568@cs.ucla.edu>
Source record: 48134

In article <1991May15.055715.4021@ecst.csuchico.edu> ekrimen@ecst.csuchico.edu (Ed Krimen) writes:
...
>
>I read in one of the on-line magazines a couple of months ago that Jim Allen
>had developed a 14meg upgrade for the STe and a 10meg upgrade for the MegaSTe.
>I couldn't understand the difference, since I would expect the MegaSTe to
>be able to be upgraded with more RAM, but I haven't heard anything since.

I imagine that the reason for a smaller maximal memory upgrade for MegaSTEs
is that the VME bus requires some address space. I don't know if 4 Meg is
available on the VME bus or not, but that might explain it. Can't put RAM
where the bus is on the memory map!

>--
> ||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
> ||| Video Production Major, California State University, Chico
> / | \ SysOp, Fuji BBS: 916-894-1261
> TWO WEEKS UNTIL GRADUATION!!

--
Steve Whitney - UCLA CS Grad Student ())_-_())
Soon to be working at Silicon Graphics | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2395. Yamaha FM-SSG music chip

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-20 10:09:37 UTC
From: kiki@uhunix1.uhcc.Hawaii.Edu
Message-ID: <13123@uhccux.uhcc.Hawaii.Edu>
Source record: 48135

[usurped from Yamaha manual #LSI 222030]

To digitally produce the sounds created by a piano, violin, or flute, the number of operations which must be performed requires uninterrupted micro-processor operation. However, using the OPN FM system, it is possible to create rich musical sounds.

The FM system can also be used as a synthesizer to produce a wide range of sounds. OPN functions are compatible with the YM2149 (SSG) and AY3-8910. Although these devices can only generate square waves, they are in widespread use due to simplicity of control; systems which use them can be enhanced by replacing them with the OPN chips.

The OPN LSI is manufactured using Yamaha's Si-gate NMOS process, It includes two sound sources: the FM system and the SSG sound sources. Since these sound sources can each produce three musical sounds, a wide variety of synthesized tones can be produced.

Features
----
* FM system produces up to three different sounds at same time
* Each of the above three sounds allows sound effects and composite sine waves (CSM) to be created.
* Three square wave sounds and white noise for compatibility with SSG
* Two 8-bit general purpose I/O ports
* Wide range of operating frequencies available with internal clock divider

[Adds 108 additional control registers to the Yamaha YM2149 core. The registers control 2 timers, ADSR envelope w/ 96 dB range, dividers, feedback, etc. Output of OPN is sent serially to a 16-bit D/A converter, YM3014]

Principal Functions
----
a) FM sound generator w/ three modes:

I) Music - four operator cells allow FM sound source to produce
three sounds simultaneously. Eight operator cells
combinations are possible.
II) Effects - frequency parameters of four operator cells can be changed
so that one of three sounds produce a sound effect while
the other two are use as in the music mode.
III) Voice - one of the three sounds used in the composite sine wave
mode. Can be used simultaneously with two other sounds
in music mode.

[Configuration tables are given for brass, string, piano, flute, oboe, etc.
Production of chorus and tremolo effects also possible.]

b) SSG - Apart from FM generator, this section functions as YM2149 chip, so a total of six sounds can be produced

c) Two timers are provided and can be used as reference signals for key switch scanning and tempo clocking.

Pin configuration

```
-------------
Vss | 1 40| d0
d1 | 2 39| s clock
. | 3 38| m clock
. | 4 37| a0
. | 5 36| /RD
. | 6 35| /WR
. | 7 34| /CS
d7 | 8 33| IOb7
IOa7 | 9 32| .
. |10 31| .
. |11 30| .
. |12 29| .
. |13 28| .
. |14 27| .
. |15 26| IOb0
IOa0 |16 25| /IRQ
agnd |17 24| /IC
analog c |18 23| op [serial out to D/A]
" b |19 22| sh [D/A sync signal]
" a |20 21| Vcc
-------------
```

2396. Re: How to intercept TOS vectores

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-20 13:23:20 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991May20.132320.15819@menudo.uh.edu>
Source record: 48136

In article <1991May19.185424.18475@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:
>
>- When you use the VDI, then remember to get the handle for the
> Screen from the AES, with graf_handle(). It is really painfull
> to use a program that don't, when AMCGDOS is installed:
> "Your application uses illigal handles!",
> SFX_PAK, CAL4.7 (or something) and many DC-utilities comes to
> mind.
>
>---
>Klaus, micro@imada.ou.dk

WRONG! WRONG! WRONG!

Only our very old DC Formatter prior to version 3.0x had this problem (and
still do, since they obviously still exist on someone's system somewhere).
We basically cut our teeth on that program.

Many DC Utilties my ass! I can gurantee we know a lot more about the operation
of TOS and GEM than 99% of the folx (including you) out there.

If you have hard evidence, I will recend my statement. Until then, it is slop!

- mike vederman

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2397. Drawing rubberbands

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-20 15:26:59 UTC
From: george@m2xenix.psg.com
Message-ID: <1991May20.152659.17737@m2xenix.psg.com>
Source record: 48138

I'm trying to draw a rubberband between a fixed location and the mouse cursor. The fixed location is selected by checking the mouse location when a button press is sensed by EventMulti. If I continue to use EventMulti, can I continue to draw to the cursor location? So far that's been escaping my abilities...

george@m2xenix.psg.com

2398. German => English translator?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-20 15:57:18 UTC
From: tmp@doc.ic.ac.uk
Message-ID: <1991May20.155718.27883@doc.ic.ac.uk>
Source record: 48137

Hi,
A while ago there was some talk of a rudimentary German to English
translator program floating around.
Does anyone have this program? I haven't seen it at terminator, so is it
not PD/share/freeware?
Any information will be appreciated almost as much as the program itself :^)

Cheers, Trev..

--
Trevor Peacock, Comms Officer, Dept of Computing, Imperial College,| Affix
180 Queen's Gate, London SW7 2BZ. Telephone: 071-589-5111 ext 5052.| stamp
JANET:tmp@uk.ac.ic.doc UUCP:tmp@icdoc.UUCP or ..!ukc!icdoc!tmp | here
DARPA:tmp@doc.ic.ac.uk or tmp%uk.ac.ic.doc@nsfnet-relay.ac.uk |

2399. Re: TT VME Bus

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-20 17:11:08 UTC
From: apratt@atari.UUCP
Message-ID: <2947@atari.UUCP>
Source record: 48054

baffoni@aludra.usc.edu (Juxtaposer) writes:
> Is it possible [to make] an accelerator card that uses
>the buslines available on the VME/Atari (TT/mega)bus slots? Like for instance
>a 68040 board that takes over the machine and delegates the on
>board cpu as an I/O handler ... ?

No, it's not, because the things that can go on the VME bus in the TT can't be bus masters. The TT's VME bus is slave-only, meaning the motherboard can instigate an access to the VME board, but not the other way around. It is not unreasonable to suppose that future Atari machines may have full-blown VME where the VME boards can be bus masters, and then you could do this.

>Dave Small has already shown that it's possible
>for the ST...:)

No, he shows that it's possible to wire a 68030 into the ST. I don't know how he tells the 68000 to go to sleep; maybe you have to cut the whole thing loose, maybe you just have to cut a few traces (like power and ground :-) to get it out of the circuit.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2400. Re: How can I use the 6x6 ROM font?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-20 18:06:59 UTC
From: kbad@atari.UUCP
Message-ID: <2948@atari.UUCP>
Source record: 48055

```
Use vst_point().

Setting the point size to 8 will get you the 6x6 system font,
9 will give you the 8x8 font, 10 the 8x16 font, and 20 the 16x32 font
(if you're running under TOS 2.0x/3.0x).

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>
```

2401. In search for a curses package for Atari ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-20 18:14:39 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991May20.181439.25063@frmug.fr.mugnet.org>
Source record: 48049
Cross-posted to: comp.sources.wanted,comp.sys.atari.st,comp.sys.atari.st.tech,alt.sources.wanted

I am searching a surses package (in C source code format) for the
Atari ST. It would be great if this package can handle termcaps but i can live
without this.

Please don't post a follow-up because i don't read all of theses
news-groups so e-mail me!

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

2402. Mega2 to Mega4 upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-20 20:49:38 UTC
From: freds@hpspdra.spd.HP.COM
Message-ID: <24150001@hpspdra.spd.HP.COM>
Source record: 48048

I have a MEGA 2, would like to add more RAM to 4 meg.

Can I just solder the new memory chips in place? Do I have
to do anything else?

I have a good ESD safe workarea and a great vacuum desoldering
tool. So solder removal is not a problem.

I have the latest Rainbow TOS installed. I put it in last month.

thx

freds@hpspdra.hp.com

2403. Re: Mounting ST in another case

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-20 21:11:30 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991May20.211130.19023@chinet.chi.il.us>
Source record: 48139

A company in St Charles Illinois, Compu-Seller West (used to be Computer Cellar), has made a nice little business of rack-mounting ST-s for studio use. Their prices and service tend to be somewhere to the good side of excellent, so if anyone needs one of these beasts, it's probably worth calling them. Sorry: I don't have the number handy.
Steve saj@chinet.chi.il.us

2404. Re: Force Desktop Res Change?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-20 23:16:24 UTC
From: micro@imada.ou.dk
Message-ID: <1991May20.231624.25518@imada.ou.dk>
Source record: 48045

>csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

>>But this also means that I don't have any chance to do
>>parameter fiddling _before_ AES or VDI do their job unless I wait
>>for AES to come up, and then install my own Trap #2 handler.

Can you describe what you want to do? I know that I mixed it up in the
last post (first in the chain/first installed)! To make it good I have
included some, that does what you say you want, but what good is it, can
you give an example?
The routine I have included will every it is called check if it is the
first routine on that vector chain. If it is not it will unlink it self,
insert itself in the start of the chain, and then call the remaining routines
in the chain.
One funny thing is to install two of these, they really fight to get the first
'seat'.
The code will only work if all routines uses the XBRA protocol.
It is written using the shareware assembler, TurboAss, available at
atari.archive.

>>Claus Brod, Am Felsenkeller 2, Things. Take. Time.

Klaus, micro@imada.ou.dk

```
gemdos EQU 1
Ptermres EQU 49 ; Gemdos
Cconws EQU 9
xbios EQU 14
Supexec EQU 38 ; xbios
vector EQU $80+4*gemdos ; hook into GEMDOS
v_bas_add EQU $044E

first: bra.s install

********* XBRA HEADER ****************************************
** The routine is AES/VDI ready, as it don't use any registers **
** test VDI/AES in the 'SaveRegs' array. **
DC.B 'XBRA' ; XBRA identifier
DC.B 'name' ; program ID
DS.L 1 ; old vector
x_hook: movem.l D0/A0-A1,SaveRegs
lea x_hook-4(PC),A0
move.l (A0)+,-(SP) ; Push the address old routine
cmpa.l vector.w,A0
beq.s all_ok ; I am the first!
```

```
move.l A0,D0 ; I was not first and I want to be!
movea.l vector.w,A0 ; - make me first NOW!
xb_next: movea.l A0,A1
cmpi.l #'XBRA',-12(A1) ; Is 'XBRA' ok ?
bne.s not_xbra ; NO -> PANIC!!!
movea.l -(A1),A0
cmpa.l D0,A0 ; Is it me ?
bne.s xb_next ; NO -> try next in chain...
xb_inchain: move.l -(A0),(A1) ; unlink from the chain.
move.l (A0),(SP) ; replace the return address on the stack
move.l vector.w,(A0)+ ; reinsert first in the chain.
move.l A0,vector.w

; NOW DO SOME REAL WORK
movea.l #2,A0
bsr.s DO_THE_FUN
all_ok: suba.l A0,A0
bsr.s DO_THE_FUN

not_xbra:

* auch... can't find myself! *
* get the fool out of the auto folder!!!! *

movem.l SaveRegs(PC),D0/A0-A1
rts

SaveRegs: DS.L 3

DO_THE_FUN: adda.l v_bas_add.w,A0
addq.w #1,(A0)
rts

*****************************************************
***************** INSTALATION ROUTINE *****************
install: pea take_vec(PC)
move.w #Supexec,-(SP)
trap #xbios
clr.w (SP) ; Resident terminate
move.l #($0100+install-first),-(SP) ; = Program length
move.w #Ptermres,-(SP)
trap #gemdos

take_vec: lea x_hook-4(PC),A0
move.l vector.w,(A0)+
move.l A0,vector.w
rts

END
```

2405. Disabling FAT/Directory cache

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-21 00:06:40 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991May20.190640.9279@uwovax.uwo.ca>
Source record: 48070

Is there a nice way to tell TOS (version 1.4 and higher) *not* to
cache a drive? I want to share a drive over a network; clients
will see the drive as read-only, but I'd like the server to be able to
write to the drive. The only problem is that if the clients are caching
FAT and directory info, there could be problems when/if this gets
changed. Has anyone ran into this problem before? If so, what did you
do about it?
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

2406. Re: Bug in Overscan software.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-21 09:35:33 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <3393@quepasa.cs.tu-berlin.de>
Source record: 48140

In article <1991May19.163606.18142@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:
>I my version I have fixed these :
[list of fixes deleted]

Your fixes were also fixed in the AutoSwitch-driver.

>How do you tell accs and the AES about the new screen size, I know that you
>have a reputation for making some really awsome hooks into TOS/GEM.

I never said, that the AutoSwitch-feature is 'clean'. Yes, i have to change
some internal AES/VDI-variables. I am not very happy about having to do such
hacks, i personnaly prefer to programm conforming to the rules. But when i
did the autoswitch feature, i knew _what_ i was doing.
Look at Chameleon, this DA does things that are not 'normal' for DAs. But
it supports XBRA, hooks in the traps (I know, DA are not allowed to steal
trap vectors!) and so on. BUT this tiny thing works on _all_ TOS versions,
with _all_ 680xx processors and it does not crash on resolution changes. It
simply works. And you must know that i develloped it when there was no TT
or even 68020/30er boards.
If i do a next release of Chameleon, it will be an auto-folder programm
for the Traps and a CPX for configuration. The new SM124-emulator for
the TT-High mode is done in this way.

My reputation in germany is very good, i am often asked how to do something
in legal ways. I beta-test lots of software to see if everything is
according to the rules.

> But you can't tell accs that the screen size have changed - can you?

If an DA uses form_center, wind_get or some of the other AES functions that
have something to do with screen-resolutions, the DA gets the right values.

>But not everybody can! If I send my version to atari.archive, (driver bin
>and source only) would you care? Should I release it as a Patch like KAOS,
>so that everybody that allready have overscan can patch it?? (sick)

Since you already send it to atari.archive, i have nothing against it ;-)

>>>Klaus, micro@imada.ou.dk
Karsten, ki@opal.cs.tu-berlin.de

2407. Re: How to intercept TOS vectores

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-21 09:53:55 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <3394@quepasa.cs.tu-berlin.de>
Source record: 48041

In article <1991May19.185424.18475@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:
>I have collected the following BAD things from the Overscan driver at
>atari.archive.

I would be happy, if you always state, that you are talking of the
_very_old_PD_ overscan driver and not the actual driver. Everthing you
mention was fixed since january 1990.

> I post this in the hope that this can stop BAD things!
This is what i am doing in the german MAUS net. But in most cases i write
directly to the people, so they are not 'flamed' for their bugs and have a
chance to fix them.

>Klaus, micro@imada.ou.dk
Karsten, ki@opal.cs.tu-berlin.de

2408. Re: Mega STe Question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-21 12:25:47 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May21.122547.2702@informatik.uni-erlangen.de>
Source record: 48042

johnj@knor.prl.philips.nl (John Janssen) writes:

>1. Does it come having the hard disk already formatted?

The HD comes formatted and partitioned to four logical drives.

>2. If not formatted, what partitions is the best choice?

Depends on the applications and the data you're using.

>3. How do I have to format the hard disk, when I want
> one partition for a PC emulator?

Depends on the PC emulator you're using. Your emulator manual will
tell you this, or it isn't worth a cent.

>4. Are there already PC emulators for the Mega STe?

SuperCharger works fine, the other emulators are in the adaptation process.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2409. Re: Bug in Overscan software.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-21 12:28:49 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May21.122849.2956@informatik.uni-erlangen.de>
Source record: 48043

ki@opal.cs.tu-berlin.de (Karsten Isakovic) writes:
>If i do a next release of Chameleon, it will be an auto-folder programm
>for the Traps and a CPX for configuration. The new SM124-emulator for
>the TT-High mode is done in this way.

Gee, I need this badly!! How can I get it?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2410. Re: Force Desktop Res Change?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-21 12:32:38 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May21.123238.3285@informatik.uni-erlangen.de>
Source record: 48044

micro@imada.ou.dk (Klaus Pedersen) writes:

>>But this also means that I don't have any chance to do
>>parameter fiddling _before_ AES or VDI do their job unless I wait
>>for AES to come up, and then install my own Trap #2 handler.

>Why don't you check the trap #2 XBRA chain, before you run the
>patch routine (in the patch routine)? If you isn't the last, then
>remove yourself from the XBRA chain and insert again in the end.

I must have been unclear at some point. Imagine a file selector
replacement program for the AUTO folder. It must hook into TRAP #2,
and its trap handler must become active _before_ the ROM AES.
So this program must reside somewhere at the beginning of the XBRA
chain, not at the end.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2411. Trap #2 - Any documentation???

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-21 13:19:45 UTC
From: ant@mks.com
Message-ID: <1991May21.131945.27558@mks.com>
Source record: 48046

People are talkiing about TRAP #2 (BDOS). However I presume that there was never any Developer Documentation on this facility meaning - HANDS OFF!! Now people seem to be playing with it. Even Sozobon C has a bdos() but for what I don't know.

Does anyone have any documentation hard or soft on TRAP #2 that they can send me.

- ant

PS. Has there been an update to the DevDocs from Atari that I'm not aware of. Buddha forbid that Atari Canada should notify its registered developers of anything new. How about updates to jewels like MadMac, Db, or Aln.

--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 33 King St. N., Waterloo, Ontario, Canada, N2L 6W9
"Fate favors fools, small children, and ships named Enterprise" - Riker

2412. Version Number List

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-21 13:22:38 UTC
From: ant@mks.com
Message-ID: <1991May21.132238.27901@mks.com>
Source record: 48047

Is there an OFFICAL list of TOS/GEM version numbers and release dates?

- ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 33 King St. N., Waterloo, Ontario, Canada, N2L 6W9
"Fate favors fools, small children, and ships named Enterprise" - Riker

2413. Re: How to intercept TOS vectores

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-21 18:58:58 UTC
From: micro@imada.ou.dk
Message-ID: <1991May21.185858.2974@imada.ou.dk>
Source record: 48053

I am very sorry, I will go somewhere where I can not harm people, sorry.

I would only help _the_other_ people, not flame anyone!
I kind of cry when I see a great pice of software like the Calender, or great Idea like SFX and DC-desktop and it then don't work!

The Idea I had was that if I could show what people did wrong, other people did not have to do the errors.
- and ultimately I could get more good programs!

I was wrong, people don't care about quality. Many people blame TOS for many bugs. I have heard people claim that there is a bug in the AES that means that it can drop the menus while the VDI is drawing (also long time programmers that would claim that they was among the best 1% of programmers).
And who blames them, there are so many programs that do just that. (also Commercial)
And who belive you when you tell them that it is a bug in the programs, and not in the operating system. (some even suggest that the programs that work correctly, uses some kind of workaround!)

I had a list of topics. On top of the list was the use of 'wind_update()'.

-Klaus... (leaving).

2414. Re: Mounting ST in another case

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-21 19:49:59 UTC
From: ljdickey@daisy.waterloo.edu
Message-ID: <1991May21.194959.10605@watdragon.waterloo.edu>
Source record: 48051

In article <48901@ut-emx.uucp> tdrga@ccwf.cc.utexas.edu (Todd Drga) writes:
>Has anyone out there mounted their ST in a different case or housing? I am
>thinking about putting mine in a 19" rackmount (like they use for audio
>effects processors, etc.) unit. Since I have a 1040STF, I'd have to detach
>the keyboard, move the disk drive to the front, and rearrange stuff
>internally. How difficult is this project? How dangerous? Please note that
>I don't plan on doing anything that involves sawing circuit boards in half
>or even modifying the electronics at all beyond what is necessary to detach
>the keyboard or attach a Mega keyboard.
>
>I am also thinking abotu rackmounting my modem and HD (Syquest). My vision
>for this project is to have a rolling rackmount unit with the computer and
>modem and HD which is sturdy enough to transport easily (i.e. unplug power,
>monitor, and phone cables and then roll into the truck)
>
>Any suggestions, names of suppliers of stuff I would need, better ways
>to proceed?
>
>Am I just a fool for thinking I can do this?

Mark Tilden, in the Hardware Lab (mwtilden@watmath.waterloo.edu) has done
something like this. He put the CPU in a tower case and devoured the
1040 case to turn it into a detachable keyboard by cutting off the stuff
at the back.

Yes, he put all power supplies, the floppy drive, everything, in the main
box. He also added a battery for the clock.

2415. Re: Trap #2 - Any documentation???

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-21 21:41:35 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5687@wucc.waseda.ac.jp>
Source record: 48050

I bought a Developers' Kit some years ago when I had TOS 1.2, but when I bought TOS 1.4 last year, I just tried to read the undocumented (in my outdated kit) system calls using a disassembler. As far as bdos is concerned, I thought it was rather easy to decode. There are new bios calls etc. as is often mentioned on this net.

Y Tsuji

2416. ATARI Computer and Monitor for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-21 22:35:15 UTC
From: smisra@eos.ncsu.edu
Message-ID: <1991May21.223515.7423@ncsu.edu>
Source record: 48052
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers

I am upgrading to a PC, so I no longer need the following stuff

ATARI 520ST original computer, with no internal drive
TOS in ROMS. Also available is TOS on diskette. Includes
external single sided drive. Works perfectly. Includes
basic software to get you started, like word processor, terminal
program and stuff.

Price: Please Make Offer

ATARI SC1224 Color Monitor. Has perfect picture and in very good
condition. No sound.

Price: Please Make Offer

Also available is a power supply for an ATARI external disk drive

All items WILL be sold.

Thanks

Saurabh

2417. Re: Using Mac fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-21 22:47:51 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <42569@cup.portal.com>
Source record: 48062
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Todd Drga asked about using Mac fonts on an ST...

It's entirely possible to convert Mac fonts to use in GDOS applications, but it's not a trivial task, nor is it particularly easy to do.

The program I've used is FONTZ, a commercial product of Neocept, Inc. It will convert several different types of fonts into GDOS compatible fonts, includin Mac and Amiga. It works well, and allows you to touch up the converted fonts and even design your own original fonts.

The sticky part is getting the fonts into the ST in the first place.

My solutions involved using not only the ST, but a Magic Sac Mac emulator and pc-ditto, the IBM emulator.

Most Mac fonts are available in various point sizes. However, they are usually appended to one another in one large font file. FONTZ will only process the FIRST complete font set in such a group, and ignore the others. Usually this will be the tiniest point size, making it very difficult to scale the font to larger, more usable sizes.

The solution is to go into Mac emulation mode and use the FONT/DA MOVER to split up the font and save it as individual files, one for each different size of the font.

This will also take care of the problem of unarchiving the fonts, as you can run STUFFIT to unstuff or unpack the font in Mac mode.

Then you're faced with getting the font onto an ST readable disk. This can be accomplished by using the TRANSVERTER program to convert the files onto ST disks.

If you don't have a Mac emulator, your options are very limited. Most Mac fonts are either STUFFed or PAKed. Unfortunately, as far as I know there is only an UNPIT program for the ST, no unSTUFFers. If the file you want to try converting is STUFFed, you can run the IBM emulator, pc-ditto, and use a PC utility that will unSTUFF the files onto ST readable disks directly.

Again, FONTZ will only convert the first font, if there are more than one font sizes in the file.

Another solution would be to have a Mac owning friend split the fonts up and modem the files to you.

And lastly, most Mac fonts are Shareware, not Public Domain.

It's a lot of work, but it can be worth it..!

BobR

2418. 68881 for the Atari 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-22 07:52:24 UTC
From: keiths@cadence.com
Message-ID: <1991May22.075224.13978@cadence.com>
Source record: 48057

Hi,

I wonder if anyone can help. I am trying to hook up a
68881 coprocessor to my 1040, to use with the Laser C floating point
library (lib881). I have been following the datasheet instructions
for the 68881 but am unsure whether I ve the addressing right. As
I understand it, the Laser C library looks for the 68881 control
register at address fffffa40 (found this by disassebling the code)
so I have created address decode logic to drive CS true at this address.
But what needs to be done with FC0-2? I am assuming that the 68881 is
addressed in supervisor data space, but is this true?

Anyone who may have done this, please email me or reply to the
net, I'd appreciate some help.

Keith.

2419. Re: Mega2 to Mega4 upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-22 13:59:28 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <59866@aurs01.UUCP>
Source record: 48079

In article <24150001@hpspdra.spd.HP.COM> freds@hpspdra.spd.HP.COM (Fred Saavedra) writes:
>I have a MEGA 2, would like to add more RAM to 4 meg.

Good plan! After I did it I couldn't believe I had waited so long.

>Can I just solder the new memory chips in place? Do I have
>to do anything else?

First you have to make sure that your motherboard does indeed have the holes in the circuit board for the extra memory (apparently about 10% of the boards do not). If so, you're all set. Atari filled all of the holes with solder (either out of malice or just lazy wave-soldering), so you'll have to suck the solder out of 300+ holes before you can do anything else. That's what took me the most time.

Basically, all you NEED are 16 RAM chips and three 33 ohm resitors. It's not a bad idea to use sockets for the chips, and 16 .1 uF capacitors as well. There are holes in the circuit board for the capacitors and resistors.

>I have a good ESD safe workarea and a great vacuum desoldering
>tool. So solder removal is not a problem.

Good! You'll have an easier time of it than I did.

For those of you that don't have an ESD safe work area, you might check out the sidebar article in April's Atari Informer... I used these tips when I did my work.

I performed this operation last month with great results. I ordered the parts from D&P Computer (800-535-4290), and they sent me a printout of a GEnie file that had instructions. They also sent along an Atari User magazine... nice guys.

The GEnie instructions had good tips for avoiding ESD, cleaning off the flux, and periodic sanity checks. If someone has GEnie access, I hope you'll post these to the archives.

Good luck!
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems, Raleigh, NC Delphi: JBWHIT

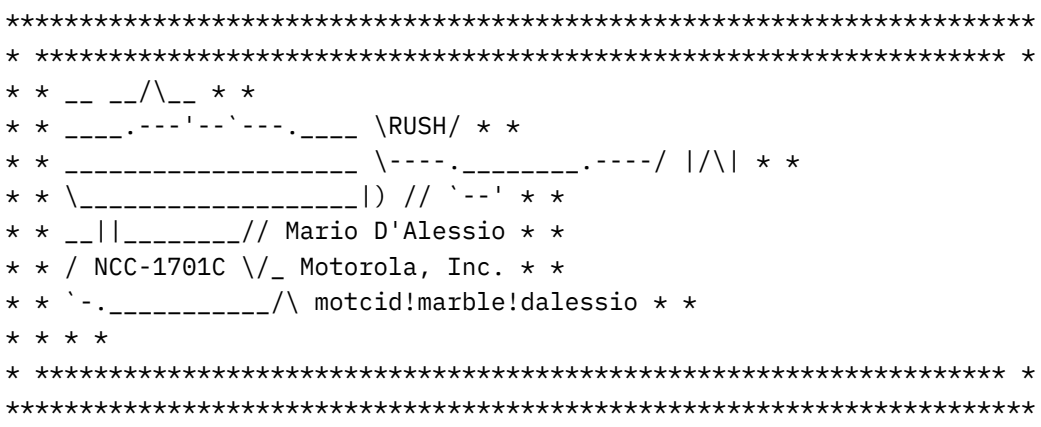
2420. Hard Drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-22 15:21:33 UTC
From: dalessio@motcid.UUCP
Message-ID: <6446@feldspar23.UUCP>
Source record: 47958
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a Syquest removable hard disk connected to an
OMTI RLL controller connected to an ICD host adapter.
Can I add an SCSI hard drive my system? What advantages
or disadvantages would SCSI give me over adding an
RLL hard drive?

Depending on the answer to the first question, does
anyone have a 80+ MB SCSI or RLL drive for around $250
to sell?

Thanks!



2421. Re: Is there a joiner for uuencoded file parts?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-22 15:26:16 UTC
From: acook@athena.mit.edu
Message-ID: <1991May22.152616.10896@athena.mit.edu>
Source record: 48030
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sources.wanted

I have some code that I wrote that will get rid of all the crap in catted together uuencoded files. Usually I just pipe the output to uudecode, but you can indirect it to a file if you like. It seems to work fine, I haven't had any problems. If you want it, email me, and I'll send it out (source).

Andy Coook
acook@athena.mit.edu

2422. 19-pin D-sub connector. (DMA)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-22 16:37:36 UTC
From: alkman@hexagon.se
Message-ID: <3691@hexagon.se>
Source record: 48063
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello.

I locking for 19-pin D-sub connectors (Female to solder on PCB and male to put on som cables (with caps)) I can't find it some there. If you now there i can bye it please tell me! I am also locking for cheep 4 MB simms.

2423. Re: using GDB

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-22 16:44:43 UTC
From: ZVD007@DMSWWU1C.BITNET
Message-ID: <91142.182214ZVD007@DMSWWU1C.BITNET>
Source record: 48058

First of all I want to thank all who replied.

I was told that I have to use the -gg option to get debugging info and then
have to use sym-ld.
But there is a big problem: when I enter gdb and try to read in the sym-file
I get two bombs; searching for a solution, I found, that gdb supports no
longer the -gg option, one has to use the -g option. So, I tried that, and
gdb doesnt crash, it can set breakpoints and list the source, but when I
run the program, it allways receives a signal null and when I try to cont
the I get two bombs, but the debugger doesnt crash, the program is just halted.
Is there anyone with a solution of this problem?

Thanks in advance
U.Kuehn

2424. Re: TT VME Bus, and extending it

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-22 18:02:17 UTC
From: pegram@kira.UUCP
Message-ID: <1991May22.180217.27664@uvm.edu>
Source record: 48060

From article <17302@chaph.usc.edu>, by baffoni@aludra.usc.edu (Juxtaposer):
> In article <1991May16.163752.24994@daffy.cs.wisc.edu> carter@cat23.cs.wisc.edu (Gregory Carter) writes:
> <stuff deleted>
>>
>>However, a german company makes an extended card cage for the TT/MEGA STE
>>and VME cards for graphics and cpu accelerators. It was shown at the last
>>CeBit show, I think.
>
> Is it possible/have they already made an accelerator card that uses
> the buslines available on the VME/Atari (TT/mega)bus slots? Like for instance
> a 68040 board that takes over the machine (I've seen stuff like that for the
> Mac and thought you might be able to do the same thing) and delegates the on
> board cpu as an I/O handler (and other CPU wasting projects). However, I could
> be mistaken (_I_ don't use 'em, let alone build 'em), but would something like
> that be possible for the TT? Dave Small has already shown that it's possible
> for the ST...:)

Nope, it isn't possible, at least at the moment. The main reason is
that the TT's VME bus is only D(ata)16(bits), A(ddress)24 (one vme
connector), which is fine for a Mega STE, but you need D32, A32 to
really handle an 030. I'm also not completely clear whether VME
supports Bus mastering properly, we have the spec here, but I was only
interested in the electrical characteristics when we were putting our
DSPs on the VME backplane.

This does bring up a pet idea of mine however. I wonder if it would
be difficult to implement the electrical part (buffering etc.) of the
missing VME connector. So that one could connect a TT to an external
VME Backplane in some nonstandard way and have a true D32, A32 VME
card cage for it. Comments anyone?

Downers deleted 8-)
>>
>>--Gregory
>
> -Mike

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

2425. Re: TT VME Bus

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-22 21:54:05 UTC
From: lunnon@qut.edu.au
Message-ID: <1991May22.165406.29231@qut.edu.au>
Source record: 48056

In article <2947@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> baffoni@aludra.usc.edu (Juxtaposer) writes:
>> Is it possible [to make] an accelerator card that uses
>>the buslines available on the VME/Atari (TT/mega)bus slots? Like for instance
>>a 68040 board that takes over the machine and delegates the on
>>board cpu as an I/O handler ... ?
>
> No, it's not, because the things that can go on the VME bus in the TT can't
> be bus masters. The TT's VME bus is slave-only, meaning the motherboard
> can instigate an access to the VME board, but not the other way around. It
> is not unreasonable to suppose that future Atari machines may have
> full-blown VME where the VME boards can be bus masters, and then you could
> do this.

Umm. I think you err in some ways. There is no rule that says that
a peripheral card in any system, bus master or otherwise could not be a cpu
card etc. What you are saying is simply that the VME card in a Mega ST or
TT030 cannot access the ST's native memory DIRECTLY. It is quite possible
therefore to at bootup, transfer TOS into some 030 memory mapped at the
correct address on the VME card from the 68K side, and implement a
communication protocol with the 68000 as BUS master with the 030 card.
Screen accesses are emulated by trapping the access and emulating the
function (tell the ST you have data and where it is ... it will then
do the screen draws _IN PARALLEL_ with the 030 on the co-pro card.)
In addition programs which use library calls can have the library functions
themselves queued for the 68K and while this does'nt speed up redraws
it sure does offload the 68030 of such tedious work. IE the communications
can be handled at several differnt levels (The easiest being the passing
of LineA exceptions to the 68K)

I have done several designs (DSP co-processors) for PC's based on this
principle and in fact this works BETTER than bus mastering because you
can do two things at the same time.

All this requires is one interrupt from the VME card to the ST and
a region of shared memory (I think 4MB is sufficient)

BOB
R.Lunnon@qut.edu.au

(Nothing is IMPOSSIBLE)
(Wan't more info - Email me !)

>
> ==
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.

> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2426. GEM Windows/Stay-resident program

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-22 22:24:02 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <RyiD31w164w@sys6626.bison.mb.ca>
Source record: 48072

Does anyone happen to have any code on sensing if there's a GEM window on the screen from within a stay-resident (auto folder) type program. Maybe there's a C function?

```
/-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-\
*John Perry; Voice #-204/783-0812; Internet: *
*marco@sys6626.bison.mb.ca *
*-----------------------------------------------------------*
* "It is an old maxim of mine that when you have excluded *
* the impossible, whatever remains, however improbable, *
* must be the truth." -Sir Arthur Conan Doyle *
\-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-/
```

2427. Searching for D/A Transformer on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-23 09:04:00 UTC
From: ralph@prosun.first.gmd.de
Message-ID: <677@bigfoot.first.gmd.de>
Source record: 48059

Hi,
I'm searching for stereo D/A transformer for Mega ST
computer with up to 16 bit width. Who knows anything
about buyable hardware with or without software.
Who has any experience on connecting a serial digital
output (must be built) of the ST to a D/A transformer of
an amplifier!!
Is it possible to use this setup as a cheap output
variante? So I need only the analog/digital transformer.

Is there anybody experienced with ideas like these?

Thanks in front. Ralph

Ralph Berg, Reichenbergerstr.89,
D-1000 Berlin 36, West Germany during day 030/25499151
German National Research Center for Computer Science, FIRST
ralph@prosun.first.gmd.de

2428. Re: GEM Windows/Stay-resident program

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-23 10:21:20 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May23.102120.938@informatik.uni-erlangen.de>
Source record: 48061

marco@sys6626.bison.mb.ca (Marco) writes:

>Does anyone happen to have any code on sensing if there's a GEM window on
>the screen from within a stay-resident (auto folder) type program. Maybe
>there's a C function?

You could do this from a DA by calling wind_get(WF_TOP...). If there is
a GEM window, there must be a top window. If there is none, you won't
get a top window handle other than 0 (desktop window).

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2429. Vsync, sprites, Aline

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-23 12:03:42 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991May23.120342.3876@newcastle.ac.uk>
Source record: 48071

I was messing around with the aline routines in the 'COMPUTE! volume 3 - DOS' and can across this problem:

I was ploting sprite to the screen (using either the Blitbit or Sprite routine, I can not a present remember which) in assembler. I was waiting until the VVsync to prevent flicker: no problem here. the sprite moved around the screen. flickering slightly (this was do with the code - I fixed it so there was no flicker) but when the sprite moved around the screen. There was a region in which the sprite disappeared as it moved through it, (it got worse when I removed the wait for the Vsync).

Could anyone explain what is happening and if so whats the cause and the cure.

Machine used

2.5meg STFM
mono Monitor
1.2 OS

Dave

P.S. If the above does make sense I will try and dig up the program and post it so some one could help me.

2430. Re: How to intercept TOS vectores

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-23 13:43:52 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991May23.134352.18075@menudo.uh.edu>
Source record: 48064

In article <1991May21.185858.2974@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:
>
>I am very sorry, I will go somewhere where I can not harm people, sorry.
>
>I would only help _the_other_ people, not flame anyone!
>I kind of cry when I see a great pice of software like the Calender, or great
>Idea like SFX and DC-desktop and it then don't work!
>
>-Klaus... (leaving).

No one is asking you to leave, but if you are going to make claims about software that doesn't work (especially when the company that makes the software is on the net AND when you have never complained OR registered that company's software directly with the company), then you had better substantiate your post!

You are once AGAIN making an unsubstatiated claim about our software!

DC Desktop DOES work, and we have _many_ satisfied customers! DC Desktop, however, is _highly_ ROM specific in order to wedge in and supplement the OS functions. If you have problems running our software, I would ask you two questions:

1) Why not contact us directly, instead of spreading unsupportable claims?

2) Have you contacted our Netherland distributor, who has a specific version for the ROMs you probably have?

- mike vederman

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2431. Re: GEM Windows/Stay-resident program

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-23 13:49:05 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991May23.134905.18328@menudo.uh.edu>
Source record: 48065

In article <1991May23.102120.938@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>marco@sys6626.bison.mb.ca (Marco) writes:
>
>>Does anyone happen to have any code on sensing if there's a GEM window on
>>the screen from within a stay-resident (auto folder) type program. Maybe
>>there's a C function?
>
>You could do this from a DA by calling wind_get(WF_TOP...). If there is
>a GEM window, there must be a top window. If there is none, you won't
>get a top window handle other than 0 (desktop window).
>
>---
>Claus Brod, Am Felsenkeller 2, Things. Take. Time.
>D-8772 Marktheidenfeld, Germany (Piet Hein)
>csbrod@medusa.informatik.uni-erlangen.de
>Claus Brod@wue.maus.de
>---

There is also a section of lower memory used by the AES which tracks
windows and their various attributes (including whether or not they are
open).

This area, however, is not documented, is very ROM dependent, and would
be called an _illegal_ method of determining such by Atari Corp.

If you are a hacker, you might want to mess with this, otherwise, a TSR
can never find out the answer to such a question.... Although, one might
install a TRAP #2 wedge, and perform a wind_get call at some safe time.

Don't write me asking for more info! I will ignore any request for further
details. I've probably said more than my friends at Atari would like...

- mike

--

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Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2432. ROMs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-23 15:16:05 UTC
From: jon@nabob.cc.mcgill.ca
Message-ID: <1991May23.151605.15360@cs.mcgill.ca>
Source record: 48066

I've got an old Mega ST2 with TOS 1.2. I'd like to get V1.4. It looks like
I've got 6 ROM sockets and putting in new chips should be easy.

Question : Where can I buy the ROMs and are both 2 & 6-chip versons available?

Jon

2433. Drawing rubber-bands

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-23 16:03:10 UTC
From: george@m2xenix.psg.com
Message-ID: <1991May23.160310.2034@m2xenix.psg.com>
Source record: 48074

In drawing programs, it's common to allow lines between the mouse cursor and a fixed point. Another example is the rubber-band boxes for selecting a screen area. Would some kind soul tell me how they're done?

It's easy enough to determine the start point by using the EventMulti loop to detect the mouse button's first click, but how does one keep track of the mouse cursor and draw to it AND know when the mouse button is clicked again?

Is it necessary to drop out of the EventMulti loop and use lower-level facilities?

george@m2xenix.psg.com

2434. Re: Re: using GDB

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-23 16:27:01 UTC
From: timothyg@ncsa.uiuc.edu
Message-ID: <1991May23.162701.11211@ux1.cso.uiuc.edu>
Source record: 48067

In article <91142.182214ZVD007@DMSWWU1C.BITNET>, Ulrich Kuehn <ZVD007@DMSWWU1C.BITNET>
writes:
|> First of all I want to thank all who replied.
|>
|> I was told that I have to use the -gg option to get debugging info and then
|> have to use sym-ld.
|> But there is a big problem: when I enter gdb and try to read in the sym-file
|> I get two bombs; searching for a solution, I found, that gdb supports no
|> longer the -gg option, one has to use the -g option. So, I tried that, and
|> gdb doesnt crash, it can set breakpoints and list the source, but when I
|> run the program, it allways receives a signal null and when I try to cont
|> the I get two bombs, but the debugger doesnt crash, the program is just halted.
|> Is there anyone with a solution of this problem?
|>
|> Thanks in advance
|> U.Kuehn

I second this plea for help (actually my fourth). Regarding the -gg
option, I received the following from Jwahar Bammi:

>compile your program with -gg -D__NO_INLINE__ and it should hopefully work
>gdb is very much out of date. gnu has dropped support for -gg format,
>and the latest versions of the assembler dont support the additional
>info produced by -gg. one day i'll get around to doing gdb properly.

Defining __NO_INLINE__ gets rid of the two bombs, but I also get the
null signal. You are supposed to be able to tell gdb to ignore the
null signal, but when I try to do this, gdb tells me that 0 (the null
is signal number 0) is not a valid signal number. So, I can't change
anything. I have about given up on gdb, and have reverted to using
Gdb (the Gallivan debugger--lots of print statements!).

Tim Gallivan
timothyg@ncsa.uiuc.edu

2435. Re: Force Desktop Res Change?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-23 16:34:42 UTC
From: micro@imada.ou.dk
Message-ID: <1991May23.163442.12276@imada.ou.dk>
Source record: 47994

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>>>But this also means that I don't have any chance to do
>>>parameter fiddling _before_ AES or VDI do their job unless I wait
>>>for AES to come up, and then install my own Trap #2 handler.

Yes I follow you now, I thought that the AES was as nice as the VDI. But it
isn't - it eats all AES function calls (it don't link to the next in the
Gem-vector-chain...).
It replaces the trap #2 vector at least 2 times, this surpriced me, and
the program that I tried to install.
I tried to install a trap#2 routine that would install a AES handler when the
AES had initilized itself. The first solution to this problem I thought about
was to monitor the trap#2 vector for a non-XBRA routine, but AES unlinked
the routines (I had a number of clones, that could be hooked in the vector,
and shoot (w. RTS) if they failed).
Then I thought that a OpenScreenWorkstation would tell when the AES was init.
but a quick check showed that auto-folder programs also can open and close
workstations, too - soo :-(
Things would be much more easy if there was an exec_aes ;-) or a bit-vector
where one could tell which part of the OS that had been init.'ed.
(AND a bit-vector called >in_TOS< so that one could use Tos semi-reenterent)

At this point I began to doubt that it could be done (legally)... So I
tried to look at formdoit, but that did not help. Then I looked through all
my docs, AES (see about), VDI (can't be used), Gemdos (likevise), Xbios (do),
Bios - now here were something - setexc(), did AES enable it's own trap
handler with this?
A small program showed that it didn't, but there were something else, yes
it enabled the evnt_critic vector with it!!! - heureka!

Now - is it legal to assume that it will always be this way? Allan P.?
Ken B.? - is it?
You have not been very help-full on this subject, so I include a small program
that uses the principe. Please flame this Allan and Ken, then tell how we
are supposed to do it!!

The program Form_Pop makes the dialogs pop-up under the pointer, real usefull
for Julians R.'s BigScreen...

Comments please!

Klaus, micro@imada.ou.dk

>Claus Brod, Am Felsenkeller 2, Things. Take. Time.

------ cut here --------- Turbo Ass - Again --------
```
gemdos EQU 1
```

```
Gem EQU 2
Bios EQU 13
Ptermres EQU 49 ; gemdos
Cconws EQU 9 ; gemdos
xbios EQU 14
Supexec EQU 38 ; xbios
Setexc EQU 5 ; bios

GemVector EQU $80+4*Gem ; hook into GEM

longframe EQU $059E

* SOME LINEA VARIABLES *
MouseY EQU -$0258
MouseX EQU -$025A
v_rez_hz EQU -$0C
v_rez_vt EQU -$04

XBRAID EQU 'FPop'

first: bra install

**** THIS IS A ZOOMBIE THAT INSTALLS THE AES-HANDLER ****
** If when it have done it's job or it fails, it gives **
** itself a silver bullet through the Heart (RTS) **
******************' '**********************
ZombTrap EQU Bios

DC.B 'XBRA' ; XBRA identifier
DC.L XBRAID ; program ID
DS.L 1 ; old vector
Zoombie: move.l Zoombie-4(PC),-(SP) ; Push the address old routine
MyHeart: move USP,A0
btst #5,4(SP) ; called from Supervisor- or User-mode?
beq.s tst_funcs ; Parameter is on USER stack
lea 6+4(SP),A0 ; Old (small) stack frame.
tst.w longframe.w ; Is this running on a CPU
beq.s tst_funcs ; with a long stackframe?
addq.w #2,A0 ; -then add 2 more bytes.

tst_funcs: cmpi.w #Setexc,(A0)+ ; Check the funcion number.
bne.s Bullet
cmpi.w #$0101,(A0) ; Is the desktop installing ErrorBoxes?
bne.s Bullet ; NO -> then wait.

lea GemHook-4(PC),A0
move.l GemVector.w,(A0)+ ; Put AES handler in the Chain.
move.l A0,GemVector.w

move.w Bullet(PC),MyHeart ; Give the Zoombie the silver Bullet
Bullet: rts

********* THIS IS THE GEM-HOOK ITSELF *******************************
DC.B 'XBRA' ; XBRA identifier
```

```
DC.L XBRAID ; program ID
DS.L 1 ; old vector
GemHook: cmp.w #200,D0 ; is it a call to the AES?
bne.s not_AES ; NO -> call next
move.l A0,SaveRegs
movea.l D1,A0
movea.l (A0),A0 ; get pointer to control[]
cmpi.w #54,(A0) ; call to form_center?
beq.s FRM_CNTR ; YES -> Replace
movea.l SaveRegs(PC),A0
not_AES: move.l GemHook-4(PC),-(SP) ; Push the address old routine
rts

********** THIS IS THE NEW FORM CENTER ******************************
FRM_CNTR: movem.l D0-D3/A0-A2,SaveRegs
movea.l D1,A0
movea.l 12(A0),A1 ; get int_out pointer.
move.w #1,(A1)+ ; fill in fo_cresvd
movea.l 16(A0),A0 ; get addr_in pointer
movea.l (A0),A0 ; get pointer to the Object
lea 16+4(A0),A0 ; get pointer to w,h in object
movea.l LineA(PC),A2

move.w MouseX(A2),D0 ; Get x-pos of the pointer
move.w v_rez_hz(A2),D2 ; Get width of screen
moveq #4,D3
bsr.s CenterAndLimit

move.w MouseY(A2),D0 ; Get y-pos of the pointer
move.w v_rez_vt(A2),D2 ; Get height of screen
moveq #21,D3
bsr.s CenterAndLimit
movem.l SaveRegs(PC),D0-D3/A0-A2
rte

CenterAndLimit: move.w (A0)+,D1 ; Read width/height of Object
addq.w #8,D1 ; & add border.
move.w D1,4(A1) ; write new length in width/height
sub.w D1,D2 ; Calc. High-Limit of centered output
lsr.w #1,D1 ; W = W/2
sub.w D1,D0 ; X = PX-W/2
cmp.w D3,D0 ; if (X - MIN
bpl.s not_less ; < 0)
move.w D3,D0 ; X = MIN;
not_less: cmp.w D2,D0 ; if (X - MAX
bmi.s not_bigger ; >= 0)
move.w D2,D0 ; X = MAX
not_bigger: move.w D0,(A1)+ ; Write X/Y-pos in int_out[]
addq.w #4,D0
move.w D0,-6(A0) ; Write X/Y-pos into object
rts
```

```
LineA: DS.L 1
SaveRegs: DS.L 7

*****************************************************
***************** INSTALATION ROUTINE *****************
install: pea take_vec(PC) ; Please Note: it is not a bug that
move.w #Supexec,-(SP) ; this routine does NOT clean up the
trap #xbios ; Stack... (it saves some bytes!!!)

linea #0 [ Init ] ; Get pointer to LineA variables
move.l A0,LineA

pea InstString(PC)
move.w #Cconws,-(SP)
trap #gemdos

clr.w (SP) ; Resident terminate
move.l #($0100+install-first),-(SP) ; = Program length
move.w #Ptermres,-(SP)
trap #gemdos

take_vec: lea Zoombie-4(PC),A0
move.l (4*ZombTrap+$80).w,(A0)+
move.l A0,(4*ZombTrap+$80).w
rts

InstString: DC.B 10,'Form-Pointer-Pop''s installed...',13,10,10,0

END
```

2436. Re: How to intercept TOS vectores

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-23 17:09:48 UTC
From: micro@imada.ou.dk
Message-ID: <1991May23.170948.12410@imada.ou.dk>
Source record: 47995

I just want to continue my list of bad programming pratice, but without examples.

- Don't use ScanCodes to check for any key on the main keyboard, use them only to check for HELP, UNDO, Fx, ESC ...
Don't use it for 'Z', 'Y', '[', or any other. If you use ALT+key, then use the KeyBoardTable to convert the scancode to ASCII, then check that.
Don't replace the buildin Keyboardtable ('cept if that is what your program is supposed to do).

- Remember to use wind_update(BEG_UPDATE)/wind_update(END_UNDATE), when you are drawing on the screen. To avoid an other process smears the screen (eg ScreenMgr)

- Don't assume that because you only have one window, that you then don't have to process WM_REDRAW or VM_TOP/WM_NEWTOP messages.

- When you Allocate memory, then remember to leave some (8Kb+) for AES, VDI, GEMDOS, and accessorys. On a related subject, don't :
p = Malloc((long) int_var);
This will work if int_var is less than 32Kb, else it will fail big!
The strange thing is that if replace it with a 'malloc-stdio' then it will probaly work, because it often is suppost to take int vars.

- Don't mix BIOS/GEMDOS screen output (input?) with a Gem program. There might come graphics cards that jump into textmode when it is told to output text like (PC's).

- Stop using the LineA routines. (I need help on this - also Init?).

-Klaus, micro@imada.ou.dk

2437. Re: 19-pin D-sub connector. (DMA)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-23 18:03:09 UTC
From: bpohl@dvorak.amd.com
Message-ID: <1991May23.180309.18196@dvorak.amd.com>
Source record: 48075
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3691@hexagon.se> alkman@hexagon.se (Stefan Alkman) writes:
>Hello.
>
>I locking for 19-pin D-sub connectors (Female to solder on PCB and male
>to put on som cables (with caps)) I can't find it some there. If you
>now there i can bye it please tell me! I am also locking for cheep 4 MB
>simms.

I've been looking for some also. I can't find any anywhere.

2438. Re: 68881 for the Atari 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 00:10:42 UTC
From: apratt@atari.UUCP
Message-ID: <2949@atari.UUCP>
Source record: 48085

keiths@cadence.com (Keith Sabine) writes:
>I am trying to hook up a
>68881 coprocessor to my 1040 ...
>But what needs to be done with FC0-2? I am assuming that the 68881 is
>addressed in supervisor data space, but is this true?

Data space, but it need not be supervisor. We did this so programs and
libraries could use it without becoming supervisor.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2439. 68020 conversion board - update

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 00:33:36 UTC
From: ekrimen@ecst.csuchico.edu
Message-ID: <1991May24.003336.17510@ecst.csuchico.edu>
Source record: 48073

A couple of weeks ago, I mentioned a board that would convert a 68020 chip
to a 68000 pin-out. Someone was selling this jewel on misc.forsale.computers.
Well, he sold it that night. In any case, here's the original message,
including the address of the manufacturer of the board. I haven't called
yet -- too much stuff to do. I will do it sometime. If you do indeed
decide to call, please post whatever information you gather.

Article 11265 (6 more) in misc.forsale.computers:
From: jimwh@wipe.tv.tek.com (Jim Whittlesey)
Subject: 68000 to 68020 board
Message-ID: <1991May8.232511.658@tvnews.tv.tek.com>
Date: 8 May 91 23:25:11 GMT
Sender: news@tvnews.tv.tek.com (news user)
Distribution: usa
Organization: Television Systems Division, Tektronix, Inc., Beaverton, OR
Lines: 19
Originator: jimwh@wipe

I have this little board that converts (plugs into a 68000 scoket)
a 68000 to a 68020 with FPU (68881). The board has three PALs,
a 12 MHz 68020 and 16 MHz 68881. All parts are socketed.
The board is made by:
Computer System Associates
7562 Trade Street
San Diego, CA 92121
(619) 566-3911

I have NO documentation. This board is sold AS IS.
I have no idea if it works.

Asking $40 or best offer. Buyer pays shipping.
for another $40 I'll through in a spare set of
CPU (68020 16 mHz) & FPU (68881 16 mHz).

Jim Whittlesey (503) 245-7139 home PST
jimwh@videovax.TV.TEK.COM
End of article 11265 (of 11270)--what next? [npq]

It sounds like a real bargain, and I'm sorry I didn't jump it. :^(

--
||| Ed Krimen [ekrimen@ecst.csuchico.edu or al661@cleveland.freenet.edu]
||| Video Production Major, California State University, Chico
/ | \ SysOp, Fuji BBS: 916-894-1261
"I AM OUTTA HERE!!!" -

2440. Re: Vsync, sprites, Aline

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 02:02:54 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1587@uqcspe.cs.uq.oz.au>
Source record: 48069

>When the sprite moved around the screen, there was a region in
>which the sprite disappeared as it moved through it, (it got worse when I
>removed the wait for the Vsync).

>mono Monitor

The trouble is, you are drawing of the screen as it is being displayed.

Possible solutions:
1. Write faster wipe/draw procedures
2. Use double buffering
3. Write a wipe/draw that interlaces wipes with redraws

Also, try move the Vsync() around. Try Vsync()ing after you erase, but
before you redraw.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

2441. Re: Drawing rubber-bands

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 02:08:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1588@uqcspe.cs.uq.oz.au>
Source record: 48068

>In drawing programs, it's common to allow lines between the mouse cursor
>and a fixed point. Another example is the rubber-band boxes for selecting
>a screen area. Would some kind soul tell me how they're done?

The AES call graf_rubberbox() is one way.

>It's easy enough to determine the start point by using the EventMulti
>loop to detect the mouse button's first click, but how does one keep
>track of the mouse cursor and draw to it AND know when the mouse button
>is clicked again?

>Is it necessary to drop out of the EventMulti loop and use lower-level
>facilities?

It doesn't make much sense to stay in the EventMulti loop, since nothing
should really happen until the rubberbox is finished. eg. What should
happen if the box extends over a desk accessory's window? Does it get
an event?

I use graf_rubberbox() normally, but I guess you'd use VDI calls with the
AES VDI handle if you wanted something like a rubber line.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

2442. Re: Hertz

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 03:56:17 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991May24.035617.3817@mailer.cc.fsu.edu>
Source record: 48076

In article <1991May18.144553.17861@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
>You can only do this if you have a "recent" SC1224. The GoldStar monitors
>won't work in both modes unless you fiddle with the adjustment switches
>in the back. (Do this while the monitor is OFF.) In fact, GoldStar monitors
>evidently can't be adjusted to work in both modes no matter what you do.
>People with those monitors are just scr*wed when it comes to scan-rate
>dependent European software.
>

Mine is a Goldstar. It took one adjustment to make it work at all Hz's, and
the adjustment did not affect the performance in "regular" 60Hz mode. It is
a bit difficult to do this adjustment while the monitor is off, so I would
recommend using the tool designed for this (a plastic TV screwdriver).
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

2443. Re: Using Mac fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 09:03:04 UTC
From: johnr@cged.co.uk
Message-ID: <1991May24.090304.19797@cged.co.uk>
Source record: 48084
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Todd Drga asked about using Mac fonts on an ST...
>
Fontkit Plus V3 will convert Mac fonts to GEM fonts (though I haven't tried it). Fontkit Plus is a great package for editing bit-map fonts. I've used it for creating screen fonts for use with Fleet Street Publisher 3. It will also convert Calamus fonts.

It's available from the ST Club in England. Cost is about 19.95 pounds. If you want the address, e-mail me and I'll find it.
--
John Richards

2444. prt cct

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 10:06:30 UTC
From: NCOYNE@ESOC.BITNET
Message-ID: <91143.181234NCOYNE@ESOC.BITNET>
Source record: 48078

Nick Coyne European Space Agency, Darmstadt Germany.

Hi
I am trying to find out wether there is available anywhere in the PD a
programm to help me with the design(layout etc)of printed circuit boards.
Is there one that will give me a circuit board design from a circuit diagram.
If there is one can I get it from an Ftp site somewhere.
If no one knows of one available in the ftp then is there one comercialy availa
ble ?.

Any help or pointers in the general direction will be greatly received.
Also if some one out there has got and has used something like described above
is it any good?.

Nick Coyne

These are the opinions of my mad half brother a do not reflect necessarily
the views of anyone else.
:)

2445. Postscript from Calamus

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 12:29:45 UTC
From: jan@cs.umu.se
Message-ID: <1991May24.122945.11592@cs.umu.se>
Source record: 48083

There is a DTP-program called Calamus. It doesn't generate
postscript code.

Questions:
What does it generate?
Are there any public domain to-postscript-converters available?

_____________ _________________
/ // /\email:jan@cs.umu.se
/_____________//_________________/ /
________ _____ _____\/ mail:Jan Tangring
/____/ \ \ / \ \ \ Mariehemsvagen 15E-409
\ \/_\ \/ \ \ / S-902 36 UMEA
_____________/ ____\/ Sweden

2446. Programming the MMU

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 13:28:57 UTC
From: gathings@hydra1a.cs.utk.edu
Message-ID: <1991May24.132857.7324@cs.utk.edu>
Source record: 48077

I have a program called ramtest that is supposed to test out the
memory of the st series machines, but every time I boot my 1040 st and run the
program, it says that the MMU is only pointing to the 1st bank of 512k ($8-$80000)
not the upper bank ($80000-$100000) . Does anybody know how to change the mmu so
that it looks different at startup ?

Thanks

```
------------------------------------------------------------------------
--------- A bird in the hand is safer
/ than one overhead.
/
/ ------ olando gathings@cs.utk.edu
/ /
/_____ /
------------------------------------------------------------------------
```

2447. Small bussiness

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 13:37:20 UTC
From: NCOYNE@ESOC.BITNET
Message-ID: <91143.202010NCOYNE@ESOC.BITNET>
Source record: 48080

Nick Coyne

Does any software exsist to help run a small bussiness

2448. Re: ROMs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 13:50:58 UTC
From: gerloff@opal.cs.tu-berlin.de
Message-ID: <641@mailgzrz.tu-berlin.de>
Source record: 48081

In article <1991May23.151605.15360@cs.mcgill.ca>, jon@nabob.cc.mcgill.ca (Jonathan Carroll) writes:
|> I've got an old Mega ST2 with TOS 1.2. I'd like to get V1.4. It looks like
|> I've got 6 ROM sockets and putting in new chips should be easy.
|>
|> Question : Where can I buy the ROMs and are both 2 & 6-chip versons available?
|>
|> Jon

Your local dealer shut have the original Atari ROM's. They are aviable in 2 and 6 chip version. The MEGA ST2 has TOS normaly in two ROM's. If you want to use the version with 6 ROM's you must change the setting of some soldered jumpers on the motherboard :-(.

Greetings, Olaf
--

* Olaf Gerloff * Internet: GERLOFF@tubvm.cs.tu-berlin.de *
* Technical University Berlin (FRG)* or gerloff@opal.cs.tu-berlin.de *
* Department of Computer Science * BITNET : GERLOFF@DB0TUI11 *
* Computerbased Informationsystems * Usenet : ...!mcsun!unido!opal!gerloff *

* Impossible things will be executed immediately, *
* miracles take a little longer! *

2449. VME bus on the TT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 14:06:20 UTC
From: vspicer@ccu.umanitoba.ca
Message-ID: <1991May24.140620.16320@ccu.umanitoba.ca>
Source record: 48082

Hello world
I'm trying to interface a home-made data acquisition board designed
for an ST into a TT. I've made an adapter board which maps the VME pinouts
to their ST expansion bus equivalents so the existing board just plugs in.
The problem is that when I attempt to access the VME mapped memory area
(FE000000 base address) I get a bus error, 2 bombs. A logic analyser reveals
the AS* line on the VME bus isn't being set. I'm presuming that when I try
to access VME memory space:
1- The address in question appears on the VME address lines.
2- AS* changes to low to indicate the address is valid.
3- An identity comparitor on my board sees that *AS, compares
the address against a set bit pattern and engages the rest
of the board if they match.
The board DOES work on our ST machine, so the board isn't at fault. Shouldn't
AS* change state when addressing VME memory space? Or is there more to it
than that?

thanks in advance
vic spicer
.

2450. Re: Using Mac fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 14:43:08 UTC
From: wilsona@dcs.glasgow.ac.uk
Message-ID: <1991May24.144308.8344@dcs.glasgow.ac.uk>
Source record: 48089
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The easiest way to get stuff from a Nac is to format a DOS disc on an FDHD equipped mac (all of the later ones), and simply copy the fonts onto it. Stick the disc in an atari and run 'mac2gem' from (wait for it...) the ST Club on it. Easy. No problem. If you do not have access to a Mac then it is a problem. There is some PD stuff on terminator. A non FDHD Mac involves connecting the computers together. Note: Format the MS-DOS disc using 'Apple File Exchange'.

Alan Wilson (No relation to anybody connected with the ST Club...)

--

###
/\ / Alan # USEnet : wilsona!glasgow!mcsun!...

2451. Display List Interrupt on an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 17:53:23 UTC
From: erik@mcrware.UUCP
Message-ID: <6640@mcrware.UUCP>
Source record: 48086

Is there a way to make some number of consecutive scan lines, all point to the same memory (i.e. scan lines 0-10 all point to the same 160 bytes of display data). Can you simply change the screen pointer on the fly (memloc 0x44e I believe)? If this is possible, how do you set up the interrupts on each scan line?

Any clues will be graciously accepted.

Erik R Johnson erik@mcrware.com

2452. Re: How to intercept TOS vectores

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 17:56:04 UTC
From: micro@imada.ou.dk
Message-ID: <1991May24.175604.21137@imada.ou.dk>
Source record: 47991

uace0@menudo.uh.edu (Michael B. Vederman) writes:
>No one is asking you to leave, but if you are going to make claims about
>software that doesn't work (especially when the company that makes the
>software is on the net AND when you have never complained OR registered
>that company's software directly with the company), then you had better
>substantiate your post!

Now you wait a second, the software is shareware (or it might have been
a demoversion). It is therefor my right to try the software first and if
it don't work - then erase it from my harddisc, right?
You can't expect that I pay for software I can't use, can you? If you can
then I have some ideas to make big money!
Whats more, you can't expect that anyone with TOS 1.4 or the least programming
skill will pay money for a formatter!

>You are once AGAIN making an unsubstatiated claim about our software!

again, correct me if it is wrong, I tried a formatter of yours, I could not
use it, now why should I try any other of your products?
Ok, I did try another(dcdesktop), and it did not work (not everybody have
an english desktop - and as you probaly can see english is not my main
language, so there might have been a slight chance that that was the case,
right?).

>DC Desktop DOES work, and we have _many_ satisfied customers! DC Desktop,
I think it depends on who you are!
I would not be satisfied with software that took chances with undocumented
variables/text/functions.
And I hope for all the people that have bought your software that _you_
stay with Atari for many TOSses.

>however, is _highly_ ROM specific in order to wedge in and supplement the
>OS functions.

Yes that is the problem when you have spent to many hours with a disassembler
in the area about 0xE0_0000. One can not resist the temptation - right?

> If you have problems running our software.
>1) Why not contact us directly, instead of spreading unsupportable claims?

I did not contact you because when I needed a formatter (PC-comp.) I tryed
out many diffrend ones (yours included), and If I should have mailed to all
the people with formatters that did not work, I would probaly still be mailing
today. And I did find a better alternative (FreeWare with source).

As I said in my previous post, it was not my intension to flame anybody, but
rather to give an example that people could relate to, and I thought that

people knew your software - right...

This is becomming annoying, I wanted to help newcommers writing better software and I end up arguing with a long time hacker.

Klaus, micro@imada.ou.dk

>- mike vederman

2453. Re: Postscript from Calamus

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 18:02:56 UTC
From: steve@thelake.mn.org
Message-ID: <A1750865592@thelake.mn.org>
Source record: 48088

[In article <1991May24.122945.11592@cs.umu.se>,
jan@cs.umu.se (Jan T}ngring) writes ...]

> There is a DTP-program called Calamus. It doesn't generate
> postscript code.
>
> Questions:
> What does it generate?

Bitmaps in any of several formats, depending on the printer driver.

Calamus uses a proprietary font-scaling technology (actually, I think it's licensed from Agfa Compugraphic) and generates its own bit images for both screen and printer output. Because its font technology is both very good and very fast, you get a high degree of correspondence between what you see and what you get, and you get it quickly with a bit-image printer such as the Atari SLM804 or SLM605.

> Are there any public domain to-postscript-converters available?

None that I am aware of.

If the only printer you have available is PostScript, then Calamus is not the right tool. PageStream is probably what you need.

PageStream 1.8 has its own font-scaling technology that is markedly inferior to that of Calamus, but it also has PostScript output drivers for monochrome and color printers that call upon the PostScript interpreter to supply fonts when possible. That means PageStream is slower than Calamus and has less correspondence between the screen image and the output image, but it also means you can get excellent type quality and, or course, portability.

PageStream 2 is supposed to be able to use PostScript fonts to generate its screen images, but I don't know whether it is available yet.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

2454. Re: GEM Windows/Stay-resident program

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 18:22:59 UTC
From: micro@imada.ou.dk
Message-ID: <1991May24.182259.21330@imada.ou.dk>
Source record: 47992

uace0@menudo.uh.edu (Michael B. Vederman) writes:

>In article <1991May23.102120.938@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>>marco@sys6626.bison.mb.ca (Marco) writes:
>>
>>>Does anyone happen to have any code on sensing if there's a GEM window on
>>>the screen from within a stay-resident (auto folder) type program. Maybe
>>>there's a C function?
>>

<Claus gives a simple solution, w. a team of a TSR and ACC >

>>Claus Brod, Am Felsenkeller 2, Things. Take. Time.

>There is also a section of lower memory used by the AES which tracks
>windows and their various attributes (including whether or not they are
>open).

Yes, ofcause there is! All programs have vars that keep track of what they
are doing!

>This area, however, is not documented, is very ROM dependent, and would
>be called an _illegal_ method of determining such by Atari Corp.

If Atari ever told where these things were and the meaning of the variables,
It would probaly mean that Atari not intended to upgrade GEM/TOS anymore,
so lets hope, that it never becomes legal...

>If you are a hacker, you might want to mess with this, otherwise, a TSR
>can never find out the answer to such a question.... Although, one might

NO YOU WOULD NOT!! WE DON'T NEED MORE BAD SOFTWARE!!!
There is not enough hacker in you - a real hacker would not spend hours,
trying to figure out what a bit in os-private-area is doing. A real hacker
would monitor wind_close,wind_new,wind_open. (and tell everybody that it
don't work from the desktop).

>Don't write me asking for more info! I will ignore any request for further
>details. I've probably said more than my friends at Atari would like...

Real friends tell you when to stop!

-It is very bad pratice to use anything, that make Atari look bad when they
release something good (new Tos,Gdos,filing system,...).

Klaus, micro@imada.ou.dk

>- mike

2455. Newer version of g++ ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 18:37:58 UTC
From: ZVD007@DMSWWU1C.BITNET
Message-ID: <91144.180805ZVD007@DMSWWU1C.BITNET>
Source record: 48087

Does anyone out there know if there is a newer version than 1.35.0 of gnu g++
for the ST?

Thanks in advance

U.Kuehn

2456. How to use the VDI from the Autofolder

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 18:42:49 UTC
From: micro@imada.ou.dk
Message-ID: <1991May24.184249.21414@imada.ou.dk>
Source record: 47993

Hi,

When I tried to make the code that installed the Trap#2 handler I found
that it was possible to use the vdi from the auto-folder, a thing that
I thought was impossible! The trick is to open a physical screen work-
station. Simple and clean...

Here is some code you can try out: (it only works in the autofolder, 'cause
it don't check if there already is one open! (aes's))

Klaus, micro@imada.ou.dk

(please let me know if you care about these things - I hate to send things
into a big void)

-------- This was made using TurboC, but any compiler should do ---------
('int' is 16 bit)

```
#include <vdi.h>

static int pointer[] =
{0x0002, 0x0002, 0x0001, 0x0000, 0x0001,
0x7200, 0xAD00, 0xFE80, 0x6F78, 0xD808, 0x380C, 0x2002, 0x4001,
0x4001, 0x8000, 0x8008, 0x4009, 0x4011, 0x2002, 0x1004, 0x0C18,
0x0C00, 0x5200, 0x0100, 0x9080, 0x27F0, 0x07F0, 0x1FFC, 0x3FFE,
0x3FFE, 0x7FFF, 0x7FF7, 0x3FF6, 0x3FEE, 0x1FFC, 0x0FF8, 0x03E0};

static int work_in[] = {1,1,1,1,1,1,1,2,3,1,2};
/* fill pattern(black,checkboard), black full line */

int work_out[57];

main()
{int mx, my, mk, d;
int hchar, wchar, hbox, wbox, handle, phys_handle;
int pxy[8];

work_in[0] = 1;
v_opnwk(work_in,&phys_handle,work_out);

work_in[0] = handle = phys_handle;
v_opnvwk(work_in, &handle, work_out);

vsc_form(handle, pointer);
v_hide_c(handle);
vswr_mode(handle, 1);
vsf_perimeter(handle, 1);
```

```
pxy[0] = 0;
pxy[1] = 0;
pxy[2] = work_out[0];
pxy[3] = work_out[1];
vr_recfl(handle, pxy);

vsf_interior(handle,0);
vst_point(handle,10,&hchar, &wchar, &wbox, &hbox);
vst_alignment(handle,0,5,&d,&d);
pxy[3] = hbox+2;
v_bar(handle, pxy);
v_gtext(handle,0,1," Desk File Edit ");

vswr_mode(handle, 2);
v_show_c(handle, 0);
do
{ vq_mouse(handle, &mk, &mx, &my);
if (mk == 1)
{ v_hide_c(handle);
v_gtext(handle,mx,my,"test");
v_show_c(handle, 1);
}
}
while (mk != 2);
v_hide_c(handle);

v_clsvwk(handle);
v_clswk(phys_handle);
return 0;
}
```

2457. Disabling FAT/Directory cache

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 21:18:15 UTC
From: danny@fiction.ms.sub.org
Message-ID: <rsm229@fiction>
Source record: 48006

7103_2622@uwovax.uwo.ca (Eric Smith) writes:

> Is there a nice way to tell TOS (version 1.4 and higher) *not* to
> cache a drive? I want to share a drive over a network; clients
> will see the drive as read-only, but I'd like the server to be able to
> write to the drive.

Since you have to write a little device driver, you also have to take care
of the media change state. If you return 2 all the time at Mediach() calls,
TOS should not keep old information it it's caches.

BTW: Do you address the drive on file or on block level? If you write some-
thing that intercepts the trap #1 vector, you don't have to do anything
like this, since *you*'ll get all calls first...

Daniel

2458. Re: Vsync, sprites, Aline

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-24 21:46:37 UTC
From: bart@bluemoon.uucp
Message-ID: <e11g32w164w@bluemoon.uucp>
Source record: 48090

> flicker) but when the sprite moved around the screen. There was a region in
> which the sprite disappeared as it moved through it, (it got worse when I
> removed the wait for the Vsync).

The same thing happens to gfa basic sprites. The only solution I
see is to try using two virtual screens...

l8er
Bart

This is from
bart@bluemoon.uucp
bart%bluemoon@nstar.rn.com
who doesn't have their own obnoxious signature yet

2459. Re: How to use the VDI from the Autofolder

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-25 04:09:14 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91May25060914@pogo.gnu.ai.mit.edu>
Source record: 47996

In article <1991May24.184249.21414@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:

>When I tried to make the code that installed the Trap#2 handler I found
>that it was possible to use the vdi from the auto-folder, a thing that
>I thought was impossible! The trick is to open a physical screen work-
>station. Simple and clean...

> [...]
> v_opnwk(work_in,&phys_handle,work_out);
> [...]
> v_clswk(phys_handle);
> [...]

Pardon me if I'm wrong, but everything I've ever read about the ST's
GEM (specifically the Abacus volume) has said "V_OPNWK AND V_CLSWK ARE
NOT IMPLEMENTED IN ATARI ST GEM" (OK, maybe they didn't use all caps
:-) Isn't this a really bad idea, especially when you've just flamed
someone for using undocumented variables in another posting?

Or does GEM use these these functions itself upon starting up?

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

2460. Re: Postscript from Calamus

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-25 14:35:29 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991May25.143529.2650@actrix.gen.nz>
Source record: 48000

In article <1991May24.122945.11592@cs.umu.se> jan@cs.umu.se (Jan T}ngring) writes:
> There is a DTP-program called Calamus. It doesn't generate
> postscript code.
>
> Questions:
> What does it generate?
> Are there any public domain to-postscript-converters available?
> _____________ _________________
> / // /\email:jan@cs.umu.se
> /_____________//_________________/ /
> ________ _____ _____\/ mail:Jan Tangring
> /____/ \ \ / \ \ \ Mariehemsvagen 15E-409
> \ \/_\ \/ \ \ / S-902 36 UMEA
> ____________/ ____\/ Sweden

Well I have seen a Converter that was bundled with Outline Art, I
don't think that its PD,
But your Calamus Distributor should be able to get it.

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2461. Re: Postscript from Calamus

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-25 14:44:04 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991May25.144404.2743@actrix.gen.nz>
Source record: 47998

In article <A1750865592@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <1991May24.122945.11592@cs.umu.se>,
> jan@cs.umu.se (Jan T}ngring) writes ...]
>
> > There is a DTP-program called Calamus. It doesn't generate
> > postscript code.
> >
> very good and very fast, you get a high degree of correspondence between
> what you see and what you get, and you get it quickly with a bit-image
> printer such as the Atari SLM804 or SLM605.
>
> > Are there any public domain to-postscript-converters available?
>
> None that I am aware of.
>
> If the only printer you have available is PostScript, then Calamus is
> not the right tool. PageStream is probably what you need.
>
No.! They have a program called CONVRT2X.TOS.

> inferior to that of Calamus, but it also has PostScript output drivers for
> monochrome and color printers that call upon the PostScript interpreter to
> supply fonts when possible. That means PageStream is slower than Calamus
> and has less correspondence between the screen image and the output image,
> but it also means you can get excellent type quality and, or course,
> portability.
>
> PageStream 2 is supposed to be able to use PostScript fonts to generate
> its screen images, but I don't know whether it is available yet.
>
> ----
> Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

The software package called Outline Art, has a converter included with it.
may be all that is needed is for him to get his Calamus version updated..
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2462. Re: How to use the VDI from the Autofolder

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-25 15:22:08 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991May25.152208.2925@actrix.gen.nz>
Source record: 47999

This came from a File that I found some time back on Genie, it could
be of help to otheres, with the Trap #2 problems.

Category 2, Topic 19

Message 108 Sun Nov 13, 1988

C.F.JOHNSON at 16:19 PST

Steve,

Stealing trap #2 is not quite as easy as Dan made it seem; you can use
his method (except for the "magic cookie"...more on that later) with all
the other trap vectors (1, 13, and 14), but intercepting trap #2 is
uniquely difficult because the operating system keeps replacing its own
address in the vector! TOS seems to reset $88 (trap #2) every time
you runa .TOS or .TTP program, or show a file from the desktop.
(And maybe at other times too...)

After lots of thrashing around for methods to solve this thorny
problem, Bob Breum (Easel ST), Wayne Buckholdt (Turbo ST),
John Eidsvoog (fellow CodeHead),

and I came up with a method of intercepting trap #2 "safely"...in
other words,

so that the system can't de-install you while you aren't looking, and
so that other programs which use the same method can coexist peacefully.

The method is not exactly obvious....and that's why there are a lot of

programs (e.g. FSEL60) which don't get along with other programs that
need to steal trap #2.
Some programmers, in order to keep their software working,

resorted to desperate measures...like checking the trap #2 vector every

vertical blank interrupt and just replacing their address if it ever
changed.

This method does work, as long as your program is the only one that steals

trap #2 --- which is a ridiculous assumption to make, with more trap #2

thieving programs appearing every day.

We decided (all of the folks listed above) to publicize thisinformation as
widely as possible, in the hope that everybody's "GEM fixer-upper" programs
will be able to get along.
The following section of assembly code illustrates the process,
with lots of comments:

```
*********************************
* *
* Intercept the trap #2 vector *
* *
* Code by Charles F. Johnson *
* *
*********************************

* Last revision: 06/26/88 12:13:32

* In order to steal trap #2 permanently, it's necessary to watch for a

* certain BIOS call from the operating system - a setexec() call for the

* critical error vector. TOS issues this call after running a .TOS/.TTP

* program, and immediately after changing the trap #2 vector at $88. So

* when this call comes through, you know it's time to re-steal trap #2.

* Good luck, Jim. We're all counting on you.

.text

* ------------------------

* Program initialization

* ------------------------

move.l #prog_end,d6 ; Get address of end of this program

sub.l 4(sp),d6 ; Subtract start of basepage - save in d6

move.l #not_auto,addrin ; Try to call form_alert

move #1,intin

move.l #f_alrt,aespb

move.l #aespb,d1

move #$C8,d0

trap #2

tst intout ; If intout is zero, we're in \AUTO

beq.s .start1

cmp #1,intout ; Did we click on "Install"?

beq.s .0 ; Yes, continue
```

```
clr -(sp) ; Pterm0
trap #1 ; outta here
.0: pea prg_start(pc) ; Steal trap 2 right away if run from desktop
move #38,-(sp) ; Supexec
trap #14
addq #6,sp
move #1,prgflg ; Set flag indicating desktop load
bra.s .start2
.start1:
pea title ; Print title message
move #9,-(sp)
trap #1
addq #6,sp
.start2:
pea set_bios(pc) ; Appropriate the Trap 13 vector
move #38,-(sp)
trap #14
addq.l #6,sp
clr.w -(sp) ; Terminate and Stay Resident
move.l d6,-(sp) ; Number of bytes to keep
move #$31,-(sp) ; That's all folks!
trap #1 ; We are now happily resident in RAM
* ------------------------------
* Desktop vector initialization
* ------------------------------
prg_start:
move.l $88,t2_vec ; Set my fall through addresses
move.l $88,aesvec
move.l #my_trap2,$88 ; Steal trap #2 (GEM)
rts
* ----------------------
```

```
* Steal the BIOS vector
* ----------------------
set_bios:
move.l $B4,t13adr ; Set BIOS fall through address
move.l #my_t13,$B4 ; Steal trap #13 (BIOS)
rts
* ------------------------
* Trap #13 wedge routine
* ------------------------
my_t13:
btst #5,(sp) ; Super or user mode?
beq.s t13_ex ; If user mode, let's forget the whole thing
cmp.l #$050101,6(sp) ; Setexec call for critical error vector?
bne.s t13_ex ; Nope, let the call fall through
tst prgflg ; Run from the desktop? Vectors set already?
beq.s first_time ; No, skip ahead
do_crit:
move.l #my_trap2,$88 ; Pilfer trap #2
move.l $404,d0 ; Get current critical error vector
move.l 10(sp),d1 ; Get address we're setting it to
bmi.s t13_x1 ; If minus, return old vector in d0
move.l d1,$404 ; Set that vector
t13_x1:
rte ; Not a through street
first_time:
tst.l 10(sp) ; Reading the vector?
bmi.s t13_ex ; Yes, let the system take care of it
cmp.l #$FC0000,10(sp) ; Is this address below the ROMs?
blo.s t13_ex ; Yes, bail out
move #1,prgflg ; Set the 'first-time'/'desktop' flag
move.l 2(sp),retsav ; Save return address
```

```
move.l #t13_2,2(sp) ; Replace it with my own

t13_ex:

jmp $DEADBEEF ; Go to the Bios

t13adr = t13_ex+2

t13_2:

bsr prg_start ; Grab the trap #2 vector

move.l retsav,-(sp) ; And return to the caller

rts

retsav:

dc.l 0

not_auto:

dc.b '[3][ Test alert box | ][ Install |Cancel]',0
```

(Whew! This is turning out to be a lengthy message!)
Anyway, one really important point to remember when you
steal _any_ of the ST's trap vectors -- once you steal it,
NEVER reset it to what it was when you grabbed it.

To disable yourself, use a flag and jump past your code, or some other
method...if you actually replace the vector itself, you'll be cutting
out any other programs that have installed themselves in the chain.

Stealing an ST vector is like grabbing a tiger by the tail - once
you've got it, you'd better not let go!

(Note that the operating system itself is guilty of this crime.BIG sigh.)

Now on to the "magic cookie" method Dan proposed...in a word, DON'T!

We just went through a real headache trying to make MultiDesk compatible
with Atari's Diablo emulator for their laser printer.
The reason? The Diablo program used a "magic cookie."
The Diablo emulator comes in two parts, a program that runs in the
AUTO folder and an accessory that is used to set up the emulator.

The accessory looks for a certain magic number right before thetrap #13
vector, in order to tell whether the AUTO program is installed or not.
Works fine, again, as long as no one else steals the trap #13 vector
between the accessory and the AUTO program. The trouble is, a LOT of programs
and accessories (including MultiDesk) steal trap #13.
Result? A big mess.

A better method than the magic hockey puck is to issue an OS call with an
undefined function number, like BIOS #73, or AES #1200, and have your program

return a pre-defined value somehow, indicating that it's installed.
For example, this is the method that G+PLUS uses to let other programs
know that it's installed.
The program does a trap #2 call with $472B in register D1.

If G+PLUS is present, it returns from the call after setting D1 to the address
of its "backdoor" structure....so if D1 is unchanged after the trap, G+PLUS
isn't there.

Well, that's enough technical talk for one message.
Feel free to ask if you have any questions about the source code I
included above.

- Charles

Well I do hope that line noise did not corrupt this data, have only a
dumb upload option..

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2463. Re: How to intercept TOS vectores

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-25 16:06:36 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991May25.160636.3880@menudo.uh.edu>
Source record: 47997

In article <1991May24.175604.21137@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:
>uace0@menudo.uh.edu (Michael B. Vederman) writes:
>>No one is asking you to leave, but if you are going to make claims about
>>software that doesn't work (especially when the company that makes the
>>software is on the net AND when you have never complained OR registered
>>that company's software directly with the company), then you had better
>>substantiate your post!
>
>Now you wait a second, the software is shareware (or it might have been
>a demoversion). It is therefor my right to try the software first and if
>it don't work - then erase it from my harddisc, right?

You are correct about DC Formatter, it is shareware. And as such, you have
every right to do whatever you deem necessary with it (including, but not
excluding FILE 13 - the trash).

If you were paying attention, I wasn't referring to that, but rather
DC Desktop.

Your original post (to paraphrase) said somethin like: "Many programs suffer
this problem, several come to mind including DC Stuff..."

Such a broad sweeping statement deserves attention and immediate rebuttal.

>You can't expect that I pay for software I can't use, can you? If you can
>then I have some ideas to make big money!
>Whats more, you can't expect that anyone with TOS 1.4 or the least programming
>skill will pay money for a formatter!
>
>>You are once AGAIN making an unsubstatiated claim about our software!
>
>again, correct me if it is wrong, I tried a formatter of yours, I could not
>use it, now why should I try any other of your products?

Again, you can act as you like, at least over here, it is a free country and
I respect your right to do what you want. HOWEVER (and this is a big HOWEVER)
you do not have the right to hurt someone else (or attempt to damage someone's
or some company's reputation) in doing so.

Your unsupported claims caused my zealous reaction.

I have already conceeded DC Formatter's problem with opening a bad VDI handle,
but this will not affect you (usually) unless you have GDOS installed. Barring
the use of GDOS (or equivalent), you should have been able to use it.

>Ok, I did try another(dcdesktop), and it did not work (not everybody have
>an english desktop - and as you probaly can see english is not my main

>language, so there might have been a slight chance that that was the case,
>right?).

Again, I already conceeded that point, so what's the point you are making?
DC Desktop is highly ROM dependent. We have and are working with our
overseas distributors to insure that it will work with non-American TOSes.
Which it does for all ROM versions we have been able to get our hands on.

>
>>DC Desktop DOES work, and we have _many_ satisfied customers! DC Desktop,
>I think it depends on who you are!
>I would not be satisfied with software that took chances with undocumented
>variables/text/functions.

You only have our guarantee that if you want these features in the manner
we provide them (supplementing the existing OS, not replacing it) then
this is the only way to do it.

Our knowledge of the workings of GEM and TOS is quite extensive.

The only "chance" the software takes is that it will not work on a version
it does not recognize.

>And I hope for all the people that have bought your software that _you_
>stay with Atari for many TOSses.
>
>>however, is _highly_ ROM specific in order to wedge in and supplement the
>>OS functions.

Double Click Software has been in business since 1986, and we have every
intention to continue developing and supporting the Atari computers as
long as they are around.

All of our staff have been using Atari computers since the days of the
Atari 400, and programming for just as long on them.

>
>Yes that is the problem when you have spent to many hours with a disassembler
>in the area about 0xE0_0000. One can not resist the temptation - right?
>
>> If you have problems running our software.
>>1) Why not contact us directly, instead of spreading unsupportable claims?
>
>I did not contact you because when I needed a formatter (PC-comp.) I tryed
>out many diffrend ones (yours included), and If I should have mailed to all
>the people with formatters that did not work, I would probaly still be mailing
>today. And I did find a better alternative (FreeWare with source).
>

Again, confusion in what we are discussing. I was talking about your claims
about DC Desktop. As for DC Formatter, do as you like...

>As I said in my previous post, it was not my intension to flame anybody, but
>rather to give an example that people could relate to, and I thought that

>people knew your software - right...
>

Sure, what damage can happen by just making a broad statement about software
that doesn't work and tacking on the end "and DC program have problems too"
(to paraphrase).

If you didn't mean to flame anyone, then don't mention names!

It seems quite clear from your posts that you singled us out of the thousands
of problem programs. Why? I can't begin to guess why. Perhaps your knowledge
of programs which have the problem you originally described (a bad VDI handle)
was not as extensive as you would have us believe, therefore, without providing
any real evidence, you committed a fallacy in logic and decided to group all
of our programs together, simply because a _very_ old program (our first)
exhibited the problem (the fallacy is 'generalization').

>This is becomming annoying, I wanted to help newcommers writing better software
>and I end up arguing with a long time hacker.
>
>Klaus, micro@imada.ou.dk
>
>>- mike vederman

If you want to help out, then don't attempt to come off as a 'know-it-all'.

State precisely what you have knowledge about and leave it at that.

Had you originally just said "I know DC Formatter has this problem. Others
may exist, but I can't comment about them since I don't have first hand
experience with them."

We would not be wasting band-width attempting to straighten out a misleading
satement.

And now back to the originally scheduled discussion...

- mike vederman

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2464. Re: GEM Windows/Stay-resident program

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-25 16:27:24 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991May25.162724.4501@menudo.uh.edu>
Source record: 48001

Klaus Pederson writes:
NO YOU WOULD NOT!! WE DON'T NEED MORE BAD SOFTWARE!!!
There is not enough hacker in you - a real hacker would not spend hours,
trying to figure out what a bit in os-private-area is doing. A real hacker
would monitor wind_close,wind_new,wind_open. (and tell everybody that it
don't work from the desktop).

Sometimes to get a very desirable prgram running, you have to break the
rules. Sometimes to get the features people want, you have to do whatever
it takes to get it done.

Then you just add the following to your documentation:

"This program uses several undocumented memory locations. These locations
are not documented and are subject to change in TOS revisions. We will
continue to support this product and make any changes required due to TOS
revisons resulting in the changing of these undocumented locations. We will
also provide updates due to such circumstances for free or at a minimal
shipping cost."

This is verbatim from our DC Desktop manual. We also list what trap vectors
we monitor and modify/use.

Our recently posted DC Topper also has a strong warning about its use of
undocumented TOS/GEM structures (including window resources and tracking).
Many, many people have been asking for a program like DC Topper (which
tops the window under the mouse automatically) since I've had access to the
net. I'd say the 'bad programming' was worth it. It was the fourth best
download on GEnie for April/May and has been widely praised by many...

Caveat emptor - Let the buyer beware.

We are very deliberate in letting people know that we break the rules in
order to give them the feature(s) they demanded.

It is an individuals choice whether they wish to benefit from such a
program. Otherwise, somethings would never be done.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2465. Stealing vectors... IT's already documented!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-25 16:42:50 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991May25.164250.5204@menudo.uh.edu>
Source record: 48002

I suggest that if anyone wishes to do research on stealing vectors, then they should save themselves A LOT of wasted time and get the document "The eleven commandments for taking vectors" (Or some such title) by Charles Johnson. Many many hours have been spent researching this subject, and PROVEN techniques and guidelines are given in this document.

Follow the rules outlined in the guide and you will have hours of vector stealing enjoyment! :-)

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2466. Re: How to use the VDI from the Autofolder

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-25 17:44:30 UTC
From: hvaalde@cs.vu.nl
Message-ID: <10058@star.cs.vu.nl>
Source record: 48003

micro@imada.ou.dk (Klaus Pedersen) writes:

>When I tried to make the code that installed the Trap#2 handler I found
>that it was possible to use the vdi from the auto-folder, a thing that
>I thought was impossible! The trick is to open a physical screen work-
>station. Simple and clean...

I thought it was common knowledge already, but it seems it isn't
I use the following way to set up vdi from the autofolder in a way that
the program can be run from the desktop to (use the program for over a year
no and the methode works on ST/STE and TT)

```
appl_init();
if (_GemParmBLk.global[0] == 0) /* that is check AES version number */
/* I am an auto prog */
v_opnwk( etc )
else
/* AES already initialized */
v_opnvwk( etc );
```

writing this without the source code beside me and with TurboC in
mind but it should look something like this.

The trick is that appl_init will not run if started from the auto folder
and thus the version number of AES will not be filled assuming initialized
global array this ends up as zero. So non-zero version number means AES
available thus workstation opened thus I should open virtual one, zero means
no AES so it is save to open real workstation.
Ofcourse under no circumstances the program may end without closing the
workstation since it is not done automaticly, since there can be only one
real workstation AES will bomb if the auto program doesn't close his properly.

If anyone is interested in some more VDI tricks give me a mail.

Harold van Aalderen (hvaalde@cs.vu.nl)

2467. 520STfm -- Probs. w/MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-25 18:28:32 UTC
From: ad0834@leah.albany.edu
Message-ID: <1991May25.182832.14517@sarah.albany.edu>
Source record: 48004
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi -

Has anyone ever heard of an ST overheating and crashing or something when using the MIDI port? Here's my problem: I've had my 520STfm for about 2 years and only recently started using MIDI software. Two separate sequencers I have used crash occasionally for no aparent reason. The first software package I used was PD, so I thought it may have just been buggy. The software I'm using now (Mastertracks) seems to work fine, but if I leave the computer on running it for more than an hour or two, it crashes. After it crashes, I have to wait an hour or so before I can run the sequencer again. Other types of software seem to work fine (I leave UniTerm running almost constantly and it never crashes).

Any suggestions?

Confused,
Andy Dickinson

B.T.W. My synth is a Roland D-10, if that's a clue.

--
Internet : ad0834@leah.albany.edu Bitnet : AD0834@ALBNYVMS.BITNET
USMail : 161 Lark St., Albany NY 12210 - 1427 Ph : (518) 426 - 7907
* * Capital Dist. Draft and Milatary Counselors : [Info : (518) 434 - 4037]

2468. Re: Newer version of g++ ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-25 20:26:55 UTC
From: timm@fb14vax.cs.uni-sb.de
Message-ID: <11118@sbsvax.cs.uni-sb.de>
Source record: 48005

From article <91144.180805ZVD007@DMSWWU1C.BITNET>, by ZVD007@DMSWWU1C.BITNET (Ulrich Kuehn):
> Does anyone out there know if there is a newer version than 1.35.0 of gnu g++
> for the ST?
>
> Thanks in advance
>
> U.Kuehn

There is a port of g++ version 1.39 (and gcc 1.39 too) on ftp.thp.koeln.de, (134.95.64.1).

Jan Timm

2469. Re: Postscript from Calamus

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-26 08:09:10 UTC
From: kimmo@field.fi
Message-ID: <kimmo.675245350@field>
Source record: 48007

jan@cs.umu.se (Jan T}ngring) writes:

>There is a DTP-program called Calamus. It doesn't generate
>postscript code.

>Questions:
> What does it generate?
> Are there any public domain to-postscript-converters available?
> _____________ _________________
> / // /\email:jan@cs.umu.se
>/_____________//_________________/ /
>_________ _____ _____\/ mail:Jan Tangring
> /____/ \ \ / \ \ \ Mariehemsvagen 15E-409
> \ \/_\ \/ \ \ / S-902 36 UMEA
> _____________/ ____\/ Sweden

Calamus drives directly the printer, and it prints in graphics mode. So
I think it is impossible to use it with a postscipt printer. But if
you are looking for something with posttscript output, new PageStream might
be something. I have not even seen it, but I just read from it on
Atari ST User, so it is available in UK.

--
Kimmo Lahtinen E-Mail : kimmo@field.fi or
Finnish Meteorological Institute lahtinen@pouta.fmi.fi
Phone : +358 0 758 1322
Possesed by a Spirit G3 Fax : +358 0 758 1396

2470. Second HD mechanism

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-26 17:25:05 UTC
From: cscullio@ncratl.AtlantaGA.NCR.COM
Message-ID: <19111@ncratl.AtlantaGA.NCR.COM>
Source record: 48008

I've just added a second Seagate mechanism to my BMS 100 host adapter. The BMS software can format it and recognize it just fine, but I've been using Atari's HDX 3.01 to provide auto-booting (and formatting) of the original mechanism. HDX 3.01 doesn't want to recognize the second drive (partitions E: and F:). The BMS (Berkeley Microsystems) software does not provide an auto-boot feature, and I'd rather not go back to floppy-booting of the hard drive.

Any suggestions as to how I get HDX 3.01 to access the second mechanism?

--

Chris Scullion | NCR Corporation 2651 Satellite Blvd., Duluth, GA 30136 |
| (404)623-7352 | VoicePlus 751-7352 | cscullio@ncratl.AtlantaGA.NCR.COM |

2471. Re: 19-pin D-sub connector. (DMA)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-26 17:47:26 UTC
From: pmh@cutie.ka.sub.org
Message-ID: <6105664@cutie.ka.sub.org>
Source record: 48011
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3691@hexagon.se> alkman@hexagon.se (Stefan Alkman) writes:

> Hello.
Re-Hello :-)

> I locking for 19-pin D-sub connectors (Female to solder on PCB and male
> to put on som cables (with caps)) I can't find it some there. If you
> now there i can bye it please tell me! I am also locking for cheep 4 MB
> simms.

This 19-pin-connector, Atari used is indeed difficult to get. When
I moved my Mega-ST 'motherboard' into a tower-case using a
ready-to-assemble kit, I found, that 25-pin-connectors can be used
instead: just tear off 6 of the pins. The shielding on the 24-pin-
connectors fits easily over the distance-bolt (right term ? english
is not my first language :-)) that's on either side of the connector
soldered to the motherboard.

Hope, that helped you.

Greetings, PMH
--
||| Patrick M. Hausen | phone : +49 721 699234 (voice and carrier)
||| Gerwigstr. 11 | e-mail: pmh@cutie.ka.sub.org (UUCP)
/ | \ D-7500 Karlsruhe 1, Germany | uk9u@dkauni2 (BITNET)
"Two men say, they're Jesus - one of 'em must be wrong ..." - (Dire Straits)

2472. Re: How to use the VDI from the Autofolder

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-26 18:05:55 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <3489@quepasa.cs.tu-berlin.de>
Source record: 48009

In article <1991May24.184249.21414@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:
>Hi,
>that it was possible to use the vdi from the auto-folder, a thing that
>I thought was impossible! The trick is to open a physical screen work-
>station. Simple and clean...
>
This trick is 'not new', it is used by some boot selector programms (X_BOOT
and in some PD boot selectors...), you find example programs in the manual
of NVDI or even in some (german) ST magazines.

Sincerly, Karsten

2473. Re: How to use the VDI from the Autofolder

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-26 19:09:45 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <3491@quepasa.cs.tu-berlin.de>
Source record: 48010

In article <1991May25.152208.2925@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

>This came from a File that I found some time back on Genie, it could
>be of help to otheres, with the Trap #2 problems.
>
> btst #5,(sp) ; Super or user mode?
> beq.s t13_ex ; If user mode, let's forget the whole thing
> cmp.l #$050101,6(sp) ; Setexec call for critical error vector?

The code does not use the XBRA method, which _is_ standard...

> first_time:
> tst.l 10(sp) ; Reading the vector?
> bmi.s t13_ex ; Yes, let the system take care of it
> cmp.l #$FC0000,10(sp) ; Is this address below the ROMs?
> blo.s t13_ex ; Yes, bail out

And it does not work with RAM-TOS versions, or even with the new STE or TT machines... (Please use the os_start entry in the _sysbase structure pointed to by the system variable $4f2.)

> A better method than the magic hockey puck is to issue an OS call with an
>undefined function number, like BIOS #73, or AES #1200, and have your program
>return a pre-defined value somehow, indicating that it's installed.

This method is not good. The 'unused' function call might be used in a future TOS version.
You simply have to install a Cookie interface for the TSR. The value of the cookie points to an internal TSR structure, so that a DA, CPX or PRG can configure the TSR.

Sincerly, Karsten (ki@opal.cs.tu-berlin.de)

2474. Re: How to use the VDI from the Autofolder

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-27 00:12:08 UTC
From: micro@imada.ou.dk
Message-ID: <1991May27.001208.27105@imada.ou.dk>
Source record: 48022

Hi,
Roger send this code, but please don't use it, because:
o assumes that the ROM starts at $FC0000 (WRONG - might be $E00000 or
something else.)
o Don't use the XBRA protocol...
o Don't use the longframe system var...

Also it say that the Trap2 vector gets taken all the time, I have not
experinced that (but I am using tos1.4).
The code in the followup to Claus Brod question don't have these problems,
please try to put the program from the post in the auto-folder, and let me
know of problems.
And if you use the XBRA protocol you can unlink youself from any vector
chain (if all programs follow the protocol - and most do).
If you use the XBRA protocol you can see if you have been installed.
Please this is no flame, but a WARNING, don't use this code.

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

>uniquely difficult because the operating system keeps replacing its own
>address in the vector! TOS seems to reset $88 (trap #2) every time
>you runa .TOS or .TTP program, or show a file from the desktop.
> (And maybe at other times too...)

I have never seen that problem, ones you have it installed, it stays there
just as Allan have tried to say here!!! (Overscan runs - don't it?)
The only problem is when to take the trap2 vector from the AUTO folder.

...
> * Trap #13 wedge routine

WHAT NO XBRA HEADER, PLEASE REMEMBER!!!

> my_t13:
> btst #5,(sp) ; Super or user mode?
> beq.s t13_ex ; If user mode, let's forget the whole thing
> cmp.l #$050101,6(sp) ; Setexec call for critical error vector?

Say that it is not obvious, it is the same thing my program checks for!!
That is real funny.
This subroutine Don't use XBRA, Don't check 'longframe' don't run in user
mode... Please ()

...
> first_time:
> tst.l 10(sp) ; Reading the vector?
> bmi.s t13_ex ; Yes, let the system take care of it

> cmp.l #$FC0000,10(sp) ; Is this address below the ROMs?

AUCH, WHAT IS THIS ^^^^^^, DON'T USE ANY THING LIKE THIS...
THERE IS NO NEW ATARI COMPUTERS THAT RUNS THIS !!!!

>Anyway, one really important point to remember when you
>steal _any_ of the ST's trap vectors -- once you steal it,
>NEVER reset it to what it was when you grabbed it.
> To disable yourself, use a flag and jump past your code, or some other
>method...if you actually replace the vector itself, you'll be cutting
>out any other programs that have installed themselves in the chain.

This is not true, If you use the XBRA protocol you can unlink yourself (or
any other :-) at any time!!!!

Sorry for disturbing you,

Klaus, micro@imada.ou.dk

2475. How to add a hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-27 01:21:52 UTC
From: draper@buster.cps.msu.edu
Message-ID: <1991May27.012152.6558@msuinfo.cl.msu.edu>
Source record: 48034

Hi,

I've got an NEC 20 meg hard disk that I'd like to hook up to my Atari
520 ST.

Does anyone know of an interface that I can build or buy for it?

Thanks

Patrick Draper "College is supposed to prepare you for the future,
cps.msu.edu but all my future's behind me."
draper@cps.msu.edu -- My GrandPa, age 85, Fall 1990 graduate
of Western Michigan University

2476. Re: Second HD mechanism

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-27 01:36:38 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991May27.013638.2661@actrix.gen.nz>
Source record: 48013

In article <19111@ncratl.AtlantaGA.NCR.COM> cscullio@ncratl.AtlantaGA.NCR.COM (Chris Scullion) writes:
> I've just added a second Seagate mechanism to my BMS 100 host adapter. The
> BMS software can format it and recognize it just fine, but I've been using
> Atari's HDX 3.01 to provide auto-booting (and formatting) of the original
> mechanism. HDX 3.01 doesn't want to recognize the second drive (partitions E:
> and F:). The BMS (Berkeley Microsystems) software does not provide an
> auto-boot feature, and I'd rather not go back to floppy-booting of the hard
> drive.
>
> Any suggestions as to how I get HDX 3.01 to access the second mechanism?
> --
> Chris Scullion | NCR Corporation 2651 Satellite Blvd., Duluth, GA 30136 |
> | (404)623-7352 | VoicePlus 751-7352 | cscullio@ncratl.AtlantaGA.NCR.COM |

The HDX 3.01 does not support a second drive (lun 1), you would be
better in changing to a ICD host adapter and ICD software.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2477. TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-27 03:08:54 UTC
From: clive@aldetec.oz.au
Message-ID: <355@aldetec.oz.au>
Source record: 48012

When I was in the UK last year, I was given a copy of TOS 1.4 on disk
as a 'developers version'. Are there many versions of TOS 1.4 and
if I were to blow this TOS image into a couple of eproms, could I
plug them into my TOS 1.2 ST?, Also, for 2 ROM sets, what size
are the eproms?

Thankx in anticipation!
..Clive

_____. _--_|\ .______
Clive Salvidge | / \ | Internet : clive@aldetec.oz.au
Aldetec Pty Ltd | *-->_.--._/ | ACSnet : clive@aldetec.oz
Western Australia | v | Voice : +61-9-4451888

_____< Due to a lack of imagination, this space is blank ! >_____

2478. Re: How to use the VDI from the Autofolder

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-27 10:49:03 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <1991May27.104903.10283@cs.ucla.edu>
Source record: 48014

Karsten, I'm not attacking you. You're quite correct in the things you say,
but in defense of Mr. Johnson, I'm the "Steve" he was replying to on GEnie,
and that was _years_ ago. Since then, he has written the "11 Commandments
of Trap Stealing" (or something like that) which addresses your concerns.

In article <3491@quepasa.cs.tu-berlin.de> ki@opal.cs.tu-berlin.de (Karsten Isakovic)
writes:
>
>In article <1991May25.152208.2925@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz
>(Roger Sheppard) writes:
>>This came from a File that I found some time back on Genie, it could
>>be of help to otheres, with the Trap #2 problems.
...
>The code does not use the XBRA method, which _is_ standard...

XBRA didn't exist yet when this snippet was captured.

>And it does not work with RAM-TOS versions, or even with the new STE or
>TT machines... (Please use the os_start entry in the _sysbase structure
>pointed to by the system variable $4f2.)

Quite correct.

>This method is not good. The 'unused' function call might be used in a
>future TOS version.
>You simply have to install a Cookie interface for the TSR. The value of
>the cookie points to an internal TSR structure, so that a DA, CPX or PRG
>can configure the TSR.

Again, the cookie jar didn't exist back then, and installing a cookie
isn't really that simple. Unfortunately, any program that wished to install
a cookie must be prepared to creat a cookie jar if one does not yet exist.
This wouldn't be a problem in itself, but if it _does_ install a cookie jar,
it has to install a reset routine to clear the cookie jar location on a
reset. Any program installing a cookie must also be prepared to install
a new jar if the current one is full. In that case, the program must copy
all the cookies to the new jar, install its own cookie, and install a
routine at the reset vector. Fun, huh?

By the way, I imagine that you know this, but some of our gentle readers
may not have played with cookies yet...

>Sincerly, Karsten (ki@opal.cs.tu-berlin.de)

--Steve

--
Steve Whitney - UCLA CS Grad Student ())_-_())
Soon to be working at Silicon Graphics | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2479. Re: How to use the VDI from the Autofolder

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-27 11:01:17 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May27.110117.1285@informatik.uni-erlangen.de>
Source record: 48015

entropy@gnu.ai.mit.edu (maximum entropy) writes:

>Pardon me if I'm wrong, but everything I've ever read about the ST's
>GEM (specifically the Abacus volume) has said "V_OPNWK AND V_CLSWK ARE
>NOT IMPLEMENTED IN ATARI ST GEM" (OK, maybe they didn't use all caps
>:-) Isn't this a really bad idea, especially when you've just flamed
>someone for using undocumented variables in another posting?

Don't rely too much on the Abacus GEM book. It is legal to open a
physical workstation in a AUTO folder program.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2480. Re: Second HD mechanism

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-27 11:07:21 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May27.110721.1685@informatik.uni-erlangen.de>
Source record: 48016

cscullio@ncratl.AtlantaGA.NCR.COM (Chris Scullion) writes:

>Any suggestions as to how I get HDX 3.01 to access the second mechanism?

The only way is to patch the driver. To be exact: You have to add some
code, so the patch won't be that easy... there are other drivers that
will recognize the second drive (reportedly the ICD driver and CBHD).

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus Brod@wue.maus.de

2481. Re: TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-27 12:29:52 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991May27.122952.8805@actrix.gen.nz>
Source record: 48018

```
In article <355@aldetec.oz.au> clive@aldetec.oz.au (Clive Salvidge) writes:
> When I was in the UK last year, I was given a copy of TOS 1.4 on disk
> as a 'developers version'. Are there many versions of TOS 1.4 and
> if I were to blow this TOS image into a couple of eproms, could I
> plug them into my TOS 1.2 ST?, Also, for 2 ROM sets, what size
> are the eproms?
>
> Thankx in anticipation!
> ..Clive
>
> ___________________. _--_|\ .______________________________
> Clive Salvidge | / \ | Internet : clive@aldetec.oz.au
> Aldetec Pty Ltd | *-->\_.--._/ | ACSnet : clive@aldetec.oz
> Western Australia | v | Voice : +61-9-4451888
> _________< Due to a lack of imagination, this space is blank ! >__________

Well the disk version can't be used in a Rom Copy, and from what I
have heard, very buggy.

Note: the Rom version is position dependent code.

2 chip set, is 1 meg Proms, not Eproms, I don't think you can get 28
pin 1 meg Eproms
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...
```

2482. Re: How to use the VDI from the Autofolder

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-27 12:41:12 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991May27.124112.8953@actrix.gen.nz>
Source record: 48019

In article <1991May27.104903.10283@cs.ucla.edu> stephen@oahu.cs.ucla.edu (Steve Whitney) writes:
> Karsten, I'm not attacking you. You're quite correct in the things you say,
> but in defense of Mr. Johnson, I'm the "Steve" he was replying to on GEnie,
> and that was _years_ ago. Since then, he has written the "11 Commandments
> of Trap Stealing" (or something like that) which addresses your concerns.
>
> >(Roger Sheppard) writes:
> >>This came from a File that I found some time back on Genie, it could
> >>be of help to otheres, with the Trap #2 problems.
>
> >Sincerly, Karsten (ki@opal.cs.tu-berlin.de)
>
> --Steve
> --
> Steve Whitney - UCLA CS Grad Student (())_-_(())
> Soon to be working at Silicon Graphics | (* *) |
> Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
> GEnie: S.WHITNEY `-----'

Well I was not trying to start a war, but the Dates of that file where in the Header part of it, I thought this would have been commonsense to most people, that it could be a bit dated.

But maybe some one can post the 11 Commandments to the net.

--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2483. HD-Desaster

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-27 12:46:44 UTC
From: tnzoerne@faui09.informatik.uni-erlangen.de
Message-ID: <tnzoerne.675348404@faui09>
Source record: 48017

In a moment of intellectual absence I connencted my HD
in completely wrong way to the power supply, so that
logic came up on 12V DC and the motor power had only
5V DC.
The effect was none for the moment, that means, nothing
happend, and no sound was to hear.
The problem is, that the HD is now not to convince to do
anything at all, even the motor stands still (Up to now
I connected all correctly)

Does anybody know something about that ?

I've got a SEAGATE 277-N1.
On the main circuit I couldnt find a fuse or somthing like
that, so I guess I have to get a completely new main circuit ?

Someone with technical competence might give me a hint.

little TOM

Thorsten Zoerner, Neuweiherstr.36, 8523 BD
tnzoerne@faui09.informatik.uni-erlangen.de

2484. FATs and Formatted Floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-27 14:17:46 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91May27161746@orion.laas.fr>
Source record: 48020

I have tried a number of different formatters, both public and
shareware. I would very much like to know *why* most of these
formatters add 5 sector FATs? There are so few that propose 3 sector
FATs!

As I understand it, GEMDOS accepts FATs with both 12-bit and 16-bit
entries. In all the floppies that I've seen, I have only seen FATs
with 12-bit entries. Here are my calculations:

```
# FAT | 12-bit || 16-bit
sectors |clusters|sectors| bytes ||cluster|sectors| bytes
1 341 682 349,184 256 512 262,144
2 682 1364 698,368 512 1024 524,288
3 1023 2046 1,047,552 768 1536 786,432
4 1364 2728 1,396,736 1024 2048 1,048,576
5 1705 3410 1,745,920 1280 2560 1,310,720
6 2046 4096 2,095,104 1536 3072 1,572,864
```

So, other than for 1.4 Mb floppy drives, wouldn't 3 sector FATs
suffice for floppies even with 84 tracks? For single-sided floppies,
I suppose that one could use 1 or 2 sector FATs.

Is the real reason hidden somewhere in the Developer documentation?
If STs would generate 3 sector FATs, then we would not have all those
FAT viruses.

Just curious,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

2485. Re: FATs and Formatted Floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-27 19:47:40 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May27.194740.1503@informatik.uni-erlangen.de>
Source record: 48021

ralph@laas.fr (Ralph P. Sobek) writes:

>I have tried a number of different formatters, both public and
>shareware. I would very much like to know *why* most of these
>formatters add 5 sector FATs? There are so few that propose 3 sector
>FATs!

You are right, 3 FAT sectors are sufficient. All the formatters
I've written generate small FATs and give you additional space
on every disk. To my knowledge, there's no special reason why the Desktop
uses a 5-sector-FAT.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2486. Re: Stealing vectors... IT's already documented!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-27 21:00:56 UTC
From: ant@mks.com
Message-ID: <1991May27.210056.14706@mks.com>
Source record: 48023

So could some kind soul repost the "11 Commandment to stealing
vectors" or mail me a copy.

--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Fate favors fools, small children, and ships named Enterprise" - Riker

2487. Re: HD-Desaster

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-27 22:12:15 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5746@wucc.waseda.ac.jp>
Source record: 48024

If you had used the right connector, you could not have fed 12 volts to
5 volts. Well, I have done this many times in the past, but managed
everytime by sheer luck.
(1) feeding 5 V to 12 V does no hard, so forget this.
(2) feeding 12V to 5V circuit creates eternal damage to components.

Transistors, resistors and capacitors usually survive (unless they have the
specification of '8V' or something that means below 12 V). The IC's go
erratic at 5.5 V and most of them got killed at 7 V. So all you can do is
to have a LOGIC PULSER ready and test all the default signals of IC's on
the board that have been fed with 12 V. The logic pulser is a convenient
tool costing US$30 or less that tells you the logic level of IC pins by
simply touching them. Ah, you will need a TTL handbook.
If most of the affected chips are custom made chips, you cannot usually cope
because they cannot be replaced easily.

I wish you a good luck.
Tsuji

2488. Re: FATs and Formatted Floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-27 22:38:10 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5747@wucc.waseda.ac.jp>
Source record: 48025

The standard number of sectors for FATs is 3 for each FAT on a 9-sectored 2DD floppy and the media descriptor byte is 'ff9'.
Incidentally, TOS formats the media as recommended by the 1770/1772 manual, not following the IBM nor ISO standard though this cannot result any inconvenience these days. ATARI's format is good in a way because as the controller can read the data immediately after the start of the track, the preamble can be very short, enabling the trailing GAP4 very long, allowing greater deviation in rotational speed.
Tsuji

2489. Re: Using Mac fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 01:00:04 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991May28.010004.2754@jato.jpl.nasa.gov>
Source record: 48028
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I set about converting PD Mac fonts using NeoCept Fontz!, I had access to a nearby Mac as well (my roommate's, at the time.) I used a Mac app called Font Librarian to split up Font sets into individual files, and then MacArc to collect them into a single .ARC file. Then I just used Ymodem to transfer to the ST. (Stupid Mac doesn't have a free Zmodem that I'm aware of. Of course, this was also a couple years ago...) Unarchive the files on the ST, load into Fontz!. There's nothing particularly difficult, it is just very very tedious/time-consuming. You need to spend a great deal of time touching up the scaled bitmaps for your particular output device. The Mac fonts are generally for screen and imagewriter, which are both 72x72dpi output devices. The ST screen is 80 or 90dpi depending on how your monochrome monitor is adjusted... Fresh out of the box an SM124 gives you 90dpi (and that 1 inch black border...). If you're not too fussy, and more than a little bit lazy, like me, you can use the screen fonts directly without scaling them, just setting the proper amount of spacing.

Scaling for your printer is a big hassle, one that I only did for a select few fonts. Best advice is to take the largest available screen font, then scale that to the largest desired printer font. When that is done, it'll be less work scaling down to the smaller printer font sizes.

My biggest gripe with working with the printer was that I had no real control over the actual resolution. (Using a KXP-1091i, and the FX driver.) I really wanted to write my own GDOS printer driver for the KXP, but never took the time to do it. I guess this is now a moot point since FSMGDOS is coming out...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

2490. Re: FATs and Formatted Floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 02:42:55 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991May28.024255.7700@actrix.gen.nz>
Source record: 48031

In article <RALPH.91May27161746@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
> I have tried a number of different formatters, both public and
> shareware. I would very much like to know *why* most of these
> formatters add 5 sector FATs? There are so few that propose 3 sector
> FATs!
>
> As I understand it, GEMDOS accepts FATs with both 12-bit and 16-bit
> entries. In all the floppies that I've seen, I have only seen FATs
> with 12-bit entries. Here are my calculations:
>
> Is the real reason hidden somewhere in the Developer documentation?
> If STs would generate 3 sector FATs, then we would not have all those
> FAT viruses.
> --
> Ralph P. Sobek Disclaimer: The above ruminations are my own.
> ralph@laas.fr Addresses are ordered by importance.
> ralph@laas.uucp, or ...!uunet!laas!ralph
> If all else fails, try: sobek@eclair.Berkeley.EDU
> ==

I did read some where that the Atari 5 sector FAT, was a Bug, should be
3 sectors, and this was going to be fixed in TOS 1.4.

But because of compatibility problems it had to be left in.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2491. Re: How to use the VDI from the Autofolder

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 02:49:59 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991May28.024959.7891@actrix.gen.nz>
Source record: 48032

In article <1991May27.001208.27105@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:
> Hi,
> Roger send this code, but please don't use it, because:
^^^^^ I only posted this information.
Please read the Header that was in the Posting Please !.

>
> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
^^^^^^^^^^^^^^^^^^^^ ^^^^^^
Please read again, I did NOT write the article, Please read the
Header, I only posted it. !
>
> Sorry for disturbing you,
>
> Klaus, micro@imada.ou.dk

Please Klaus go back and read what was posted.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...

2492. TOS 1.4 - The return

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 02:57:42 UTC
From: clive@aldetec.oz.au
Message-ID: <356@aldetec.oz.au>
Source record: 48029

I am looking for a source of TOS 1.4 roms and can only find the 6-rom set locally. I would prefer the 2-ROM set as it would be nice to swap back to version 1.2 from time to time if there is some incompatibility with a much loved program (1 have a 2-ROM set of version 1.2).

So, where in the US could i get a copy of 2-rom TOS 1.4, maybe a place that is on internet, a place that I could quote a VISA or MASTERCARD number to, a place that doesn't mind posting the goodies to the antipidies?

Thanks in anticipation...
...Clive

_____. _--_|\ .____
Clive Salvidge | / \ | Internet : clive@aldetec.oz.au
Aldetec Pty Ltd | *-->_.--._/ | ACSnet : clive@aldetec.oz
Western Australia | v | Voice : +61-9-4451888

_____< Due to a lack of imagination, this space is blank ! >_____

2493. Atari 520STE Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 03:55:56 UTC
From: richard@ariel.ucs.unimelb.edu.au
Message-ID: <715@ariel.ucs.unimelb.edu.au>
Source record: 48033

Hello Atari fans...

I was asked to have a look at a friend's atari 520-STE which had died,
it had a severe power supply fault which involved the main
fuse blowing in a rather impressive manner. I am assuming at this stage
that the transformer is at fault (a resistance test seems to confirm this).
However the problem is that the transformer is a rather strange looking
beast which may well be impossible to source here in oz. I rang the
Australian parts distributer who claim that they can only supply the
power supply as a whole and they want AUS$170 for it. Now I reckon that this
is a bit steep as I can pick up a whole machine second hand for about
AUS $400.

What I was wondering was if it would be possible to source the transformer
overseas, or perhaps the whole power supply at a reasonable price. At this
stage I am open to suggestions. If anyone in Oz has any ideas
that would be even better.

Thanks in advance...

--
Richard Begg (richard@asis.unimelb.edu.au)
Programmer ASIS/ITS - University of Melbourne (AUSTRALIA)

PS: E-Mail preferred as I don't usually read this group.

2494. Re: Force Desktop Res Change?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 06:18:41 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91147.123422ONM07@DMSWWU1A.BITNET>
Source record: 48037

In article <1991May23.163442.12276@imada.ou.dk>, micro@imada.ou.dk (Klaus Pedersen) says:
>Things would be much more easy if there was an exec_aes ;-) or a bit-vector
>where one could tell which part of the OS that had been init.'ed.
>(AND a bit-vector called >in_TOS< so that one could use Tos semi-reenterent)

There is an exec_aes. It's called exec_os!

>The program Form_Pop makes the dialogs pop-up under the pointer, real usefull
>for Julians R.'s BigScreen...

The new `BigScreen 2' (a commercial product) installs a cookie which
contains information about the visible part of the screen. Application
and library writers can use this to `really' center their dialogues.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

2495. Re: How to use the VDI from the Autofolder

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 06:18:44 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91147.124612ONM07@DMSWWU1A.BITNET>
Source record: 48035

In article <1991May25.152208.2925@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz
(Roger Sheppard) says:
[stuff deleted]
> A better method than the magic hockey puck is to issue an OS call with an
>undefined function number, like BIOS #73, or AES #1200, and have your program
>return a pre-defined value somehow, indicating that it's installed.
> For example, this is the method that G+PLUS uses to let other programs
>know that it's installed.
> The program does a trap #2 call with $472B in register D1.

Don't do things like that. This is the reason for the introfuction of the
cookie jar.

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____ correct me if I'm wrong _____

2496. Re: How to use the VDI from the Autofolder

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 06:18:47 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91147.125357ONM07@DMSWWU1A.BITNET>
Source record: 48036

In article <ENTROPY.91May25060914@pogo.gnu.ai.mit.edu>, entropy@gnu.ai.mit.edu
(maximum entropy) says:
>
>Pardon me if I'm wrong, but everything I've ever read about the ST's
>GEM (specifically the Abacus volume) has said "V_OPNWK AND V_CLSWK ARE
>NOT IMPLEMENTED IN ATARI ST GEM" (OK, maybe they didn't use all caps
>:-) Isn't this a really bad idea, especially when you've just flamed
>someone for using undocumented variables in another posting?
>
This simply is not true. v_opnwk and v_clswk work absolutely ok, as
long as you only access the screen workstation. For printers and
other devices, you need GDOS - as documented in the official
docs and all good books.

>Or does GEM use these these functions itself upon starting up?
>
Sure. How could iot work otherwise?
---------- cut here ----------
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
---------- correct me if I'm wrong ----------

2497. Re: Stealing vectors... IT's already documented!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 06:55:43 UTC
From: ZVD007@DMSWWU1C.BITNET
Message-ID: <91147.143710ZVD007@DMSWWU1C.BITNET>
Source record: 48038

In article <1991May25.164250.5204@menudo.uh.edu>, uace0@menudo.uh.edu (ATARI Computer Enthusiasts) says:
>
>I suggest that if anyone wishes to do research on stealing vectors, then
>they should save themselves A LOT of wasted time and get the document
>"The eleven commandments for taking vectors" (Or some such title) by
>Charles Johnson. Many many hours have been spent researching this subject,
>and PROVEN techniques and guidelines are given in this document.

There is the XBRA-method for stealing vectors; it should ALLWAYS be used because it allows to detect all programs in the chain, so one can find viruses and others of that kind. In my opinion, the only cause not to use it is given in a prophylactic; so, if a program does nothing in that way, it should use XBRA.

U.Kuehn

2498. Re: How to add a hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 07:39:01 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5749@wucc.waseda.ac.jp>
Source record: 48039

In article <1991May27.012152.6558@msuinfo.cl.msu.edu>, draper@buster.cps.msu.edu (Patrick J Draper) writes:
> Hi,
>
> I've got an NEC 20 meg hard disk that I'd like to hook up to my Atari
> 520 ST.
>
> Does anyone know of an interface that I can build or buy for it?
>
> Thanks
>

Easiest way is to buy a SCSI-adaptor board from ICD,Inc and an ADAPTEC 4000 board (SCSI to ST506).

But I should think there must be some adaptors that handle ST506 drives directly or connects ATARI-ST's DMA socket to a standard SASI (50 pins) drive. Does anyone know a vendor of these adaptors?

As the price of a 20 MB drive is almost nil (US$20) and 40 MB SASI drives are quickly disapppearing (US$400), the cost of buying an ADAPTEC SCSI board appears to be too expensive.
Yes, a DIY project for SASI is rather easy, but I would think buying another ADAPTEC board second hand will save the trouble.

Tsuji
ytsuji@cfi.waseda.ac.jp

2499. Re: How to add a hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 11:42:46 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May28.114246.22657@informatik.uni-erlangen.de>
Source record: 48026

draper@buster.cps.msu.edu (Patrick J Draper) writes:

>I've got an NEC 20 meg hard disk that I'd like to hook up to my Atari
>520 ST.

ST506 interface? SCSI? ESDI?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2500. Re: Force Desktop Res Change?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 11:47:03 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May28.114703.22941@informatik.uni-erlangen.de>
Source record: 48027

ONM07@DMSWWU1A.BITNET (Julian F. Reschke) writes:

>There is an exec_aes. It's called exec_os!

Don't forget to mention that Allan Pratt recommended not to use exec_os
because it is due to change sometime in the future. I wouldn't
have started this discussion if I could legally use exec_os.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2501. Re: TOS 1.4 - The return

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 12:29:19 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991May28.122919.18605@actrix.gen.nz>
Source record: 48040

```
In article <356@aldetec.oz.au> clive@aldetec.oz.au (Clive Salvidge) writes:
> I am looking for a source of TOS 1.4 roms and can only find the 6-rom set
> locally. I would prefer the 2-ROM set as it would be nice to swap back
> to version 1.2 from time to time if there is some incompatibility with
> a much loved program (1 have a 2-ROM set of version 1.2).
>
> So, where in the US could i get a copy of 2-rom TOS 1.4, maybe a place
> that is on internet, a place that I could quote a VISA or MASTERCARD
> number to, a place that doesn't mind posting the goodies to the
> antipidies?
>
> Thanks in anticipation...
> ...Clive
>
> __________________. _--_|\ .______________________________
> Clive Salvidge | / \ | Internet : clive@aldetec.oz.au
> Aldetec Pty Ltd | *-->\_.--._/ | ACSnet : clive@aldetec.oz
> Western Australia | v | Voice : +61-9-4451888
> _________< Due to a lack of imagination, this space is blank ! >__________

Well the 2 chip set Roms are being sold in the UK.
Check out ST-Format and ST-User Magazines for details.

You will have some small problems with the USA Roms, a few keys will
get remaped, the USA Key board is not the same, plus you will get USA
date format and 60hz as standard.
--
Roger W. Sheppard 85 Donovan Rd, Kapiti New Zealand...
```

2502. Re: How to add a hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 14:01:52 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91May28160152@orion.laas.fr>
Source record: 47941

In article <1991May28.114246.22657@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
| ST506 interface? SCSI? ESDI?

This got me thinking. Is it possible to connect a SMD hard disk such
as a Fujitsu double eagle (300 Mb, approx.) to an Atari ST? The
reason I ask is that I have access to a used one. By the way it has a
controller that converts SMD to UNIBUS.

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

2503. HELP NEEDED: Memory Upgrades for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 14:27:38 UTC
From: defrain@ei.ecn.purdue.edu
Message-ID: <1991May28.142738.14487@noose.ecn.purdue.edu>
Source record: 47942

Does anyone know the procedure for a piggy-back upgrade of a 512K
520 ST to have 1MB? I cannot see from the schematic how to properely
connect the addressing to the 256K DRAMs. Do other ICs need to be added?

If someone has experience here and/or knows the fine detail of the procedure
could you send a brief description of the various connections and necessary
modifications.

the balance of future computing history weighs heavy in your hands,

Paul

....
Paul D. DeFrain : "Physical concepts are free creations of :
Purdue University, : the human mind, and are not, however it :
Dept. of Electrical Engineering : may seem, uniquely determined by the ex- :
defrain@ecn.purdue.edu : ternal world." --- A. Einstien :
(317)49-43556 (am), 497-9903 : .... :

2504. Re: Disabling FAT/Directory cache

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 19:04:36 UTC
From: apratt@atari.UUCP
Message-ID: <2951@atari.UUCP>
Source record: 47945

danny@fiction.ms.sub.org (DanielRoedding) writes:

>7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>> Is there a nice way to tell TOS (version 1.4 and higher) *not* to
>> cache a drive? I want to share a drive over a network; clients
>> will see the drive as read-only, but I'd like the server to be able to
>> write to the drive.

>Since you have to write a little device driver, you also have to take care
>of the media change state. If you return 2 all the time at Mediach() calls,
>TOS should not keep old information it it's caches.

If you return 2 on every call, then you could never do anything: 2 means HAS CHANGED, and all open handles on the drive are closed. Subsequent accesses with those handles would return EIHNDL (invalid handle).

Even if you return 1 and find that GEMDOS always re-reads the sectors, this will be REALLY SLOW, because TOS uses Mediach() to validate its cache buffers, and it happens A LOT in some cases. Example: for each Fsfirst/Fsnext call in a directory search, you'll get at least one Mediach() call. If you actually had to read the sector over the net for each call, it would be unbelievably slow.

I don't know a way to cache a drive from outside. You're better off using MetaDOS to catch the calls at the filesystem level rather than the BIOS level. If a call is destined for a remote filesystem you make it a remote procedure call at the top level, not the record level.

Eric, aren't you running MiNT? You already have the capability: just mount it like you do a Minix filesystem and make remote procedure calls at that level. You could even do local caching and make remote calls like, "Are my cached buffers still valid?" to reduce your net traffic.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2505. Re: TT VME Bus, and extending it

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 19:10:08 UTC
From: apratt@atari.UUCP
Message-ID: <2952@atari.UUCP>
Source record: 47946

pegram@kira.UUCP (Robert B. Pegram) writes:
>[T]he TT's VME bus is only D(ata)16(bits), A(ddress)24 (one vme
>connector), which is fine for a Mega STE, but you need D32, A32 to
>really handle an 030. I'm also not completely clear whether VME
>supports Bus mastering properly ...

The VME in a TT and a Mega STe is indeed A24/D16. In addition, it is slave-only: the VME board can't be a bus master. It is not unreasonable to suppose that a future machine from Atari might have full-sized VME with A32/D32 and full bus mastership.

I have seen at least one product where you put the TT in a card-cage and get larger-sized VME connections (6U; the TT only has 3U) but the bus is still the same. The only difference is the physical size and shape of the VME cards you can plug in. There is lots available in A24/D16, especially if you aren't limited to 3U (as the TT and Mega STe are), but as I said, the VME card(s) can't be bus master(s) in the current machines.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2506. Re: How to add a hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 19:50:18 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May28.195018.19916@informatik.uni-erlangen.de>
Source record: 47943

ralph@laas.fr (Ralph P. Sobek) writes:

>This got me thinking. Is it possible to connect a SMD hard disk such
>as a Fujitsu double eagle (300 Mb, approx.) to an Atari ST? The
>reason I ask is that I have access to a used one. By the way it has a
>controller that converts SMD to UNIBUS.

There are lots of hostadapters that convert SCSI to ACSI. If you want
to connect a drive to your ST, you'll better look for a way to convert
ESDI/ST506/SMD/whatever to SCSI. I know of ESDI/SCSI and ST506/SCSI
controllers, but I haven't heard anything about SMD.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2507. detecting GDOS and using vst_load_fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-28 19:51:58 UTC
From: steve@thelake.mn.org
Message-ID: <A1987909308@thelake.mn.org>
Source record: 47944

I'm having trouble figuring out how to use an alternate font
to draw text in a GEM window. I presume I need to check for
the existence of GDOS before calling vst_load_fonts, but
how?

I'm also getting three bombs when calling vst_load_fonts, with
AMCLITE installed and ASSIGN.SYS set up properly (or at least well
enough that GEMINI doesn't complain).

I'd like to install Gemini 9 pt inside an application program.
Do I need to search for "Gemini 9 pt" in the data returned by
vqt_name() or do I search for the filename "BAGE09.FNT"?

Code fragment follows:

```
open_vwork()
{
int i;
char tmpln[80];
handle = graf_handle( &char_w, &char_h, &box_w, &box_h);
for( i=0; i<10; work_in[i++] = 1 );
work_in[10] = 2;
v_opnvwk( work_in, &handle, work_out);
fonts_loaded = work_out[10];
sprintf(tmpln,"[1][There are %d|fonts available][OK]",fonts_loaded);
form_alert(1,tmpln);
/* note: it tells me I have one font available */
fonts_loaded = vst_load_fonts(handle,2);
/* BOOM! Three big ones and we go no further */
sprintf(tmpln,"[1][After vst_load_fonts,|there are %d|fonts available][OK]",fonts_loaded);
form_alert(1,tmpln);
if (fonts_loaded > 1)
set_font();
}

set_font()
{
/* Wouldn't it be nice if there were a font selector like the
file selector? (Volunteers?) */
int i,fontindex;
char fontname[32];
char *p = "BAGE09.FNT"; /* or should it be "Gemini 9"? */
if (form_alert(2,"[1][Load BAGE09.FNT?][Yes|No]") == 2)
return;
for (i=0;i<fonts_loaded;i++)
{
```

```
/* find the font */
fontindex = vqt_name(handle,i,fontname);
if(strnicmp(p,fontname,strlen(p))== 0)
{
/* select the font */
vst_font(handle,fontindex);
/* set the point size */
vst_point(handle,9,&char_w, &char_h, &box_w, &box_h);
return;
}
}
}
```

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

2508. Re: How to add a hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-29 06:04:07 UTC
From: draper@cpsin3.cps.msu.edu
Message-ID: <1991May29.060407.20066@msuinfo.cl.msu.edu>
Source record: 47947

```
In article <1991May28.114246.22657@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>draper@buster.cps.msu.edu (Patrick J Draper) writes:
>
>>I've got an NEC 20 meg hard disk that I'd like to hook up to my Atari
>>520 ST.
>
>ST506 interface? SCSI? ESDI?
>
>-----------------------------------------------------------------------
>Claus Brod, Am Felsenkeller 2, Things. Take. Time.
>D-8772 Marktheidenfeld, Germany (Piet Hein)
>csbrod@medusa.informatik.uni-erlangen.de
>Claus_Brod@wue.maus.de
>-----------------------------------------------------------------------

My NEC is an ST506 interface design. But while we're on the subject,
isn't it easier to hook a SCSI or ESDI drive to an ST?

-------------------------------------------------------------------------
Patrick Draper disclaimer --- "I can't control my fingers,
cps.msu.edu I can't control my toes."
draper@cps.msu.edu --Ramones
-------------------------------------------------------------------------
```

2509. GCC's MATH.H include...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-29 06:06:40 UTC
From: cse0507@desire.wright.edu
Message-ID: <1991May29.010640.3734@desire.wright.edu>
Source record: 47970

Is anybody else having trouble with MATH.H in the GCC files? I _cannot_
get the silly thing to be included, and it's in the same directory as the
rest of my includes! The specific errors from gcc are basically it doesn't
know what sqrt, log, etc. are. Is there an ifdef or something in there
I am missing, that I can tweak to get the math.h defines working? help
help.
Bob The Schulze

P.S. I have code for a "longpi.c" that calculates pi to an arbitrary (<freemem)
number of places. Email me if you want it.
B.S.

2510. Re: How to add a hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-29 08:13:50 UTC
From: robin@castle.ed.ac.uk
Message-ID: <10624@castle.ed.ac.uk>
Source record: 47952

```
>As the price of a 20 MB drive is almost nil (US$20) and 40 MB SASI
^^^^^^ That seems far too
cheap!!!! Why can't things in the UK be as cheap as this?
```

2511. Re: FATs and Formatted Floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-29 11:18:34 UTC
From: johnj@knor.prl.philips.nl
Message-ID: <2833@prles2.prl.philips.nl>
Source record: 47951

Note that these two sectors are 'very' nice to hide software.
And as there are two FATS, this gives you 4 sectors.

Nice for a virus-)

--
John Janssen Check the email address in the header, as this
J.v.Deventerstr.1 may have been filled in wrong by the system.
Venlo Holland
+31 77 513177 Reply to: johnj@idms.prl.philips.nl

2512. Re: How to add a hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-29 12:31:50 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991May29.123150.21388@informatik.uni-erlangen.de>
Source record: 47948

draper@cpsin3.cps.msu.edu (Patrick J Draper) writes:

>My NEC is an ST506 interface design. But while we're on the subject,
>isn't it easier to hook a SCSI or ESDI drive to an ST?

The Adaptec 4000A will probably be the best solution for this. This is
a ST506/SCSI controller which is also used in the original SH205.
Therefore, most software will be compatible with it.

You will also need some SCSI/ACSI hostadapter - any brand will do.
If you hook up a SCSI drive to your ST, you'll only need this
hostadapter and no separate controller, so you're right to suppose
this is much easier. It is not easier to connect an ESDI drive to
your ST - you will then need a ESDI/SCSI controller to convert
ESDI to SCSI.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2513. Re: How to add a hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-29 14:14:54 UTC
From: mbaker@ucs.adelaide.edu.au
Message-ID: <3443@sirius.ucs.adelaide.edu.au>
Source record: 47949

> The Adaptec 4000A will probably be the best solution for this. This is
> a ST506/SCSI controller which is also used in the original SH205.
> Therefore, most software will be compatible with it.

It may be possible for you to obtain from atari (Fear and loathing!)
(as a 'spare part') a Megafile 30 controller board. Presuming yours isn't
DOA (as my first two were) it is a direct ACSI-RLL adapter. Now, lots
of people will jump on me and say 'but the NEC is only MFM' - this is
true - however I have had a very good run with NEC harddisks, in
particular with my 3142, which has been running RLL for about a year
on a daily basis with no problems whatsoever. The 20MB unit may do the same.
Find someone who will let you dissect their Megafile and try it :)

Good Luck!

Matthew

2514. Atari HD hostadapters/drivers.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-29 14:28:12 UTC
From: mbaker@ucs.adelaide.edu.au
Message-ID: <3444@sirius.ucs.adelaide.edu.au>
Source record: 47950
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings all!

I'm looking for some information on the available host adapters for the ST, and also driver s/w.

Currently I am running a Megafile 30 adapter board and an NEC D3142 drive. Someone I know is looking for an RLL controller to talk to an RLL CDC wren, and I want to sell my controller to this person.

This places me in a difficult position: I need to find a new controller.

My current unit took me 3 months and untold hassles with certain Oz atari techs, and I don't really want to try this again.

An well, I have my eyes on another 3142, with which I hope to add a minix filesystem to my machine.

Thus, I am seeking a hostadapter which will run RLL : the only possibilites seem to me to be:

ICD + Adaptec 4000A.

Supra. (is this ACSI <-> RLL or ACSI <-> SCSI???)

Berkley Microsystems. (again, to what?? RLL? SCSI?)

Are there other hostadapters available??
Are they any good??
Costs??

Please, being hereunder in Oz, can I have some addresses for the _manufacturer_ or a dealer that will export here?

With regards to driver s/w, I understand that the Atari HDI will not support more than one drive per LUN. - how about the Supra/ICD/Berkley drivers?

How about Claus' driver (CBHD) - cost, language, etc...

Many thanks all.

Matthew.

2515. Re: Stealing vectors... IT's already documented!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-29 19:00:47 UTC
From: cmedley@wam.umd.edu
Message-ID: <1991May29.190047.15959@wam.umd.edu>
Source record: 47953

I have been unable to find out the exact specs on the "Cookie Jar" method for vector stealing. I was wondering if anyone could give me a description... is this just the XBRA protocol?

2516. Re: How to add a hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-29 20:49:55 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5756@wucc.waseda.ac.jp>
Source record: 47957

In article <10624@castle.ed.ac.uk>, robin@castle.ed.ac.uk (R C Smith) writes:
> >As the price of a 20 MB drive is almost nil (US$20) and 40 MB SASI
> ^^^^^^ That seems far too
> cheap!!!! Why can't things in the UK be as cheap as this?

$20 if it is MFM and ST506. The lowest end of hard disks here in Japan (
and maybe in US) is 40 MB SCSI, which costs US$400.00 with cables, power
supply and casing etc. 40 MB ST506 disks still cost $100 because some people
like myself already own ADAPTEC SCSI-ST506 cards and can simply use them
as the second drive. But as ADAPTEC cards cost $150 here and so do the
power supply and the casings, old and slow and small-capacity and funny
disks cannot be sold to resellers but to junk shops where people will buy
the casings and the power supply but not the bare drives.
I use those cheap disks as a backup meadia by using as the second drive in
my MEGAFILE30 (Gee, the first drive is now 66 MB thanks to RLL and 23 ms).
I think this will happen in UK very soon or never happen at all, simply
by-passing the era of a 70-ms-MFM-ST506-20MB disks being very popular.

2517. Re: Is there a joiner for uuencoded file parts?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-29 20:55:43 UTC
From: jdp@engr.uark.edu
Message-ID: <jdp.675550543@engr>
Source record: 47956
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sources.wanted

acook@athena.mit.edu (Andrew R Cook) writes:

>I have some code that I wrote that will get rid of all the crap in catted
>together uuencoded files. Usually I just pipe the output to uudecode, but you
>can indirect it to a file if you like. It seems to work fine, I haven't had any
>problems. If you want it, email me, and I'll send it out (source).
>
>Andy Coook
>acook@athena.mit.edu

If this one isn't sufficient let me know and I'll send you mine.

Combine file0? --> one output file that's decoded.

Dalton Porter
jdp@engr.uark.edu

2518. detecting GDOS and using vst_load_fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-29 21:09:58 UTC
From: steve@thelake.mn.org
Message-ID: <A1899828925@thelake.mn.org>
Source record: 47955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

(This is a repost ... because of a configuration error, the original may
not have achieved the distribution I had intended.)

I'm having trouble figuring out how to use an alternate font
to draw text in a GEM window. I presume I need to check for
the existence of GDOS before calling vst_load_fonts, but
how?

I'm also getting three bombs when calling vst_load_fonts, with
AMCLITE installed and ASSIGN.SYS set up properly (or at least well
enough that GEMINI doesn't complain).

I'd like to install Gemini 9 pt inside an application program.
Do I need to search for "Gemini 9 pt" in the data returned by
vqt_name() or do I search for the filename "BAGE09.FNT"?

Code fragment follows:

```
open_vwork()
{
int i;
char tmpln[80];
handle = graf_handle( &char_w, &char_h, &box_w, &box_h);
for( i=0; i<10; work_in[i++] = 1 );
work_in[10] = 2;
v_opnvwk( work_in, &handle, work_out);
fonts_loaded = work_out[10];
sprintf(tmpln,"[1][There are %d|fonts available][OK]",fonts_loaded);
form_alert(1,tmpln);
/* note: it tells me I have one font available */
fonts_loaded = vst_load_fonts(handle,2);
/* BOOM! Three big ones and we go no further */
sprintf(tmpln,"[1][After vst_load_fonts,|there are %d|fonts available][OK]",fonts_loaded);
form_alert(1,tmpln);
if (fonts_loaded > 1)
set_font();
}

set_font()
{
/* Wouldn't it be nice if there were a font selector like the
file selector? (Volunteers?) */
int i,fontindex;
```

```
char fontname[32];
char *p = "BAGE09.FNT"; /* or should it be "Gemini 9"? */
if (form_alert(2,"[1][Load BAGE09.FNT?][Yes|No]") == 2)
return;
for (i=0;i<fonts_loaded;i++)
{
/* find the font */
fontindex = vqt_name(handle,i,fontname);
if(strnicmp(p,fontname,strlen(p))== 0)
{
/* select the font */
vst_font(handle,fontindex);
/* set the point size */
vst_point(handle,9,&char_w, &char_h, &box_w, &box_h);
return;
}
}
}
```

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

2519. Re: Stealing vectors... IT's already documented!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-29 23:42:38 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991May29.234238.24892@menudo.uh.edu>
Source record: 47959

In article <1991May29.190047.15959@wam.umd.edu> cmedley@wam.umd.edu (Charles Henry Medley) writes:
>
>I have been unable to find out the exact specs on the "Cookie Jar" method for
>vector stealing. I was wondering if anyone could give me a description... is
>this just the XBRA protocol?

Sorry, Flip! The 'Cookie Jar' is not XBRA, or even remotely similar.

And, unfortunately, you can not get the information concerning the cooking jar unless you are a developer (go tier 1 support and you'll get it).

See you at WAACE! :-)

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2520. Mega ST for sale!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-30 00:03:20 UTC
From: cwc@aethelbehrt.cs.odu.edu
Message-ID: <1991May30.000320.20524@cs.odu.edu>
Source record: 47954
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

```
For immediate sale:

Atari Mega 2 ST with TOS version 1.04 and a Tweety Board installed. Only $600!

--I'll ship it for free to anywhere in the continental US via UPS--

==============================================================================
Chris Carpinello (cwc@xanth.cs.odu.edu) /// Peace, Love, and NO CENSORSHIP
"Of all possible worlds, we only got one, we got to ride on it"__Grateful Dead
```

2521. Re: Trap #2 - Any documentation???

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-30 06:49:22 UTC
From: Rod.Fulk@therip.FidoNet.Org
Message-ID: <675582946.8@therip.FidoNet>
Source record: 47971

Hmm, you should contact atari and get reregistered. It would cost you something around $75 for the updated docs.. I am not sure what the current pricing is however.

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

2522. How to add 512K to a 520ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-30 08:46:29 UTC
From: kees@duttnph.tudelft.nl
Message-ID: <kees.675593189@galaxy>
Source record: 47961

Hello,

I am a proud owner of an old 520ST with only
512KB of memory in it. Can someone tell me how to add
512KB of memory more with 16 41256 chips ?

Thanks,

Kees van Walraven
e-mail: kees@duttnph.tudelft.nl
fax: 31-15-626740

2523. Atari graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-30 08:52:03 UTC
From: cshera@uta.fi
Message-ID: <2824@kielo.uta.fi>
Source record: 47891

Hello !

I recently read some books of Atari ST internals by Abacus
and found some odd things I hope someone can explain to me.

1) set color representation, opcode 14 trap #2
Intensity of red, green and blue can have values from 0 to 1000.
What is done to this information ? I know it somehow ends up to
video shifter registers where intensity can range from 0 to 7.

2) open workstation, opcode 1 trap #2
intin(0) Device identification, given on loading Device Driver
contrl(6) Device identifier
What these two parametres should be ? I suppose this is a GDOS
function to load a device driver from GIOS. It is said that it won't
work because of missing device drivers. Can I make one and put it
into GIOS (how) ?

3) previous function returns among other things screen resolution and
number of colours available. How these two things are handled in Atari ?
How electronic beam inside tv or monitor knows that this time it
is supposed to plot 640 times per line insted of 320 it did last month
or to draw twice as many lines per screen as it did last time ?

With my stumbling english I think I learned that colours are produced
by MMU and SHIFTER together. In most odd way I think. Is it usual
among computers to have they video-RAM fullfilled with colour indexes
instead of their RGB-values ? If so, what's wrong with latter case ?
It wouldn't need any video shifter registers to limit colours to 16.

Any help aprpriapro... eh, valuated high.
Thank you in advance, curiosity is killing me.

Heikki Rasim{ki
cshera@uta.fi

2524. Re: Stealing vectors... IT's already documented!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-30 11:52:57 UTC
From: nico@cs.ruu.nl
Message-ID: <1991May30.115257.19816@cs.ruu.nl>
Source record: 47962

In <1991May29.234238.24892@menudo.uh.edu> uace0@menudo.uh.edu (Michael B. Vederman) writes:
>Sorry, Flip! The 'Cookie Jar' is not XBRA, or even remotely similar.
>And, unfortunately, you can not get the information concerning the cooking
>jar unless you are a developer (go tier 1 support and you'll get it).

If this is so, why should I use the cooking jar? I guess there are many people like me, who ocasionally write a program which needs to steal a vector. If Atari refuses to make the specification of the cooking jar PD, it is better to use the XBRA standard, which is well documented and PD.
I don't understand why Atari releases the "how to steal a vector" specification only to registered developers. Is this to ``protect'' commercial developers against PD software? I think this is bad policy, because it makes people write badly behaving programs.
I really need to write a vector stealing program myself, since there are no programs supporting my SilentWriter LC-800, and I am not going to hire a registered developer to write a printer driver for it.
When I first wrote a program which needed to steal a vector, I first disassembled a few PD programs, to see how they did it. Then I just imitated this. Now I have got the XBRA specification, with an example using it in Turbo C, and my vector-stealing programs behave correctly with respect to XBRA.
--
Nico Verwer | nico@cs.ruu.nl
Dept. of Computer Science, University of Utrecht | phone: +31 30 533921
p.o. box 80.089, 3508 TB Utrecht, The Netherlands | fax: +31 30 513791

2525. Re: Disabling FAT/Directory cache

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-30 12:05:27 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991May30.070527.9317@uwovax.uwo.ca>
Source record: 47960

In article <2951@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> danny@fiction.ms.sub.org (DanielRoedding) writes:
>>7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>>> Is there a nice way to tell TOS (version 1.4 and higher) *not* to
>>> cache a drive? I want to share a drive over a network; clients
>>> will see the drive as read-only, but I'd like the server to be able to
>>> write to the drive.
>
>>Since you have to write a little device driver, you also have to take care
>>of the media change state. If you return 2 all the time at Mediach() calls,
>>TOS should not keep old information it it's caches.
>
> If you return 2 on every call, then you could never do anything: 2 means
> HAS CHANGED, and all open handles on the drive are closed. Subsequent
> accesses with those handles would return EIHNDL (invalid handle).
>

Yeah, that's what I was afraid of.

> Eric, aren't you running MiNT? You already have the capability: just mount
> it like you do a Minix filesystem and make remote procedure calls at that
> level. You could even do local caching and make remote calls like, "Are
> my cached buffers still valid?" to reduce your net traffic.
>

The file server is running MiNT, but I didn't want to require the client to
be -- I was just going to write a little TSR that hooks into Rwabs to
do the networking. Oh well, looks like I'll have to break down and add
networking to MiNT after all :-).

Thanks to both of you for your answers.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

2526. Re: Stealing vectors... IT's already documented!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-30 13:17:02 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991May30.131702.26440@menudo.uh.edu>
Source record: 47963

In article <1991May30.115257.19816@cs.ruu.nl> nico@cs.ruu.nl (Nico Verwer) writes:
>If this is so, why should I use the cooking jar? I guess there are many
>people like me, who ocasionally write a program which needs to steal a
>vector. If Atari refuses to make the specification of the cooking jar
>PD, it is better to use the XBRA standard, which is well documented and
>PD.

Ooops... It's supposed to be the "COOKIE JAR" not cooking... :-)

The cookie jar is an attempt to allow resident programs to leave a memory
resident 'cookie' uniquely identifying that application for any other
application which is aware of it, in one common location. Then, a longword
following the unique ID can point to some application specific routine/
structure/whatever, or the longword can mean something itself.

The 'cookies' are stored in a table which you can add/delete or change.

>I don't understand why Atari releases the "how to steal a vector"
>specification only to registered developers. Is this to ``protect''

You misunderstood me, so let me make myself clearer:

ATARI DID NOT RELEASE THE 11 COMMANDMENTS FOR TAKING VECTORS!

Charles F. Johnson (CodeHead and Little Green Footballs Software) did!
As far as I know, Atari has never sanctioned that methods described, altho
the methods described are widely accepted and practiced. I would GUESS that
since Atari is aware of these practices, they will attempt to keep them
working as long as possible in all future TOS/GEM revisions (IMHO).

>--
>Nico Verwer | nico@cs.ruu.nl
>Dept. of Computer Science, University of Utrecht | phone: +31 30 533921
>p.o. box 80.089, 3508 TB Utrecht, The Netherlands | fax: +31 30 513791

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2527. Sleeping GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-30 13:48:47 UTC
From: hofmann@cbnewse.att.com
Message-ID: <1991May30.134847.949@cbnewse.att.com>
Source record: 47964
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have written a GEM application that launches a long running
application, writting text output to one window and graphs to
other windows. This works fine, except that - after running awhile -
the computer halts. It stays halted until the mouse is moved.
The mouse pointer is converted to a bee while the application is
running and back to a pointer when it re-enters the event_multi loop.
When the program locks up, the mouse pointer is still a bee. I am
running this on a Mega ST2, TOS 1.4, Viking Moniterm monitor.
Is this a known problem? Are there workarounds?

Any insight into this problem would be appreciated!

Jim Hofmann
AT&T Bell Laboratories
hofmann@ihlpf.att.com

2528. Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 03:17:36 UTC
From: whitten@kuhub.cc.ukans.edu
Message-ID: <1991May30.221736.31169@kuhub.cc.ukans.edu>
Source record: 47966
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I've had a megafile 30 for about a year, and the only complaint
I've had is the loud fan. Is it really needed, or will the
drive run cool enough without it? Are there any ways to quiet the
fan, maybe replacing it with a quieter one?

THanks,
Chris

==
WHITTEN@KUHUB.CC.UKANS.EDU Chris Whittenburg, Univ. of Kansas
WHITTEN@UKANVAX.bitnet Electrical Engineering
==

2529. lharc

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 04:59:12 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <6652@vela.acs.oakland.edu>
Source record: 47965

I just pulled a couple of versions of lharc off of the archive at umich, but I have been having a hard time getting it to work on all files. I keep either running into CRC errors, or I just get "no file" when I try to extract an archive that I have downloaded. I have run into this with files that have been created on the systems here at OU as well as from abroad.

What is the best version of lharc, and where can I find it? And what may be causing these things to have such a hard time?

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

2530. Re: lharc

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 06:25:28 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <134309@unix.cis.pitt.edu>
Source record: 47967

In article <6652@vela.acs.oakland.edu> swood@vela.acs.oakland.edu (EVENSONG) writes:
>I just pulled a couple of versions of lharc off of the archive at umich,
>but I have been having a hard time getting it to work on all files. I
>keep either running into CRC errors, or I just get "no file" when I try
>to extract an archive that I have downloaded. I have run into this
>with files that have been created on the systems here at OU as well as
>from abroad.
>
>What is the best version of lharc, and where can I find it? And what may
>be causing these things to have such a hard time?
>
>swood

That's happening because there is an unfortunate "double-standard"
(forgive the pun) with LHARC - i.e. two standards exist. My best advice
is for you to get LHARC060 (Jon Webb & Bart Van Herk) and
LZH11319 (Haruyashu Yoshizaki) - if one doesn't work I can about 99%
guarantee you the other one will (I've run into the same problem
before). You can find both files at atari.archive.umich.edu in
the /atari/archivers directory. And I'd recommend getting ARCSHL25 as
well - it lets you set up a Main and Secondary choices for the LZH (as
well as ARC) programs - that way you could switch between them rather
easily.

Maybe one of these guys will come up with a version that handles
BOTH standards (A "dual" standard program)...

Robert Anisko
rjast1@cis.unix.pitt.edu

2531. Re: Stealing vectors... IT's already documented!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 08:15:42 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3108@odin.cs.hw.ac.uk>
Source record: 47980

In article <1991May30.115257.19816@cs.ruu.nl> nico@cs.ruu.nl (Nico Verwer) writes:
>... If Atari refuses to make the specification of the cooking jar
>PD, it is better to use the XBRA standard, which is well documented and
>PD.

Atari UK have said that it is OK for developers to talk about the contents of 'release notes'. The definition for the Cookie Jar protocol is in the STE TOS Release Notes so I guess we can talk away ...

>Nico Verwer | nico@cs.ruu.nl
>Dept. of Computer Science, University of Utrecht | phone: +31 30 533921
>p.o. box 80.089, 3508 TB Utrecht, The Netherlands | fax: +31 30 513791

```
+-----------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+-----------------------------------------------------------------------------+
```

2532. Re: Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 08:24:57 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5764@wucc.waseda.ac.jp>
Source record: 47968
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1991May30.221736.31169@kuhub.cc.ukans.edu>, whitten@kuhub.cc.ukans.edu writes:
>
> I've had a megafile 30 for about a year, and the only complaint
> I've had is the loud fan. Is it really needed, or will the
> drive run cool enough without it? Are there any ways to quiet the
> fan, maybe replacing it with a quieter one?

At first I thought the same and replaced a better fan, which made no
difference (human feel the noise is reduced to half when it is reduced to
one tenth). I then added a couple of diodes along the 12 V line to the fan
to reduce the voltage and turn the fan slower. This didn't make a difference
either. I then bought another 5.25" disk second hand (66 MB at US$150) which
is reputed to be the least noisy. The noise has been reduced to half, but
it was still roaring!
I then bought a 3.5" disk of the same specification at the same price. The
noise has been reduced quite substantially now. But I must say it is still
noisier than ordinary 104 MB SCSI drives.

The megafile30's original drive was a seagate thing and got heated very
easily. People sometimes sticks a very think fan on the drive mechanism
directly,but the casing of megafile30 does not allow this.

A warining: a 3.5" drive cannot be replaced on the 5.25" mounting.

Tsuji

2533. Re: Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 08:28:20 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5765@wucc.waseda.ac.jp>
Source record: 47969
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

P.S.
The drive to be replaced must be RLL or 'as good as RLL certified'.

2534. Re: HELP NEEDED: Memory Upgrades for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 11:07:57 UTC
From: ele9110@cdc835.cdc.polimi.it
Message-ID: <1991May31.110757.16669@cdc835.cdc.polimi.it>
Source record: 47973

defrain@ei.ecn.purdue.edu writes:

>Does anyone know the procedure for a piggy-back upgrade of a 512K
>520 ST to have 1MB? I cannot see from the schematic how to properely
>connect the addressing to the 256K DRAMs. Do other ICs need to be added?

>If someone has experience here and/or knows the fine detail of the procedure
>could you send a brief description of the various connections and necessary
>modifications.

There is a file, named "1megupgr.arc", which contains the infos requested.
I found it on sol.cs.ruu.nl (131.211.80.5), directory /ATARI-ST/doc .
Be kind to this ftp site, as they ask at connection time.

Bye,

Massimo Oluzzi
ele9110@cdc835.cdc.polimi.it

2535. Re: How to add 512K to a 520ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 11:13:08 UTC
From: ele9110@cdc835.cdc.polimi.it
Message-ID: <1991May31.111308.17321@cdc835.cdc.polimi.it>
Source record: 47974

kees@duttnph.tudelft.nl (Kees v. Walraven) writes:

>Hello,

> I am a proud owner of an old 520ST with only
>512KB of memory in it. Can someone tell me how to add
>512KB of memory more with 16 41256 chips ?

There is a file named "1megupgr.arc" containing all infos requested.
I found it on sol.cs.ruu.nl (131.211.80.5), directory ATARI-ST/doc .

Bye,

Massimo Oluzzi
ele9110@cdc835.cdc.polimi.it

2536. Re: Stealing vectors... IT's already documented!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 12:20:27 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991May31.122027.26217@actrix.gen.nz>
Source record: 47975

In article <1991May29.190047.15959@wam.umd.edu> cmedley@wam.umd.edu (Charles Henry Medley) writes:
>
> I have been unable to find out the exact specs on the "Cookie Jar" method for
> vector stealing. I was wondering if anyone could give me a description... is
> this just the XBRA protocol?

Why not buy the the Level 2 Developers Pack, about $125 US from what I here
this is worth every cent, at least this is one thing that Atari has
now done right, Thanks Atari..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

2537. Re: Trap #2 - Any documentation???

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 13:29:27 UTC
From: ant@mks.com
Message-ID: <1991May31.132927.6530@mks.com>
Source record: 47979

I am registered developer and I haven't heard squat about any updates
since TOS 1.4 and SALAD. Hell, I had to ask for the TOS 1.4 notes from
Atari Canada which turned out to be photo copies of reduced photo copies
which are so blurred that I have trouble reading them with a magnifying
glass.

I would love to know if there has been a full documentation update
since TOS 1.4 that also includes information on TRAP #2 and all the
other extras that have been been coming down the net from time to time.

Allan or Ken, do either of you have any comment on the current state
of the developer package? I feel alone up here in the north country
and Atari Canada is only one hour east of Waterloo yet they never
seem to have mail-outs or current information when I phone.

- ant

--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Fate favors fools, small children, and ships named Enterprise" - Riker

2538. Re: Stealing vectors... IT's already documented!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 13:58:57 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91151.112831ONM07@DMSWWU1A.BITNET>
Source record: 47976

In article <1991May29.234238.24892@menudo.uh.edu>, uace0@menudo.uh.edu (Michael
B. Vederman) says:
>
>Sorry, Flip! The 'Cookie Jar' is not XBRA, or even remotely similar.
>
>And, unfortunately, you can not get the information concerning the cooking
>jar unless you are a developer (go tier 1 support and you'll get it).

Huh? The cookie jar is documented in the STE TOS Release Notes, and as far
as I know, it is _allowed_ to publish informations found in recent release
notes (as opposed to documentation about future operating system features).

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

2539. Re: detecting GDOS and using vst_load_fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 14:06:47 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91151.112145ONM07@DMSWWU1A.BITNET>
Source record: 47977

```
In article <A1987909308@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington)
says:
>
>I'm having trouble figuring out how to use an alternate font
>to draw text in a GEM window. I presume I need to check for
>the existence of GDOS before calling vst_load_fonts, but
>how? [...]
>
>
>open_vwork()
> {
> int i;
> char tmpln[80];
> handle = graf_handle( &char_w, &char_h, &box_w, &box_h);
> for( i=0; i<10; work_in[i++] = 1 );
> work_in[10] = 2;
> v_opnvwk( work_in, &handle, work_out);
> fonts_loaded = work_out[10];
> sprintf(tmpln,"[1][There are %d|fonts available][OK]",fonts_loaded);
> form_alert(1,tmpln);
>/* note: it tells me I have one font available */
> fonts_loaded = vst_load_fonts(handle,2);
>/* BOOM! Three big ones and we go no further */

(1) make it: fonts_loaded += vst_load_fonts (handle, ...); You get the
number of _additional_ fonts.
(2) call vq_gdos() first
(3) No, I really don't know what the problem could be.

> sprintf(tmpln,"[1][After vst_load_fonts,|there are %d|fonts
>available][OK]",fonts_loaded);
> form_alert(1,tmpln);
> if (fonts_loaded > 1)
> set_font();
> }
>
>set_font()
> {
>/* Wouldn't it be nice if there were a font selector like the
> file selector? (Volunteers?) */
> int i,fontindex;
> char fontname[32];
> char *p = "BAGE09.FNT"; /* or should it be "Gemini 9"? */
```

No, it should be 'Gemini'! The font comes in several point sizes, but the
font id is always the same.

```
> if (form_alert(2,"[1][Load BAGE09.FNT?][Yes|No]") == 2)
> return;
> for (i=0;i<fonts_loaded;i++)
> {
> /* find the font */
> fontindex = vqt_name(handle,i,fontname);
> if(strnicmp(p,fontname,strlen(p))== 0)
> {
> /* select the font */
> vst_font(handle,fontindex);
> /* set the point size */
> vst_point(handle,9,&char_w, &char_h, &box_w, &box_h);
> return;
> }
> }
> }
>
> ----
> Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org
```

_____ cut here _____

Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)

_____ correct me if I'm wrong _____

2540. Re: Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 14:27:04 UTC
From: gerloff@opal.cs.tu-berlin.de
Message-ID: <670@mailgzrz.tu-berlin.de>
Source record: 47978
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1991May30.221736.31169@kuhub.cc.ukans.edu>, whitten@kuhub.cc.ukans.edu writes:
|>
|> I've had a megafile 30 for about a year, and the only complaint
|> I've had is the loud fan. Is it really needed, or will the
|> drive run cool enough without it? Are there any ways to quiet the
|> fan, maybe replacing it with a quieter one?
|>

Hello Chris!
I think you need the fan, because those Seagate drives in the MEGAFILE 30
can get hot. Here in Germany are kit's aviable to make the fan not so loud.
First of all you can remove the lattice behind the fan. I heard of some
people that solder a resistor in the power connection of the fan.
I have a little kit, that turns the fan only on, if it is to hot in the
drive. You need nothing to solder for that one.

Greetings, Olaf
--

****
* Olaf Gerloff * Internet: GERLOFF@tubvm.cs.tu-berlin.de *
* Technical University Berlin (FRG)* or gerloff@opal.cs.tu-berlin.de *
* Department of Computer Science * BITNET : GERLOFF@DB0TUI11 *
* Computerbased Informationsystems * Usenet : ...!mcsun!unido!opal!gerloff *
****

* Impossible things will be executed immediately, *
* miracles take a little longer! *
****

2541. Developer's Packs (was Re: Stealing vectors...)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 15:11:34 UTC
From: chu@acsu.buffalo.edu
Message-ID: <78442@eerie.acsu.Buffalo.EDU>
Source record: 47972

In article <1991May31.122027.26217@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>Why not buy the the Level 2 Developers Pack, about $125 US from what I here
>this is worth every cent, at least this is one thing that Atari has
>now done right, Thanks Atari..

Can someone please mail me some details about how to get developers documentation and exactly what you got from Atari?

I assume the non-disclosure agreement is still here. However, (more important to me at the moment) do you still have to have developed (or be in the process of developing) a commerical product to be an "official developer" and continue to do so to keep that status?

(I wrote to them about a year or two ago. Unfortunately, I have since lost the address. I assume things have changed...)

john
chu@acsu.buffalo.edu

2542. GnuPlot + Ghostscript

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 15:54:05 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91May31165405@ghiggins.hpl.hp.com>
Source record: 47982

I know I *shouldn't* have been surprised, but it was a pleasant one.

The gnuplot in a.a's newitems produces postscript output which is compatible
with ghostscript. My DeskJet produces some nice plots. Hats off to you.

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.

2543. Korn Shell problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 15:55:32 UTC
From: la_carle@sol.brispoly.ac.uk
Message-ID: <LA_CARLE.91May31155532@sol.brispoly.ac.uk>
Source record: 47981

Hello World (to coin a phrase)

I'm using MiNT 0.8, with the Korn Shell (0.4) from a.a.u.e. I've just come across what seems to be quite an obscure but disastrous bug in the file match. What I had was a directory which (for reasons I would rather not try to explain) got a file called ./compress.ttp in it (yup ./ and all). Its on a Minix FS partition. When I tried to do ESC ESC to file match a filename in that directory, the shell (or MiNT?) did what I can only assume is a memory fill (because the screen was covered in an odd pattern after a few secs). Oh it also took out MiNT and crashed the machine.

Has anyone else seen this and is there a fix (apart from not repeating the exercise).

...Les...
"Recovering from a partition trash"

--
+---------------------------+---+
Les Carleton	la_carle@uk.ac.brispoly.cv (JANET)
MCI#4 Bristol Polytechnic	"My Life - My Opinions - ALL MINE!!!"
Brissle, England	"You're Tuned to Metropolis ... 109.1FM"
la_carle@uk.ac.brispoly.cv	"UNIX troubleshooter"
+---------------------------+---+

2544. Xscheme 22 uploaded to atari.archive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 16:00:00 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91May31170000@ghiggins.hpl.hp.com>
Source record: 47983

D.Betz' Xscheme22 (currently lurking in ~ftp/atari/newitems)

Recently compiled under GCC 1.39.
Save/restore works.
Rand only uses ints at the moment, watch out.
System("<command>") works.
Scheme source code files (*.s) need to be in cwd.

Uploaded in compressed tar format (.taz).

Happy hacking.

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.

2545. Supramodem2400 & Binkley

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 19:04:41 UTC
From: bchs1k@menudo.uh.edu
Message-ID: <1991May31.190441.14520@menudo.uh.edu>
Source record: 47984

I am attempting to run BinkleyTerm on a Supramodem 2400.
For the modem init: field, I am using AT &D3 &S0=0|
However, the modem refuses to dial out with this code.
Any ideas/help appreciated.

Ed Chen

--

... there's a little yellow idol, to the north of Kathmandu ...
--- John Lennon

2546. Re: lharc

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 19:05:27 UTC
From: hunt@jjmhome.UUCP
Message-ID: <10353@jjmhome.UUCP>
Source record: 47985

I find that the newer versions of lharc don't seem to be compatable with the unix lharc... the version I use is very slow, its like v1.1 or something like that (i think it says its based on v1.13c or something) anyways, try an old one it will probablly work for you (and be horribly slow, but thats another story)
Tad

2547. FSM-GDOS...When? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-05-31 19:11:05 UTC
From: longj@lonex.radc.af.mil
Message-ID: <1991May31.191105.13736@lonex.radc.af.mil>
Source record: 47916
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been trying to get GDOS drivers for my HP Deskjet for "ever"
it seems, and now have given up the search (No, I haven't ordered one from
Migraph, please read rest of note) to await the arrival of FSM-GDOS.

Questions:
1) When will it be relesed ?

2) Who will handle distribution (Atari Directly, or through dealers, mail
order, ...)?

3) What will it cost, and will it include (as I have heard rumoured) drivers
for most printers including the HP DeskJet (original version)?

4) Can I get it now by buying Goldeaf's Wordflair II?

5) Will this guy ever run out of questions? Why ask why? Why is the sky blue....

Thanks in advance for whatever information you can provide!
I would assume posting replies should be appropriate, since I am sure
that many would like to hear more details about FSM-GDOS!!!!

--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.radc.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

2548. Re: Stealing vectors... IT's already documented!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-01 00:58:53 UTC
From: mbaker@ucs.adelaide.edu.au
Message-ID: <3495@sirius.ucs.adelaide.edu.au>
Source record: 47989

From article <1991May31.122027.26217@actrix.gen.nz>, by Roger.Sheppard@actrix.gen.nz (Roger Sheppard):
> Why not buy the the Level 2 Developers Pack, about $125 US from what I here
> this is worth every cent, at least this is one thing that Atari has
> now done right, Thanks Atari..
> --
> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> *** 85 Donovan Rd * * At least I don't Flicker, not ***
> *** Kapiti New Zealand.. * like a dying light globe. ! ***

Can anyone give some more details on this stratification of the developer system???

-Having previosly been asked some OZ$600 for a dev kit, this 'bargain basement' registration sounds ideal...

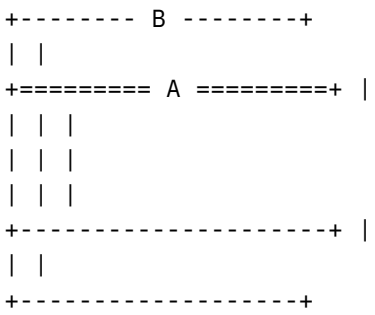
Matthew

2549. Question on redrawing window's work area...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-01 03:03:46 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1991Jun1.030346.18971@rodan.acs.syr.edu>
Source record: 47895

I'm using evnt_multi() to check for window redraw messages, and everything works as expected except for this one situation:

Say you have 2 overlapping windows "A" and "B" like this:



If I slide "A" to the left by a little bit, I get a redraw message for window "B" specifying the newly uncovered region that needs to be redrawn. This works fine and is as expected.

However, If I click on "B" to bring it to the top, I get a message specifying that the entire window area of "B" needs redrawing. Obviously, parts of "B" that are already visible don't need to be redrawn, but I get a large "rect". Is this the way ST GEM is supposed to treat bringing a window to the top??

---jb (jfbruno@rodan.acs.syr.edu)

2550. Re: lharc

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-01 13:01:17 UTC
From: spit@fys.ruu.nl
Message-ID: <1991Jun1.130117.17823@fys.ruu.nl>
Source record: 47986

In <10353@jjmhome.UUCP> hunt@jjmhome.UUCP (Tad J. Hunt) writes:

>I find that the newer versions of lharc don't seem to be compatable with the
>unix lharc... the version I use is very slow, its like v1.1 or something lik

I use lharc1.02 by Yoshizaki on the ST. It is able to use
unix-lharc files but for one thing: the file-date gets lost.
Does someone know a solution??

Werenfried Spit

R.J. v.d. Graafflaboratorium 030--53-2330
Postbus 80.000
3508 TA Utrecht W.Spit@fys.ruu.nl

2551. Re: lharc

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-01 15:51:36 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun01.155136.22718@actrix.gen.nz>
Source record: 47987

In article <134309@unix.cis.pitt.edu> rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:
> In article <6652@vela.acs.oakland.edu> swood@vela.acs.oakland.edu (EVENSONG) writes:
> >I just pulled a couple of versions of lharc off of the archive at umich,
> >but I have been having a hard time getting it to work on all files. I
> >keep either running into CRC errors, or I just get "no file" when I try
> >to extract an archive that I have downloaded. I have run into this
> >with files that have been created on the systems here at OU as well as
> >from abroad.
> >
> >What is the best version of lharc, and where can I find it? And what may
> >be causing these things to have such a hard time?
> >
> >swood
>
> That's happening because there is an unfortunate "double-standard"
> (forgive the pun) with LHARC - i.e. two standards exist. My best advice
> is for you to get LHARC060 (Jon Webb & Bart Van Herk) and
> LZH11319 (Haruyashu Yoshizaki) - if one doesn't work I can about 99%
> guarantee you the other one will (I've run into the same problem
> before). You can find both files at atari.archive.umich.edu in
> the /atari/archivers directory. And I'd recommend getting ARCSHL25 as
> well - it lets you set up a Main and Secondary choices for the LZH (as
> well as ARC) programs - that way you could switch between them rather
> easily.
>
> Maybe one of these guys will come up with a version that handles
> BOTH standards (A "dual" standard program)...
>
> Robert Anisko
> rjast1@cis.unix.pitt.edu
>

Well you could be able to help me.
I am unable to get Arcshl25 to work with LZH11318,
this is the latest one that I have, but the Problem is with Folders/Paths,
there is a option with arcshl25 for LZH11316,
but so far it does nothing, the arcshell still sends a 'z' parameter for
the directory option.

So far I am unable to LZH Files with Folders/Paths, with this combination
also there seems to be a limite with LZH of only 2 folders deep,
is this correct ?

Also I don't think there is a Directory/Folder Option with LHAR060.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

2552. GEM-based UUE/UUD, with sources

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-01 18:42:10 UTC
From: steve@thelake.mn.org
Message-ID: <A1564808897@thelake.mn.org>
Source record: 47988
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've mailed a GEM-based uuencoder/uudecoder and sources for same to
the moderator of comp.binaries.atari.st/comp.sources.atari.st. It
handles split files, concatenated files with junk between the ``takes,''
etc. Look for it in the appropriate newsgroups.

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

2553. Assembly joystick routines WANTED (Please)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-01 22:26:30 UTC
From: Bobster@cup.portal.com
Message-ID: <42873@cup.portal.com>
Source record: 47896

I am having a terrible time reading the joystick port (1 and 2) from
assembly language. If you have an assembly routine that will do this, could yo
please post it or send it to me?

Thanks in Advance!

2554. Mint and minix filesystem.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-02 00:30:44 UTC
From: erlingh@sigyn.idt.unit.no
Message-ID: <ERLINGH.91Jun2023044@sigyn.idt.unit.no>
Source record: 47892

I'm having trouble with mint not recognizing my minix partitions. I currently have mint 0.8 compiled with the newest libraries and include files. I wouldn't consider this too strange, if it wasn't for the fact that it recognizes floppies... Also, the minit program worked just fine, but as soon as I try to read the minix-partition, no way !
Btw, my harddisk is formatted with ahdi 3.1, but without extended partitions. It's an atari megafile 60.
So to a slightly different question. When using bash or ksh from MiNt, every now and then the shell locks up. It doesn't crash, it just waits for something, and I can get it to continue if I send it a sigcont. Now this is no big crisis if I run mgr, cause then I can send the blocking shell a signal from another shell. However, if I use any of these shells standalone and they lock up, I can't do anything but press ctrl-alt-delete. I guess it has to be something wrong with these shells, because it has happened in all versions of mint since 0.6, and it happens on both my TT and my TOS 1.4 equipped mega-ST.
It never happens with init.prg, but with ksh or bash it happens after about 50 commands (sometimes sooner/later/never).
Anyone else experienced this ??? anyone got any ideas of what is happening ?
Help !
Erling
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o MS-dos should be dying!

2555. Re: monitor break down

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-02 00:42:32 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5776@wucc.waseda.ac.jp>
Source record: 47893

I have just thought of an important preventive measure to cope with
the monitor break down that is very likely to happen to us all very
soon.
Make a diskette with an auto-start program that prints
"Your monitor alone has broken down\n"
"Do you hear me?\n"
to the printer and then prints
"\07\07\07"
to the console.

I thought this simple idea was too good to be kept private.

2556. Moniterm 19" Monitor For Sale: Reduced!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-02 01:07:39 UTC
From: heavy@zip.eecs.umich.edu
Message-ID: <1991Jun2.010739.7421@zip.eecs.umich.edu>
Source record: 47990
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a 19" (1280x960) Moniterm monitor for sale.
I recently purchased a TT and this monitor will not
work on my TT, so I would like to buy one that does,
since this resolution is so addicting!!

You will need a mega with TOS 1.4
I am asking for $900 (list $2000),
reasonable offers welcome, but I
reserve the right to refuse any offer.

The ultimate ST upgrade...

Richard Hall
University of Michigan
--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

2557. Re: lharc

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-02 06:04:35 UTC
From: baffoni@aludra.usc.edu
Message-ID: <17637@chaph.usc.edu>
Source record: 47894

In article <6652@vela.acs.oakland.edu> swood@vela.acs.oakland.edu (EVENSONG) writes:
>I just pulled a couple of versions of lharc off of the archive at umich,
>but I have been having a hard time getting it to work on all files. I
>keep either running into CRC errors, or I just get "no file" when I try
>to extract an archive that I have downloaded. I have run into this

I tried using a shell (arcshell2.5) but gave up because anytime you
specified more than just "extract" or "list", it would get lharc confused and
it would think you were looking for "xs.lzh" instead of using it as the command
which allows "extract" and "hold screen". I gave up using the shell and now
use lharc from the ttp command line. If you are using a shell, try removing
the "extras" that you can do with it and just have it "extract". It might
clear up the problem. Or if you want to use the command line, just look in
the docs that should come with the lharc - it should have the commands in an
English (and German) doc. If you want, "x <filename>" should unarc just fine
from the command line (clicking on the ttp file).

>
>What is the best version of lharc, and where can I find it? And what may
>be causing these things to have such a hard time?

I think the latest lharc out is lzh11319.lzh (that's funny - it's lharced!)
and it's up on atari.archive. BTW, what was/is the difference between lzh11316
and lzh11319? I can't read German or I might have gotten it from the docs...

>
>swood
>
>--
> ---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
> | swood@vela.acs.oakland.edu
>Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
> UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

-Mike

2558. Re: detecting GDOS and using vst_load_fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-02 21:50:17 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <3269.11.27@drdhh.hanse.de>
Source record: 47897

From article <A1987909308@thelake.mn.org>, by steve@thelake.mn.org (Steve Yelvington):
> fonts_loaded = vst_load_fonts(handle,2);
> /* BOOM! Three big ones and we go no further */

I think you should use 0 instead of 2 because the parameter 'select' is
reserved in Atari-GEM and has to be zero.

I've once written a 'Device Info' program in Turbo-C - you give a device
number from assign.sys - if the devno is equivalent to the value returned
by graf_handle() it will open a virtual workstation otherwise it'll load
the driver for a physical one. The program checks for GDOS available and
decides whether to open phys_wk/load_fonts or not. It also prints a font-
list. Be aware: Some drivers (printer, plotter...) use different values
for non-existent or default fonts, the tests performed in di.c are not
taken from any documentation, they ayre just what I figured out.

It uses a Turbo-C library function called vq_gdos() which is official and
implemented as follows:

```
vq_gdos:
MOVEQ.L #-$02,D0
TRAP #2
ADDQ.W #2,D0
RTS
```

I append the source for this little program because I think it is of
general interest:

```
/*
* device info - display information about vdi devices / Turbo-C 2.00
* Note: GEM arrays don't hae to be declared when using TC
*
* ANY NOTES, TIPS, HINTS, BUGS, BUGFIXES -> bjoern@drdhh.hanse.de
* thanks
*/

#include <vdi.h>
#include <aes.h>
#include <stdio.h>

main(void)
{
int gh,h,i,dev,ret;
int in[11],out[57];
int p[10],numfnt;
char fnt[32];
```

```
appl_init();

gh=h=graf_handle(&i,&i,&i,&i);

printf("Enter device number: ");
scanf("%d\n",&dev);

if(dev!=gh)
{
if(!vq_gdos())
{
printf("Can't open physical workstations without GDOS\n");
appl_exit();
return 1;
}
}

in[0]=dev;
for(i=1;i<10;in[i++]=1);
in[10] = 2;

(dev==gh ? v_opnvwk : v_opnwk)(in,&h,out);

if(!h)
{
printf("can't open workstation\n");
appl_exit();
return 1;
}

printf("Handle is %d\n",h);
printf("Physical Resolution is %u * %u, %d colors\n",
out[0]+1,out[1]+1,out[13]);
printf("Pixels are %d um * %d um\n",out[3],out[4]);

if(vq_gdos())
{
printf("Loading fonts...\n");
numfnt=vst_load_fonts(h,0);
printf("Loaded %d font%s.\n",numfnt,numfnt==1 ? "" : "s");

printf("Available fonts:\n");
for(i=1;i<=numfnt+1;++i)
{
ret=vqt_name(h,i,fnt);

if(!(i>1 && (ret==1 || ret==-1)))
printf("%2d. ID %3d Name: %-32.32s\n",i,ret,fnt);
}

vst_unload_fonts(h,0);
}
else
printf("No fonts without GDOS\n");
```

```
(dev==gh ? v_clsvwk : v_clswk)(h);
appl_exit();
return 0;
}
```

Hope that helps,
Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)

2559. Re: Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-03 07:47:46 UTC
From: jeroen@cs.ruu.nl
Message-ID: <1991Jun03.074746.17142@cs.ruu.nl>
Source record: 47899
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Olaf Gerloff writes:

> whitten@kuhub.cc.ukans.edu writes:
>
>|> I've had a megafile 30 for about a year, and the only complaint
>|> I've had is the loud fan. Is it really needed, or will the
>|> drive run cool enough without it?
>
> I have a little kit, that turns the fan only on, if it is to hot in the
> drive. You need nothing to solder for that one.
>

I have that kit, too. Or rather: I _had_ it. I disconnected it,
because since it was installed, I had some troubles with the disk.

When the disk was used for more than four hours the day before,
it wouldn't start up again. I nedd to shake the entire disk quite
roughly to get it rotating again. I know some day this will have
disastrous effects...

I blame the fan thermostate for this problem. Unfortunately, although
I disconnected it, I have still this startup problem.
I wouldnt recommend a fan thermostate.

--
Jeroen Fokker | jeroen@cs.ruu.nl
dept.of Computer Science, Utrecht University | tel.+31-30-534129
PObox 80089, 3508TB Utrecht, the Netherlands | fax.+31-30-513791

2560. Re: Assembly joystick routines WANTED (Please)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-03 08:56:07 UTC
From: robin@castle.ed.ac.uk
Message-ID: <10759@castle.ed.ac.uk>
Source record: 47902

In article <42873@cup.portal.com> Bobster@cup.portal.com (Robert Jules Shaughnessy) writes:
>
> I am having a terrible time reading the joystick port (1 and 2) from
>assembly language. If you have an assembly routine that will do this, could yo
>please post it or send it to me?
>
I would also like to see this posted as Atari ST internals doesn't make
this clear enough for me..

2561. Where can I get the source code for the gemfast bindings?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-03 10:21:12 UTC
From: L.B.Brown@newcastle.ac.uk
Message-ID: <1991Jun3.102112.4755@newcastle.ac.uk>
Source record: 47898

Did you know that the gemfast bindings (I have version 1.3) are
bug-ridden? These routines are broken:

rc_intersect
rc_gtov
rc_vtog
form_button
form_keybd + more...

I have fixed some bugs but I need the source to check through so that I
can finish writing a program I am working on.

I would be pleased if someone could point me to the source!

Thanks,

Leigh Brown.

Leigh Brown. UK : L.B.Brown@uk.ac.newcastle
World: L.B.Brown@newcastle.ac.uk

2562. Re: Mint and minix filesystem.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-03 13:03:18 UTC
From: la_carle@sol.brispoly.ac.uk
Message-ID: <LA_CARLE.91Jun3130318@sol.brispoly.ac.uk>
Source record: 47901

In article <ERLINGH.91Jun2023044@sigyn.idt.unit.no> erlingh@sigyn.idt.unit.no (Erling Henanger) writes:

I'm having trouble with mint not recognizing my minix partitions. I currently have mint 0.8 compiled with the newest libraries and include files. I wouldn't consider this too strange, if it wasn't for the fact that it recognizes floppies... Also, the minit program worked just fine, but as soon as I try to read the minix-partition, no way !
Btw, my harddisk is formatted with ahdi 3.1, but without extended partitions. It's an atari megafile 60.
So to a slightly different question. When using bash or ksh from MiNt, every now and then the shell locks up. It doesn't crash, it just waits for something, and I can get it to continue if I send it a sigcont.
Now this is no big crisis if I run mgr, cause then I can send the blocking shell a signal from another shell. However, if I use any of these shells standalone and they lock up, I can't do anything but press ctrl-alt-delete. I guess it has to be something wrong with these shells, because it has happened in all versions of mint since 0.6, and it happens on both my TT and my TOS 1.4 equipped mega-ST.
It never happens with init.prg, but with ksh or bash it happens after about 50 commands (sometimes sooner/later/never).
Anyone else experienced this ??? anyone got any ideas of what is happening ?
Help !
Erling
--

I've recently posted a problem with ksh and ./ files on a mixix partition. I also this weekend had a whole Minix Partition (admittedly only run via minit and MiNT) simply have all its files *vanish* (No smiley). I am only running some antique TOS version though (1.2 or less).

I don't have the time at the moment to go delving into source code, so any help would be much appreciated.

...Les...
"5 hours to restore a 12Mb pttn!"
--
+--------------------------+---+
Les Carleton	la_carle@uk.ac.brispoly.cv (JANET)
MCI#4 Bristol Polytechnic	"My Life - My Opinions - ALL MINE!!!"
Brissle, England	"You're Tuned to Metropolis ... 109.1FM"
la_carle@uk.ac.brispoly.cv	"UNIX troubleshooter"
+--------------------------+---+

2563. Re: GnuPlot + Ghostscript

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-03 13:39:15 UTC
From: gerloff@cs.tu-berlin.de
Message-ID: <683@mailgzrz.tu-berlin.de>
Source record: 47900

In article <GJH.91May31165405@ghiggins.hpl.hp.com>, gjh@hplb.hpl.hp.com (Graham Higgins) writes:

|>
|> I know I *shouldn't* have been surprised, but it was a pleasant one.
|>
|> The gnuplot in a.a's newitems produces postscript output which is compatible
|> with ghostscript. My DeskJet produces some nice plots. Hats off to you.
|>
|> Graham
|> ======
|>

Nice, but where is the ghostscript for the ST?

Greetings, Olaf

--
****
* Olaf Gerloff * Internet: GERLOFF@tubvm.cs.tu-berlin.de *
* Technical University Berlin (FRG)* or gerloff@opal.cs.tu-berlin.de *
* Department of Computer Science * BITNET : GERLOFF@DB0TUI11 *
* Computerbased Informationsystems * Usenet : ...!mcsun!unido!opal!gerloff *
****
* Impossible things will be executed immediately, *
* miracles take a little longer! *
****

2564. Inter process comms.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-03 15:17:28 UTC
From: rmacgreg@cs.strath.ac.uk
Message-ID: <6609@baird.cs.strath.ac.uk>
Source record: 47904

Help! I am looking for a method of putting 2 processes in touch with each other. More specifically, I want to be able to find out an unrelated processes process number.

I am working along the following lines:

I want to install (or not as I wish) a number of DA's which can then communicate with each other and the main program running at the time via GEM's message passing system.

I can get the message passing bit going fine, but getting the process ID of another process is different...

Please reply via email to either of the addresses below as I'm in my exams just now so I'll miss any posted replies.

PS: It must work by using documented methods available on ALL versions of TOS.

The Sorcerer is 'Only visiting this planet' but can be found at:

JANET: cadx862 @uk.ac.strathclyde.computer-centre-sun
rmacgreg@uk.ac.strathclyde.computer-science
INTERNET: via nsfnet-relay.ac.uk BITNET: via ukacrl UUCP: via ukc.uucp

or second star to the right and straight on 'till morning.

2565. Re: lharc

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-03 15:34:41 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun03.153441.13140@actrix.gen.nz>
Source record: 47903

In article <17637@chaph.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
> In article <6652@vela.acs.oakland.edu> swood@vela.acs.oakland.edu (EVENSONG) writes:
> >I just pulled a couple of versions of lharc off of the archive at umich,
> >but I have been having a hard time getting it to work on all files. I
> >keep either running into CRC errors, or I just get "no file" when I try
> >to extract an archive that I have downloaded. I have run into this
>
> I tried using a shell (arcshell2.5) but gave up because anytime you
> specified more than just "extract" or "list", it would get lharc confused and
> it would think you were looking for "xs.lzh" instead of using it as the command
> which allows "extract" and "hold screen". I gave up using the shell and now
> use lharc from the ttp command line. If you are using a shell, try removing
> the "extras" that you can do with it and just have it "extract". It might
> clear up the problem. Or if you want to use the command line, just look in
> the docs that should come with the lharc - it should have the commands in an
> English (and German) doc. If you want, "x <filename>" should unarc just fine
> from the command line (clicking on the ttp file).
>
> >
> >What is the best version of lharc, and where can I find it? And what may
> >be causing these things to have such a hard time?
>
> I think the latest lharc out is lzh11319.lzh (that's funny - it's lharced!)
> and it's up on atari.archive. BTW, what was/is the difference between lzh11316
> and lzh11319? I can't read German or I might have gotten it from the docs...
>
> >
> >swood
> >
> >--
> > ---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
> > | swood@vela.acs.oakland.edu
> >Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
> > UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood
>
> -Mike

Note; you can Program Arcshell 2.5 to send any strings you like,
when selecting the Extract etc, hold down thw Alt key, this will give
you a option box you can put in the string that you wan't, the next
time you use it, just hold the Alt Key down to give you that Option,
problem is the Programble options are not saved..
also Arcshell 2.5 has a option for lzh11316 , but does not do a thing,
as it still send a 'z' for the directory option..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

2566. Tape Streamer?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-03 17:16:21 UTC
From: e89dh@rigel.efd.lth.se
Message-ID: <1991Jun3.171621.5659@lth.se>
Source record: 47905

Is there anybody who knows anything about tapestreamers for the ST?
I recently got one SCSI-komp. surplus and was thinking of getting
one of the german interfaces, is there any software avalible?, any PD?
any known problems? Please EMAIL me since I wont be able to read news
during the vacations!

David Hultgren LTH.

2567. WANTED: CAD 3-D 2.0 & Computer Eyes/Digispec formats

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-03 18:33:02 UTC
From: gknauss@sdcc13.ucsd.edu
Message-ID: <20097@sdcc6.ucsd.edu>
Source record: 47907
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody have a listing of the CAD 3-D file format? (And I'm still looking for the Computer Eyes 24-bit raw format, as well.) I looked at atari.archive, but couldn't find any information... Any help will get my first child named after you.

OK, OK. I'm just kidding...

--

Greg "Maddog" Knauss "Aiee!" gknauss@sdcc13.ucsd.edu

2568. Picture formats? (.IMG .GEM .PI3 .PIC)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-03 22:19:51 UTC
From: d90-ngp@sm.luth.se
Message-ID: <1665@tau.sm.luth.se>
Source record: 47911
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Where can I get full documentation of different picture formats on the
ST? I am most interested in .GEM .IMG and .PI3, and want to use them
in some programs that i plan to write.


```
------------------------------------------------------------------------------
| | |
| Niklas Grip | Phone: 0920-26228 (international: +46 920 26228) |
| University of Luleaa | Vallstensgatan7 | Internet: d90-ngp@sm.luth.se |
| SWEDEN | S-951 55 Luleaa | Bitnet : d90-ngp%sm.luth.se@sekth |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```


(I know this footer is no beauty, but I`ll fix it next week (after my
last examination before summer holiday)...)

2569. Re: Stealing vectors... IT's already documented!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-03 22:47:38 UTC
From: briant@tsltor.uucp
Message-ID: <1991Jun03.224738.18048@tsltor.uucp>
Source record: 47918

In article <1991May31.122027.26217@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>Why not buy the the Level 2 Developers Pack, about $125 US from what I here
>this is worth every cent, at least this is one thing that Atari has
>now done right, Thanks Atari..

No thanks Atari Canada. About two years ago now, I was becoming seriously interested in developing for my ST on my off hours, and sent away to Atari Canada requesting information on obtaining developer kits of *any* sort.

I received back a mailer thanking me for my request and requesting I fill in about a 3 page prospectus on my business plans (i.e., exactly what product I intended to develop, in what marketplace, what time frame, etc.). Well, being a bit taken aback, I thought for a while and replied that I was a professional software developer with a university degree in CS and had several ideas for products but couldn't commit to everything they asked for.

After mailing and waiting some two weeks, I received a "sorry, but we must only give developer kits to those who can completely specify their plans, etc but buy the Sybex books if you need information." PHOOEY! Needless to say I wasn't impressed; I was willing to pay the $$ for the kit and to do some development work on the ST, but they shot me dead before I had the chance.

The moral: Not all Atari outfits are created equal. I knew at the time that the US folks were getting developer packs for their cost with no song and dance.

Sigh Live and learn, Atari!

- Brian
--
Brian Taylor briant@tsltor.uucp
UNIX Systems Administrator (...jtsv16!tsltor!briant)
Teleride Sage Ltd. (416) 596-1940

2570. Re: Assembly joystick routines WANTED (Please)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-03 23:23:11 UTC
From: warwick@cs.uq.oz.au
Message-ID: <1741@uqcspe.cs.uq.oz.au>
Source record: 47908

```
>> I am having a terrible time reading the joystick port (1 and 2) from
>>assembly language. If you have an assembly routine that will do this, could yo
>>please post it or send it to me?
>>
> I would also like to see this posted as Atari ST internals doesn't make
>this clear enough for me..
```

Okay, I'll post my code. Note that I think this WORKS (on tos 1.0, and 1.4 so far) but I think it may be wrong (because I am assuming "a0" is the input parameter, whereas I expect it would be on the stack).

This is my code:

First, the packet handler:

```
JoyDo:
movem.l d0/a1,-(sp)
move.l #Stick,a1 ; Location of the place you want to
move.w 1(a0),d0 ; store data (it is "byte Stick[2]")
cmp.b #$FF,(a0) ; (or VAR Stick:ARRAY [0..1] OF CHAR)
beq Joy1
lsr.w #8,d0
add.l #1,a1
Joy1:
move.b d0,(a1)
movem.l (sp)+,d0/a1
rts
```

That isn't my actual code - I decode the directions and trigger - but it shows what you want.

Now the rest (which you can probably work out already)... It's in Modula-2, so anyone who knows Pascal can work it out.

```
TYPE KeyVectors=POINTER TO
RECORD
midivec,vkbderr,vmierr,statvec,
mousevec,clockvec,joyvec:ADDRESS
END;

VAR OldJoy:ADDRESS;

PROCEDURE InitJoysticks;

VAR KV:KeyVectors;
Cmd:CHAR;
```

```
BEGIN
Cmd:=024C; (* 20 decimal, 14 hex *)
ikbdws(ADR(Cmd),0)
KV:=kbdvbase();
OldJoy:=KV^.joyvec;
KV^.joyvec:=ADDRESS(JoyDo);
END InitJoysticks;

PROCEDURE TermJoysticks;

VAR KV:KeyVectors;
Cmd:CHAR;

BEGIN
Cmd:=010C; (* 8 decimal/hex *)
ikbdws(ADR(Cmd),0);
KV:=kbdvbase();
KV^.joyvec:=OldJoy;
END TermJoysticks;
```

Finally, I appologise if this is ugly or incorrect, all I have seen of this module for a while is:

```
DEFINITION MODULE Joysticks;

(* Supplies access to the two joystick ports *)

TYPE JoystickDirection=(none,up,down,updown,
left,upleft,downleft,updownleft,
right,upright,downright,updownright,
leftright,upleftright,downleftright,
updownleftright);

JoystickRecord= RECORD
Up,Down,Left,Right,Trigger:BOOLEAN;
END;

(* A variety of formats... *)

VAR Joystick:ARRAY [0..1] OF JoystickRecord;
Stick:ARRAY [0..1] OF JoystickDirection;
Trig:ARRAY [0..1] OF BOOLEAN;

XStick:ARRAY JoystickDirection OF INTEGER;
YStick:ARRAY JoystickDirection OF INTEGER;

PROCEDURE InitJoysticks;
(* Enables both joysticks, disables mouse movement *)

PROCEDURE TermJoysticks;
(* Restores normal mouse action, disables joysticks *)

(* InitJoysticks is automatically done at initialisation
TermJoysticks is automatically done upon termination *)

END Joysticks.
```

Long live M2,
Ciao,
Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

2571. PLEASE EMAIL ADDRESS TO PANARTHEA FILESERVER.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-04 03:09:53 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <42934@cup.portal.com>
Source record: 47906
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Title says it all. Thank you in advance.
Bryan_Jones_Woodworth@cup.portal.com

2572. MEGA4 expansion bus

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-04 03:43:33 UTC
From: jhp@sactoh0.sac.ca.us
Message-ID: <1991Jun4.034333.14602@sactoh0.sac.ca.us>
Source record: 47910

Has anyone ordered the card that fits into the expansion
bus on the MEGA? If so, where was it ordered from?

Any and all help will be greatly appreciated.

--

- Usenet : jhp@sactoh0.SAC.CA.US -
- UUCP : ames!pacbell!sactoh0!jhp (or so I've been told) -
"There's a lesson here somewhere." --Space Ghost

2573. Re: Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-04 05:52:58 UTC
From: baffoni@aludra.usc.edu
Message-ID: <17672@chaph.usc.edu>
Source record: 47909
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1991Jun03.074746.17142@cs.ruu.nl> jeroen@cs.ruu.nl (Jeroen Fokker) writes:

>I have that kit, too. Or rather: I _had_ it. I disconnected it,
>because since it was installed, I had some troubles with the disk.
>
>When the disk was used for more than four hours the day before,
>it wouldn't start up again. I nedd to shake the entire disk quite
>roughly to get it rotating again. I know some day this will have
>disastrous effects...

I wouldn't be so quick to blame the kit on this problem. I see SO many
disks come in where I work that have this problem, where the spindle sticks.
It happens on low capacity drives (especialy 3 1/2" drives like the ST125(N))
a lot. No one has been able to tell me how to fix this problem (if it is
fixable), but I have found that by manually rotating the spindle frees it up
a lot safer than shaking it.

>--
>Jeroen Fokker | jeroen@cs.ruu.nl
>dept.of Computer Science, Utrecht University | tel.+31-30-534129
>PObox 80089, 3508TB Utrecht, the Netherlands | fax.+31-30-513791

-Mike

2574. Re: Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-04 08:35:22 UTC
From: NCOYNE@ESOC.BITNET
Message-ID: <91152.170423NCOYNE@ESOC.BITNET>
Source record: 47912
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi
just a quick one and at the moment I dont have the exact details but a friend of mine modified the casing and mounting around the fan and now you can hardly hear it .
If any one is interested then Mail me and I will go round and see him to get some finner details.

Nick Coyne NCOYNE@ESOC.BITNET

2575. MEGA4 expansion bus

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-04 08:43:33 UTC
From: Jim.H..Puga@f98.n250.z1.FidoNet.Org
Message-ID: <676362366.13@egsgate.FidoNet.Org>
Source record: 47817

Has anyone ordered the card that fits into the expansion
bus on the MEGA? If so, where was it ordered from?

Any and all help will be greatly appreciated.

--

- Usenet : jhp@sactoh0.SAC.CA.US -
- UUCP : ames!pacbell!sactoh0!jhp (or so I've been told) -
"There's a lesson here somewhere." --Space Ghost

2576. Re: Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-04 08:53:42 UTC
From: s882854@minyos.xx.rmit.oz.au
Message-ID: <1991Jun4.085342.24853@minyos.xx.rmit.oz.au>
Source record: 47913
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

whitten@kuhub.cc.ukans.edu writes:

>I've had a megafile 30 for about a year, and the only complaint
>I've had is the loud fan. Is it really needed, or will the
>drive run cool enough without it? Are there any ways to quiet the
>fan, maybe replacing it with a quieter one?

>THanks,
>Chris

>==
> WHITTEN@KUHUB.CC.UKANS.EDU Chris Whittenburg, Univ. of Kansas
> WHITTEN@UKANVAX.bitnet Electrical Engineering
>==

This may not apply, but I had a SH205 hardrive in a Mega ST box. I, too, was
getting pissed off by the loud fan. I open it and noticed that the hand was not bolted to
anything but it just sits into a slot. I then put some blue-tac so
that it will stick to one of the side walls to stop it vibrating against the
surrounding wall or stop it jumping around in its slot. I was quite amaze as to
the amount of noise being removed.
I have not seen the inside of a megafile 30, but I assume that it would be the
same.
The blue-tac material is some stuff that will adhere two piece of material but
with the ability to separate them later.

Tehn Yit Chin
s882854@minyos.xx.rmit.OZ.AU
Royal Melbourne Insititute of Technology, Australia.

2577. Re: Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-04 10:52:58 UTC
From: Juxtaposer@f98.n250.z1.FidoNet.Org
Message-ID: <676362343.63@egsgate.FidoNet.Org>
Source record: 47815

In article <1991Jun03.074746.17142@cs.ruu.nl> jeroen@cs.ruu.nl (Jeroen Fokker) writes:

>I have that kit, too. Or rather: I _had_ it. I disconnected it,
>because since it was installed, I had some troubles with the disk.
>
>When the disk was used for more than four hours the day before,
>it wouldn't start up again. I nedd to shake the entire disk quite
>roughly to get it rotating again. I know some day this will have
>disastrous effects...

I wouldn't be so quick to blame the kit on this problem. I see SO many disks come in where I work that have this problem, where the spindle sticks. It happens on low capacity drives (especialy 3 1/2" drives like the ST125(N)) a lot. No one has been able to tell me how to fix this problem (if it is fixable), but I have found that by manually rotating the spindle frees it up a lot safer than shaking it.

>--
>Jeroen Fokker | jeroen@cs.ruu.nl
>dept.of Computer Science, Utrecht University | tel.+31-30-534129
>POBox 80089, 3508TB Utrecht, the Netherlands | fax.+31-30-513791

-Mike

2578. Re: GnuPlot + Ghostscript

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-04 13:00:42 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun4140042@ghiggins.hpl.hp.com>
Source record: 47915

```
++ |> The gnuplot in a.a's newitems produces postscript output which is
++ |> compatible with ghostscript.

++ Nice, but where is the ghostscript for the ST?

~ftp/atari/printing/gs???.zoo on atari.archive.umich.edu

Graham
======

----------------------------------------------------------------------
Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554
----------------------------------------------------------------------
Disclaimer: My opinions above are exactly that, mine and opinions.
----------------------------------------------------------------------
```

2579. Re: Fan on the MEGAFILE 30

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-04 13:35:22 UTC
From: Unknown@f98.n250.z1.FidoNet.Org
Message-ID: <676362366.50@egsgate.FidoNet.Org>
Source record: 47816

Hi
just a quick one and at the moment I dont have the exact details but a friend
of mine modified the casing and mounting around the fan and now you can
hardly
hear it .
If any one is interested then Mail me and I will go round and see him to get
some finner details.

Nick Coyne NCOYNE@ESOC.BITNET

2580. Re: Atari graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-04 14:45:18 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <3294.06.91@drdhh.hanse.de>
Source record: 47914

cshera@uta.fi (Heikki Rasim{ki) writes:
> Hello !
> 1) set color representation, opcode 14 trap #2
> Intensity of red, green and blue can have values from 0 to 1000.
> What is done to this information ? I know it somehow ends up to
> video shifter registers where intensity can range from 0 to 7.

The 0-1000 range is used in VDI to support other devices which have more
colors. They are simply mapped to a 0-7 range.

> 2) open workstation, opcode 1 trap #2
> intin(0) Device identification, given on loading Device Driver
> contrl(6) Device identifier
> What these two parametres should be ? I suppose this is a GDOS
> function to load a device driver from GIOS. It is said that it won't
> work because of missing device drivers. Can I make one and put it
> into GIOS (how) ?

You need GDOS in your AUTO-folder (i.e. distributed with Gemini).
Then you can use this call to load one of the .sys files by a number
givwen in your assign.sys file which is read by gdos.
GDOS will then load your driver (i.e. EPSONFX.SYS) and use it for
VDI calls you perform on the handle given by v_opnwk.

Writing device drivers is a bit more of work, you have to write the complete
VDI functionality. You may hook in a basic module distributed by atari to
developers (devdvr kit) but that library is AWFULLY slow.

If you want more information on device drivers, I could translate a german
version of a text I one wrote for somebody.

> 3) previous function returns among other things screen resolution and
> number of colours available. How these two things are handled in Atari ?
> How electronic beam inside tv or monitor knows that this time it
> is supposed to plot 640 times per line insted of 320 it did last month
> or to draw twice as many lines per screen as it did last time ?

Has nothing to do with your monitor. $ff8260 (shifter) determines what kind
of video-beam control is generated.

> With my stumbling english I think I learned that colours are produced
> by MMU and SHIFTER together. In most odd way I think. Is it usual
> among computers to have they video-RAM fullfilled with colour indexes
> instead of their RGB-values ? If so, what's wrong with latter case ?
> It wouldn't need any video shifter registers to limit colours to 16.

MMU has nothing to do with colors. Screen memory indexes the color regs in
the shifter.

> Any help aprpriapro... eh, valuated high.
> Thank you in advance, curiosity is killing me.

OK, here you are .-)

Greetings, Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)

2581. Hardware Project: RAM disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-04 20:51:25 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <QcGzpBG00UgI9Yw5kd@andrew.cmu.edu>
Source record: 47917

I've been considering building some sort of RAM disk for my 4 Mb
1040STE, and was wondering if anyone else out there would be similarly
interested...

Necessary components of said RAM disk:

* use of SIMMs
* support of at least 2 Mb in a minimum construction
* support for different sized SIMMs (256K, 1Meg, 4Meg)
* as cheap as possible

I have considered several different lines of attack, including the following:

* Cartridge port interface, similar to the Alpha Systems RAMdisk. This
has the disadvantage of being slow, and very non-portable to non-ST
systems.

* Serial interface, possibly with a native CPU. This would definitely
be slow, even at 19200, but would be supremely portable to non-ST
systems.

* SCSI interface, possibly with a native CPU. I imagine that this
would be rather expensive to build, due to the cost of SCSI chipsets and
an ACSI->SCSI converter board. It would, however, be useful on non-ST
systems. Throughput would probably be not bad.

* ACSI interface, possibly with a native CPU. This would probably be
easier and cheaper to build than the SCSI version, but would be much
less useful on non-STs.

* CPU replacement board. Basically, replace the CPU with a CPU+memory
daughterboard. Fast, but again, not useful on non-STs.

I'd like to look at these possibilities in more detail, and try to
get at the relative costs and strengths of each of these, then build
something. Is there anyone else out there who would be interested in
working on this? I'm sort of surprised that there are no commercial
SCSI RAMdisks on the market. Or am I missing them? Any comments are
welcome, as right now I don't have the hardware knowledge to build one
of these or the software knowledge to write the drivers.

-Eric Stuyvesant
es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
al782@cleveland.Freenet.Edu || {uunet,harvard}!andrew.cmu.edu!es2a
"To hate is to study, to study is to understand, to understand is to
appreciate, to appreciate is to love." -John A. Wheeler
Go MEMS!

2582. MS-DOS Format

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-04 23:02:21 UTC
From: NCOYNE@ESOC.BITNET
Message-ID: <91156.002321NCOYNE@ESOC.BITNET>
Source record: 47919

Hi
Does anyone know wether there is a program available to format ms dos
compatable disk formats on an Atari ST. If there is one available in
the P.D. this would be a big help to me.
thanks
Nick Coyne
NCOYNE@ESOC.BITNET

2583. Midi maze II

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-04 23:02:28 UTC
From: NCOYNE@ESOC.BITNET
Message-ID: <91156.004815NCOYNE@ESOC.BITNET>
Source record: 47920

Hi again
Can anyone provide me with a copy of the english doc's for midi maze 2
or maybe where I can get them via ftp

thanks
Nick Coyne
NCOYNE@ESOC.BITNET

2584. English docs for Turbo Assember?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-05 01:37:59 UTC
From: chu@acsu.buffalo.edu
Message-ID: <78893@eerie.acsu.Buffalo.EDU>
Source record: 47921

I just got and unpacked turboass.lzh from atari.archive and it certainly looks like a very comprehensive package (and the graphics version of sokoban is good too!). However, I don't know any German so I was wondering if English docs are available anywhere?

Please reply by e-mail. Thanks!

john
chu@acsu.buffalo.edu

2585. Re: Hardware Project: RAM disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-05 10:10:09 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <1991Jun5.161735.16007@engage.pko.dec.com>
Source record: 47928

In article <QcGzpBG00UgI9Yw5kd@andrew.cmu.edu>, es2a+@andrew.cmu.edu (Eric Stuyvesant) writes...
> I've been considering building some sort of RAM disk for my 4 Mb
>1040STE, and was wondering if anyone else out there would be similarly
>interested...

Sounds like a fun and usefull project.

I think using the DMA port is the way to go. I wonder what it would take to make it be either ACSI or SCSI depending on how you populate the board. Then you could build it to connect right to the DMA port but if you ever wanted to switch to a different computer you could just change a few components and voila.

>welcome, as right now I don't have the hardware knowledge to build one
>of these or the software knowledge to write the drivers.
Hummm... You don't have any software/hardware design experience? Or just not in these areas? If it's the former then I agree with Mathew that you may want to start with a few (a bunch) of simpler projects.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2586. Re: MS-DOS Format

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-05 10:18:24 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <1991Jun5.162057.16178@engage.pko.dec.com>
Source record: 47929

In article <91156.002321NCOYNE@ESOC.BITNET>, NCOYNE@ESOC.BITNET writes...
>Does anyone know wether there is a program available to format ms dos
>compatable disk formats on an Atari ST. If there is one available in
IBMFMT and DCFORMAT a the two I can think of, there are others.

Both are PD.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2587. Re: English docs for Turbo Assember?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-05 12:37:54 UTC
From: ele9110@cdc835.cdc.polimi.it
Message-ID: <1991Jun05.123754.4824@cdc835.cdc.polimi.it>
Source record: 47922

chu@acsu.buffalo.edu (john c chu) writes:

>I just got and unpacked turboass.lzh from atari.archive and it
>certainly looks like a very comprehensive package (and the graphics
>version of sokoban is good too!). However, I don't know any German so
>I was wondering if English docs are available anywhere?

>Please reply by e-mail. Thanks!

I think other persons, like me, are interested in this english documentation
(if it exist!). So please reply also to the net!
Many thanks!
Massimo Oluzzi
ele9110@cdc835.cdc.polimi.it

2588. Re: Stealing vectors... IT's already documented!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-05 12:53:42 UTC
From: ele9110@cdc835.cdc.polimi.it
Message-ID: <1991Jun05.125342.5473@cdc835.cdc.polimi.it>
Source record: 47923

briant@tsltor.uucp (Brian Taylor) writes:

>In article <1991May31.122027.26217@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>>Why not buy the the Level 2 Developers Pack, about $125 US from what I here
>>this is worth every cent, at least this is one thing that Atari has
>>now done right, Thanks Atari..

>No thanks Atari Canada. About two years ago now, I was becoming seriously
>interested in developing for my ST (...)

(...)

>After mailing and waiting some two weeks, I received a "sorry, but we must
>only give developer kits to those who can completely specify their plans, etc
>but buy the Sybex books if you need information." PHOOEY!

(...)

I think it's the same situation we have in Italy.
"Atari Italia" sells its Development Kit only to professional software-houses,
so there is no hope for the non-commercial developer. I think they would sell
many more machines if more documentation was available!

Can anybody out there help us ?!!!

Bye,
Massimo Oluzzi
ele9110@cdc835.cdc.polimi.it

2589. Re: English docs for Turbo Assember?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-05 13:01:16 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Jun5.130116.14891@oz.plymouth.edu>
Source record: 47925

In article <78893@eerie.acsu.Buffalo.EDU> chu@acsu.buffalo.edu (john c chu) writes:
>I just got and unpacked turboass.lzh from atari.archive and it
>certainly looks like a very comprehensive package (and the graphics
>version of sokoban is good too!). However, I don't know any German so
>I was wondering if English docs are available anywhere?
>
>Please reply by e-mail. Thanks!
>
> john
> chu@acsu.buffalo.edu

Hey folks,

I also was impressed by Turbo Assembler, but couldn't really
put up with the German either. If you find English docs, please inform
me also.

Stephan R. Cleaves

--
\/\/\/

2590. Re: Hardware Project: RAM disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-05 13:13:47 UTC
From: mbaker@ucs.adelaide.edu.au
Message-ID: <3563@sirius.ucs.adelaide.edu.au>
Source record: 47924

(I'm posting rather than mailing because I think this has potential to be
an ST topic)

From article <QcGzpBG00UgI9Yw5kd@andrew.cmu.edu>, by es2a+@andrew.cmu.edu (Eric
Stuyvesant):
>
> I've been considering building some sort of RAM disk for my 4 Mb
> 1040STE, and was wondering if anyone else out there would be similarly
> interested...

If it works, I might build one (huge :)

> Necessary components of said RAM disk:
>
> * use of SIMMs
- SIPs would result in a slightly cheaper device. Use machine pin socket strip
instead of $IMM $ocket$
> * support of at least 2 Mb in a minimum construction
> * support for different sized SIMMs (256K, 1Meg, 4Meg)
> * as cheap as possible
-A major hassle with _anything_ using DRAMS is the refresh timing. The
TI 746301 is the only DRAM controller I have had much experience with, and
that was extremely frustrating. Hence I use SRAMS in all my projects. :)
>
> * Cartridge port interface, similar to the Alpha Systems RAMdisk. This
> has the disadvantage of being slow, and very non-portable to non-ST
> systems.

Not necessarily slow, but inconvenient. Means a large box stuck to the side of
the machine.

>
> * Serial interface, possibly with a native CPU. This would definitely
> be slow, even at 19200, but would be supremely portable to non-ST
> systems.

Considered building a similar system using an 8086/1772 to use my old ss
floppy drive - problems were with the speed as you suggest. Lousy thruput.

> * SCSI interface, possibly with a native CPU. I imagine that this
> would be rather expensive to build, due to the cost of SCSI chipsets and
> an ACSI->SCSI converter board. It would, however, be useful on non-ST
> systems. Throughput would probably be not bad.
Native CPU more or less essential, (68000 series (eg 010, 070) weould be good)
The NCR 5380 - SCSI chip, is not very expensive. Easy to talk to as well.
>

> * ACSI interface, possibly with a native CPU. This would probably be
> easier and cheaper to build than the SCSI version, but would be much
> less useful on non-STs.

True, less useful. Easier to talk, can do it all without an ACSI chip
really (my developmental network adapter uses ACSI for speed - MIDI is
way too slow.)
>
> * CPU replacement board. Basically, replace the CPU with a CPU+memory
> daughterboard. Fast, but again, not useful on non-STs.

Not worth the effort. Way too complicated, and not much room in an ST.

> I'd like to look at these possibilities in more detail, and try to
> get at the relative costs and strengths of each of these, then build
> something. Is there anyone else out there who would be interested in
> working on this? I'm sort of surprised that there are no commercial
> SCSI RAMdisks on the market. Or am I missing them? Any comments are
> welcome, as right now I don't have the hardware knowledge to build one
> of these or the software knowledge to write the drivers.

Software is not too difficult... hardware, well, if you're not into
hardware, I don't wish to be a downer, but build something simpler first :)

It's a _very_ nice idea. Would make a _fantastic_ /tmp device. SCSI sounds
good. More comments?

> -Eric Stuyvesant

Matthew

2591. HD problem of a different color

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-05 14:13:20 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <ODDJOB.91Jun5101316@oz.oz.plymouth.edu>
Source record: 47926

It's a long story so I won't get into it.... BUT my old Supra HD has become a ROD (Read-Only-Device). I'm getting a new harddrive from Toad Computers (Should be in the mail....) to replace it.

Waht I would like to do is connect the old HD to the new HD so I can copy the 25+megs from the old HD to the new HD.
Q: Is it possible to connect two hard drives formatted by completely different drivers when using one driver ??
[
i.e..... my old HD is formatted with Supra software & uses a Supra driver. My new drive will use a different driver (???). Can I connect the Supra drive to the Toad drive using the Toad HD driver and still access the files on it ? I do have floppy copies of MOST of the files (I ran out of floppies backing up my Minix partitions.... but got everything else)
]
The point is --> I don't really want to restore my files from floppy when i have a HD that can be read from.....

{-email answers might be best.....-}
Thanx

-Andy-
--
"The Snark WAS a Boojum, you see!"	Good : acs@unhd.unh.edu
"Reality !?! Isn't that something	Better : ANDYS@psc.plymouth.edu
you sprinkle on ice ??"	Best : oddjob@oz.plymouth.edu

2592. Re: Stealing vectors... IT's already documented!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-05 16:29:13 UTC
From: jgp@fct.unl.pt
Message-ID: <JGP.91Jun5162913@alfa.fct.unl.pt>
Source record: 47927

Please, can someone tell me what are those those developers packs,
i.e., what do they have and how much do they cost (and if they are any
good, or what are they good for :-)).
By the way, if someone from Portugal is reading this, are they
available in here (where? sparc? sparti???)

thanks
-jp
--
Jose Goncalo Pedro BITNET/Internet: jgp@fct.unl.pt
+---------------------------------+ UUCP: jgp@unl.uucp
| Departamento de Informatica +---------------------------------+
| Universidade Nova de Lisboa 2825 Monte Caparica, PORTUGAL |
+---+

2593. Re: FSM-GDOS...When? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-05 17:25:29 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5284@syma.sussex.ac.uk>
Source record: 47935
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From article <1991May31.191105.13736@lonex.radc.af.mil>, by longj@lonex.radc.af.mil (Jeffrey K. Long):
> I have been trying to get GDOS drivers for my HP Deskjet for "ever"
> it seems, and now have given up the search (No, I haven't ordered one from
> Migraph, please read rest of note) to await the arrival of FSM-GDOS.
>
> Questions:
> 1) When will it be relesed ?

On past performance: much later than you want, later than you expect, and a bit later than you'd dared to guess when, taking into account past performance, you were being most pessimistic.

>
> 2) Who will handle distribution (Atari Directly, or through dealers, mail
> order, ...)?

No doubt this will differ from country to country, and Atari UK will try to handle it themselves, then spend a year trying to decide whether to sell it or give it away (based on their treatment of the Epson emulator for the SLM804 and the time it took them to release the presentation graphics program Hyperchart. By the way, Atari UK still sells v1.0 of the Epson emulator, whereas Atari USA gives away v1.31. I know which I use, and I'm sorry I bought the UK product).

> 3) What will it cost, and will it include (as I have heard rumoured) drivers
> for most printers including the HP DeskJet (original version)?

See above. It would, of course, be sensible to include Deskjet drivers, but if space is tight on the disk, then an SMM124 (Atari dot matrix printer, if I've remembered the number correctly) driver might win out.

> 4) Can I get it now by buying Goldeaf's Wordflair II?

I don't know, but I bet a) they'd like to bundle it, and b) the Tramiels won't let them even though the software engineers have had it ready for a while.

> 5) Will this guy ever run out of questions? Why ask why? Why is the sky blue....

On the last question, read 'The Cuckoo's Egg'. Some professor once asked Cliff Stoll the same question in an astronomy exam and had him sweating for hours over the answer.

Wouldn't it be nice if Atari were to prove me wrong on 1-4 above?

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: .. 685865

2594. Re: English docs for Turbo Assember?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-05 17:37:54 UTC
From: Massimo.Oluzzi@f98.n250.z1.FidoNet.Org
Message-ID: <676362130.36@egsgate.FidoNet.Org>
Source record: 47812

chu@acsu.buffalo.edu (john c chu) writes:

>I just got and unpacked turboass.lzh from atari.archive and it
>certainly looks like a very comprehensive package (and the graphics
>version of sokoban is good too!). However, I don't know any German so
>I was wondering if English docs are available anywhere?

>Please reply by e-mail. Thanks!

I think other persons, like me, are interested in this english documentation
(if it exist!). So please reply also to the net!
Many thanks!
Massimo Oluzzi
ele9110@cdc835.cdc.polimi.it

2595. Mint and big screen

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-05 17:52:26 UTC
From: kimmo@field.fi
Message-ID: <kimmo.676144346@field>
Source record: 47930

I have tried to use mint08 with my Matrix C32 graphics card.
It is working fine until I tried to start GEM. It gives some
kind of error messand rebooteboots so quicy that I can not
read the error message.

The GEM works fine with the normal screen. But even then
there is same problem if I start the graphics card in
so called "dual mode". So I think there is a little problem
with the driver of the C32-card. Does anyone have a solution?

Can somebody say, if ite possible to integrate
GEMINI and MINT? I would like to use TOS-programs in
that console window. I was testing some pgrams and
they seem to write to console window. It was quite funny,
but it was not perfect. (I was using BGACC).
h

--
Kimmo Lahtinen E-Mail : kimmo@field.fi or
Finnish Meteorological Institute lahtinen@pouta.fmi.fi
Phone : +358 0 758 1322
Possesed by a Spirit G3 Fax : +358 0 758 1396

2596. Re: Stealing vectors... IT's already documented!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-05 17:53:42 UTC
From: Massimo.Oluzzi@f98.n250.z1.FidoNet.Org
Message-ID: <676362150.9@egsgate.FidoNet.Org>
Source record: 47810

briant@tsltor.uucp (Brian Taylor) writes:

>In article <1991May31.122027.26217@actrix.gen.nz>
Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>>Why not buy the the Level 2 Developers Pack, about $125 US from what I here
>>this is worth every cent, at least this is one thing that Atari has
>>now done right, Thanks Atari..

>No thanks Atari Canada. About two years ago now, I was becoming seriously
>interested in developing for my ST (...)

(...)

>After mailing and waiting some two weeks, I received a "sorry, but we must
>only give developer kits to those who can completely specify their plans,
etc
>but buy the Sybex books if you need information." PHOOEY!

(...)

I think it's the same situation we have in Italy.
"Atari Italia" sells its Development Kit only to professional
software-houses,
so there is no hope for the non-commercial developer. I think they would sell
many more machines if more documentation was available!

Can anybody out there help us ?!!!

Bye,
Massimo Oluzzi
ele9110@cdc835.cdc.polimi.it

2597. Re: English docs for Turbo Assember?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-05 18:01:16 UTC
From: Technoid@f98.n250.z1.FidoNet.Org
Message-ID: <676362431.7@egsgate.FidoNet.Org>
Source record: 47814

In article <78893@eerie.acsu.Buffalo.EDU> chu@acsu.buffalo.edu (john c chu)
writes:
>I just got and unpacked turboass.lzh from atari.archive and it
>certainly looks like a very comprehensive package (and the graphics
>version of sokoban is good too!). However, I don't know any German so
>I was wondering if English docs are available anywhere?
>
>Please reply by e-mail. Thanks!
>
> john
> chu@acsu.buffalo.edu

Hey folks,

I also was impressed by Turbo Assembler, but couldn't really
put up with the German either. If you find English docs, please inform
me also.

Stephan R. Cleaves

--
\/\/\/

2598. Re: Hardware Project: RAM disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-05 18:13:47 UTC
From: Matthew.Baker@f98.n250.z1.FidoNet.Org
Message-ID: <676362150.57@egsgate.FidoNet.Org>
Source record: 47818

(I'm posting rather than mailing because I think this has potential to be
an ST topic)

From article <QcGzpBG00UgI9Yw5kd@andrew.cmu.edu>, by es2a+@andrew.cmu.edu
(Eric Stuyvesant):
>
> I've been considering building some sort of RAM disk for my 4 Mb
> 1040STE, and was wondering if anyone else out there would be similarly
> interested...

If it works, I might build one (huge :)

> Necessary components of said RAM disk:
>
> * use of SIMMs
- SIPs would result in a slightly cheaper device. Use machine pin socket
strip
instead of $IMM $ocket$
> * support of at least 2 Mb in a minimum construction
> * support for different sized SIMMs (256K, 1Meg, 4Meg)
> * as cheap as possible
-A major hassle with _anything_ using DRAMS is the refresh timing. The
TI 746301 is the only DRAM controller I have had much experience with, and
that was extremely frustrating. Hence I use SRAMS in all my projects. :)
>
> * Cartridge port interface, similar to the Alpha Systems RAMdisk. This
> has the disadvantage of being slow, and very non-portable to non-ST
> systems.

Not necessarily slow, but inconvenient. Means a large box stuck to the side
of
the machine.

>
> * Serial interface, possibly with a native CPU. This would definitely
> be slow, even at 19200, but would be supremely portable to non-ST
> systems.

Considered building a similar system using an 8086/1772 to use my old ss
floppy drive - problems were with the speed as you suggest. Lousy thruput.

> * SCSI interface, possibly with a native CPU. I imagine that this
> would be rather expensive to build, due to the cost of SCSI chipsets and
> an ACSI->SCSI converter board. It would, however, be useful on non-ST
> systems. Throughput would probably be not bad.
Native CPU more or less essential, (68000 series (eg 010, 070) weould be

good)
The NCR 5380 - SCSI chip, is not very expensive. Easy to talk to as well.
>
> * ACSI interface, possibly with a native CPU. This would probably be
> easier and cheaper to build than the SCSI version, but would be much
> less useful on non-STs.

True, less useful. Easier to talk, can do it all without an ACSI chip
really (my developmental network adapter uses ACSI for speed - MIDI is
way too slow.)
>
> * CPU replacement board. Basically, replace the CPU with a CPU+memory
> daughterboard. Fast, but again, not useful on non-STs.

Not worth the effort. Way too complicated, and not much room in an ST.

> I'd like to look at these possibilities in more detail, and try to
> get at the relative costs and strengths of each of these, then build
> something. Is there anyone else out there who would be interested in
> working on this? I'm sort of surprised that there are no commercial
> SCSI RAMdisks on the market. Or am I missing them? Any comments are
> welcome, as right now I don't have the hardware knowledge to build one
> of these or the software knowledge to write the drivers.

Software is not too difficult... hardware, well, if you're not into
hardware, I don't wish to be a downer, but build something simpler first :)

It's a _very_ nice idea. Would make a _fantastic_ /tmp device. SCSI sounds
good. More comments?

> -Eric Stuyvesant

Matthew

2599. Re: monitor break down

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-05 20:22:26 UTC
From: aj_taylo@sol.brispoly.ac.uk
Message-ID: <AJ_TAYLO.91Jun5202226@sol.brispoly.ac.uk>
Source record: 47931

In article <5776@wucc.waseda.ac.jp> ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:

I have just thought of an important preventive measure to cope with
the monitor break down that is very likely to happen to us all very
soon.
Make a diskette with an auto-start program that prints
"Your monitor alone has broken down\n"
"Do you hear me?\n"
to the printer and then prints
"\07\07\07"
to the console.

I thought this simple idea was too good to be kept private.

But the sound of the bell comes out of the monitor, so it won't work
if your printer is off and the monitor is completely dead. Otherwise a
good idea.

--
Andy Taylor, Bristol Polytechnic, UK

"... and pray that there's intelligent life somewhere up in space,
'cos there's bugger all down here on Earth."
Monty Python's Meaning Of Life
E&OE

2600. Re: lharc

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-05 23:14:55 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1991Jun5.231455.9698@NCoast.ORG>
Source record: 47933

In article <1991Jun1.130117.17823@fys.ruu.nl> spit@fys.ruu.nl (Werenfried Spit) writes:
>
>I use lharc1.02 by Yoshizaki on the ST. It is able to use
>unix-lharc files but for one thing: the file-date gets lost.
>Does someone know a solution??
>

Get Xlharc 1.20. That is the latest version of LHarc 1.02. It fixes the
file-date problem and speeds up the compression. It passed through
comp.binaries.atari.st quite sometime ago.

--

Bill Shroka
bjsjr@NCoast.ORG
ncoast!bjsjr@usenet.INS.CWRU.Edu

2601. RECORDING MIDI DATA ON THE ATARI ST (while allowing mouse movement)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-05 23:24:54 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <5133@ryn.mro4.dec.com>
Source record: 47932

Has anyone come up with a mechanism to record MIDI data at high speeds, and allow mouse movement/operation? I'm getting all the data, and timestamping it OK, but I will always get corrupted data when I start moving the mouse. I bring this up again and again, in the hope that someone new to the conference will see it and post a routine that solves this problem. I know it can be done, as the best sequencers for the ST appear to do it perfectly...

I use a drum machine, at maximum tempo, playing a loop of a complex pattern for testing, and move the mouse in slow circles. It seems to generate a MIDI overrun about every ten seconds or so, on an intermittent basis.

A shot in the dark from someone who want's to provide the world's musicians with a software system that make the Atari ST shine,

John

2602. Re: English docs for Turbo Assember?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-06 06:22:30 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0b6l8lg@pfunk.hanse.de>
Source record: 47801

In <78893@eerie.acsu.Buffalo.EDU>, john c chu writes:
>I just got and unpacked turboass.lzh from atari.archive and it
>certainly looks like a very comprehensive package (and the graphics
>
Oh, the turboass is shareware from another kind. Markus Fritze decided to
only give away the docs, if you have payd. Since now there are no english
docs available. Write to markus_fritze@hh2.maus.de for details.

Bye...Michael

--

listen to the coolest !	Michael Kistenmacher / blackbox
Music from the Galaxy !	2000 Hamburg 61 / Schippelsweg 64
!!! P-Funk !!!	West Germany / ++ 49 40 552 37 66

2603. Re: monitor break down

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-06 06:54:01 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5796@wucc.waseda.ac.jp>
Source record: 47934

In article <AJ_TAYLO.91Jun5202226@sol.brispoly.ac.uk>, aj_taylo@sol.brispoly.ac.uk (taylor) writes:

```
# I have just thought of an important preventive measure to cope with
# the monitor break down that is very likely to happen to us all very
# soon.
# Make a diskette with an auto-start program that prints
# "Your monitor alone has broken down\n"
# "Do you hear me?\n"
# to the printer and then prints
# "\07\07\07"
# to the console.
#
#
# I thought this simple idea was too good to be kept private.
#
> But the sound of the bell comes out of the monitor, so it won't work
> if your printer is off and the monitor is completely dead. Otherwise a
> good idea.

> --
> Andy Taylor, Bristol Polytechnic, UK
```

I thought everyone on this net are clever enough what to do if the printer was off and the monitor was completely dead. Yes, MIDI OUT port can be used.

People say when their monitor breaks down, either the picture will be distorted or the picture won't come at all. Gathering from what I have heard, the power supply and logic board die earlier than the Cathode Ray Tube, so the sound won't come out in this case. The printers are normally very robust (having lived in Enland long, I know that is not the case there), so if the printers do not run it is the CPU that would be suspected, not the monitor.

Tsuji

2604. Re: FSM-GDOS...When? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-06 09:54:20 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5289@syma.sussex.ac.uk>
Source record: 47937

From article <5284@syma.sussex.ac.uk>, by grahamt@syma.sussex.ac.uk (Graham S Thomas):

(Various caustic comments about Atari & FSMGDOS marketing deleted)

Apologies for the appearance of my followup in the .tech group. I read
it in the general group, and didn't look carefully enough at the
Newsgroups header when composing the message - so it got cross-posted.

Sorry for the breach of Netiquette.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: .. 685865

2605. Re: RECORDING MIDI DATA ON THE ATARI ST (while allowing mouse movement)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-06 10:44:21 UTC
From: mbaker@ucs.adelaide.edu.au
Message-ID: <3580@sirius.ucs.adelaide.edu.au>
Source record: 47936

From article <5133@ryn.mro4.dec.com>, by miskinis@aidev.enet.dec.com (John Miskinis):
>
> Has anyone come up with a mechanism to record MIDI data at high speeds,
> and allow mouse movement/operation? I'm getting all the data, and
> timestamping it OK, but I will always get corrupted data when I start
> moving the mouse. I bring this up again and again, in the hope that
> someone new to the conference will see it and post a routine that solves
> this problem. I know it can be done, as the best sequencers for the ST
> appear to do it perfectly...

I don't know about posting any code...
Your problem is simply that moving the mouse generates _lots_ of data.

There are several ways of getting around this. One, tell the IKBD to shut up about the mouse, and then, when you know you have the time, ask it for a position update. You can also use IKBD fn $13 to shut up the keyboard for a short period of time, and it will attempt to buffer mouse movement...

-all this, of course, means that you have to do your own mouse handling. No more Gem. This may be OK. Another alternative is to rewrite the mouse interrupt handler, assuming you can find it, and decipher what it is doing. Note that this is a _real_bad_idea_ and should only be considered in utter desperation.

> A shot in the dark from someone who want's to provide the world's
> musicians with a software system that make the Atari ST shine,
>
> _John_

I wish you luck, John. I hope that all works out ok.

Matthew

2606. Re: MS-DOS Format

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-06 12:28:24 UTC
From: scott@cs.hw.ac.uk
Message-ID: <3171@odin.cs.hw.ac.uk>
Source record: 47811

In article <91156.002321NCOYNE@ESOC.BITNET> NCOYNE@ESOC.BITNET writes:
>Does anyone know wether there is a program available to format ms dos
>compatable disk formats on an Atari ST. If there is one available in
>the P.D. this would be a big help to me.

You don't need no disk formatters. Just format using GEM Desktop, and
change the first 3 bytes of sector 0 to EB 34 90 (hex) with a sector
editor. Works like a charm. Just don't put any '+' signs in your TOS
filenames...

_____
| Scott Telford, Dept of Computer Science, scott@cs.hw.ac.uk |
| Heriot-Watt University, Edinburgh, UK. scott%hwcs@ukc.uucp |
|_____ "Expect the unexpected." (The Hitch-Hiker's Guide to the Galaxy) _____|

2607. Re: RECORDING MIDI DATA ON THE ATARI ST (while allowing mouse movement)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-06 13:28:15 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun6.132815.19286@informatik.uni-erlangen.de>
Source record: 47938

mbaker@ucs.adelaide.edu.au (Matthew Baker) writes:

>There are several ways of getting around this. One, tell the IKBD to shut
>up about the mouse, and then, when you know you have the time, ask it for a
>position update. You can also use IKBD fn $13 to shut up the keyboard for a
>short period of time, and it will attempt to buffer mouse movement...

I tried this once, but failed big way. Turning the IKBD off for a moment
didn't seem to turn off keyboard interrupts coming in. Turning it on again
didn't always result in proper mouse handling afterwards. I also tried
shutting off the keyboard interrupt via Jdisint(), but this led to even
more trouble. I am _very_ interested in any hint to this problem.
Anyone out there? Tnx!

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2608. Mega STe Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-06 13:31:16 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun6153116@orion.laas.fr>
Source record: 47885

1) As I understand the Mega STe has room for a co-processor chip.
Does the chip come installed or is it an option? I suppose that it is
a 68881, right? Is it also at 16 MHz? Do there exist compilers which
generate code for it?

2) The MegaSTe comes normally with a 48 Mb SCSI disk installed. Can
someone send me the specifications of this disk? Average seek time,
etc. ?

Thanks folks,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

2609. Re: Booting in 50Hz mode

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-06 17:11:26 UTC
From: klassa@asdsun.larc.nasa.gov
Message-ID: <1991Jun6.171126.26027@news.larc.nasa.gov>
Source record: 47939
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jun6.124130.14365@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>In article <2773461@MVB.SAIC.COM>, steveg@cseic.saic.com (Stephen Harold Goldstein)
writes:

... stuff deleted ...

>You need to adjust your color monitor.
>Find the
>v-hold one and turn (ONLY use a plastic TV screwdriver, and be careful).

... stuff deleted ...

>--
> ---------------------------------+-------------------------------------
> Mickey R. Boyd | "Kirk to Enterprise. All clear
> FSU Computer Science | down here. Beam down
> Technical Support Group | yeoman Rand and a six-pack . ."
> email: boyd@fsucs.cs.fsu.edu |
> ---------------------------------+-------------------------------------

When I bought my ST (in '87), I was disappointed by the quality of the color
monitor I received (I'd seen a friend's ST & color monitor -- one of the
original ones that was nice and crisp). Soon thereafter, I took the back off
of the monitor & proceeded to adjust every pot in sight, hoping that I could
get it to look like my friend's. Needless to say, I got everything all out of
whack... I managed to get it looking decent again, but have always wondered
if it's adjusted the way it should be. Can anyone offer suggestions on how
to check my adjustments -- rules of thumb, and the like? Perhaps a color bar
program... That sort of thing...

Thanks in advance...
John Klassa
CS Graduate Student, College of William and Mary
klassa@asdsun.larc.nasa.gov

2610. Re: Hardware Project: RAM disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-06 17:40:59 UTC
From: jmack@b11.ingr.com
Message-ID: <1991Jun6.174059.16825@b11.ingr.com>
Source record: 47792

Eric, I've built a cartridge port RAM disk. It's about par with
a fast hard drive when it comes to speed. You are welcome to my schematics
if you want them. I have software too.
As far as a SCSI ram drive, I have seen an 80MB drive. I can't
remember the manufacturer, but I remember that it was very expensive, as
in more than $2K.
If you decide to go the RS-232 route, I'd be interested in what
you have.

Cary

2611. Re: RECORDING MIDI DATA ON THE ATARI ST (while allowing mouse movement)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-06 18:53:09 UTC
From: nickolas@cpsc.ucalgary.ca
Message-ID: <1991Jun6.185309.4732@cpsc.ucalgary.ca>
Source record: 47940

Let me just say that IT CAN be done. Me and a friend have written code to do exactly what you ask for. There is only one problem ... the code is well ... proprietary. One hint though: Yes, you must write your own mouse AND MIDI interrupt handler AND you have no choice about the language, it must be assembler. Another hint: the desktop moves the mouse every two pixels not every one pixel.

Oh yeah, when I say the code was proprietary that means it was done on a contract basis and we don't own the source.

Nick.

2612. Re: FSM-GDOS...When? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-06 20:03:36 UTC
From: kawakami@tempest.Berkeley.EDU
Message-ID: <42336@ucbvax.BERKELEY.EDU>
Source record: 47791
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991May31.191105.13736@lonex.radc.af.mil> longj@lonex.radc.af.mil (Jeffrey K. Long) writes:
>Questions:
>1) When will it be relesed ?

According to a letter from Goldleaf, there is less than two weeks before it is released. Seems that Goldlead is just itching to send it out ASAP (after all, they have possibly the only FSM-ready program on the market, thus the new GDOS is a selling point.)

>2) Who will handle distribution (Atari Directly, or through dealers, mail
> order, ...)?

Probably all channels. I would hope that they distribute it in addition to the old GDOS (in software packages.)

>3) What will it cost, and will it include (as I have heard rumoured) drivers
> for most printers including the HP DeskJet (original version)?

Cost? Beats me. It's supposed to include a DJ driver, as well as an HP Laserjet driver and Epson drivers. They'd be stupid to drop any drivers in the package.

>4) Can I get it now by buying Goldeaf's Wordflair II?

No. They are going to charge cost plus shipping and handling when they sell FSM.
>--
>Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
>longj@lonex.radc.af.mil (preferred) Network Design Laboratory
>jlong@cassiopeia.radc.af.mil (315)330-7751 or (DSN)587-7751

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

2613. Re: Hardware Project: RAM disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-07 01:11:35 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <ccHhp7a00YU6E3I4Fm@andrew.cmu.edu>
Source record: 47793

Well, the reason I wanted to go with SIMMs was that the 256K ones
are getting to be next to (if not) free, and the 1 Meg ones are going to
get to be that way as 4 Meg SIMMs fall even more in price. Yes, SIPPs
would be a *lot* cheaper to mount than SIMMs, but I doubt they are as
easy to find/cheap as used SIMMs. Besides, I *already* have 4 Mb. worth
of 256K SIMMs just waiting to find a home...

This sounds to me like a project eminently worth doing, if I can get
some good books to help my knowledge of digital electronics.

-Eric Stuyvesant
es2a+@andrew.cmu.edu || es2a%andrew@CMCCVB || JNET%"es2a%andrew@CMCCVB"
al782@cleveland.Freenet.Edu || {uunet,harvard}!andrew.cmu.edu!es2a
"To hate is to study, to study is to understand, to understand is to
appreciate, to appreciate is to love." -John A. Wheeler
Go MEMS!

2614. Re: RECORDING MIDI DATA ON THE ATARI ST (while allowing mouse movement)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-07 08:03:42 UTC
From: geert@ahds.ahold.nl
Message-ID: <2000@ahds.ahold.nl>
Source record: 47796

In article <5133@ryn.mro4.dec.com>, miskinis@aidev.enet.dec.com (John Miskinis) writes:
> Has anyone come up with a mechanism to record MIDI data at high speeds,
> and allow mouse movement/operation? I'm getting all the data, and
> timestamping it OK, but I will always get corrupted data when I start
> moving the mouse. I bring this up again and again, in the hope that
> someone new to the conference will see it and post a routine that solves
> this problem. I know it can be done, as the best sequencers for the ST
> appear to do it perfectly...
> I use a drum machine, at maximum tempo, playing a loop of a complex
> pattern for testing, and move the mouse in slow circles. It seems to
> generate a MIDI overrun about every ten seconds or so, on an
> intermittent basis.
> A shot in the dark from someone who want's to provide the world's
> musicians with a software system that make the Atari ST shine,
>
> _John_

It seems to me that I am not the only one who is waiting for this
answer. I have seen such a posting a few times.
I think the only remedy to solve the problem is to rewrite the
mouse handling routine, so that it works a lot faster.
Unfortunately, I have no information of what the mouse handling
routine must do, so that I can't rewrite this routine.

John, I hope that you are using an interrupt routine for your
music program, and that it's written in assembly. When it's
not written in assembly, you must try it, it gives less more
MIDI overruns. Also, the shorter the interrupt routine to
handle the midi input, the less errors. As written in
several atari docs, your interrupt routine must take
less than 1 mS. I hope that someone out there has written a
midi routine that works with the mouse. Hope to hear from it.

Geert.

==
============ G E E R T W . T . J O N K H E E R . ================
======= A H O L D N . V . T H E N E T H E R L A N D S =======
==================== geert@ccsds.ahold.nl ===========================

2615. Review of LHARC Test Archive Function

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-07 10:03:59 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun7120359@orion.laas.fr>
Source record: 47887
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Disclaimer: Errors may have been made in the following discussion. Please excuse me for such. The following says absolutely *nothing* about the capacity of the programs to extract or create LHARC archive files.

I collected as many versions of lharc as I could find on the net. I tested them on orbit.lzh (at atari.archive) as well as a lharcsrc.lzh that Bammi had passed to me. Orbit.lzh starts with an uncompressed member file hiscore.orb, which seems to be troublesome. I would very much appreciate to hear if others have succeeded testing these files where I have failed!

The testing was conducted on a Mega 4 ST under TOS 1.2 with a 1 Mb RAM disk. The *.lzh files were on the RAM disk and the test was performed under Gulam with the archive programs under test on drive A:\

Name & Version	Author	Result	Comments
Lharc 0.40 beta	Jon Webb	21 CRC Errors(1)	Needs *.* file spec.
Lharc (Unix)1.02	B. Shroka	2 Bombs(2)/OK	
Lharc 1.13b	Thomas Questar	No File Found	
Lharc 1.1308	"	"	"
Lharc 1.1309	"	"	"
Lharc 1.1318	"	22 CRC not supp.	Needs -u option(3)
Lzh11319.ttp	"	22 CRC not supp.	Needs -u option(3)
Lhxarc 1.01	Jon Soerensen	22 CRC Errors	
Lha.ttp 1.21	Roger Burrows	OK	
Fastlzh.ttp 2.8	Gary Burke	OK	
unlzh.prg 1.1	John Harris	Fails Uncompressed/OK(4)	
unlzh.prg 1.4	"	Bad CRC Uncomp./OK(4)	
unlzh.prp 1.72	"	OK	

(1) When only 1 result is given it applies to both orbit.lzh and lharcsrc.lzh.
(2) This version does not appreciate uncompressed members in an archive. It is the only one based on PC version 1.13c!
(3) Otherwise, "No File Found."
(4) Test listing truncates long file names. Both these versions used to abort for me when I had TOS 1.0 on a 1040 ST!

I hope that these results might be of use to all.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph

If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

2616. ICD micro ST and SH205

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-07 10:45:56 UTC
From: oostrom@cs.vu.nl
Message-ID: <10170@star.cs.vu.nl>
Source record: 47797

I have a Mega ST4 (Tos 1.4 UK) with an internal ICD micro ST host
adapter and (brand new, empty) 80 meg seagate (1096N??) drive set to SCSI
device #0. Now I want to add an SH205 (with data on it in a Mega box)
to this configuration. The device drivers I have are the one from ICD
and some archaic version of atari's device driver.
Is it possible to use these harddisks at the same time?
What software is needed?

(I would prefer a solution in which I don't have to open my
computer to alter the ID of the internal drive.)

Vincent van Oostrom

2617. Re: Hardware Project: RAM disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-07 11:16:06 UTC
From: avgroeni@cs.ruu.nl
Message-ID: <1991Jun07.111606.21716@cs.ruu.nl>
Source record: 47798

In <3563@sirius.ucs.adelaide.edu.au> mbaker@ucs.adelaide.edu.au (Matthew Baker) writes:

>> Necessary components of said RAM disk:
>>
>> * use of SIMMs
>- SIPs would result in a slightly cheaper device. Use machine pin socket strip
>instead of $IMM $ocket$
>> * support of at least 2 Mb in a minimum construction
>> * support for different sized SIMMs (256K, 1Meg, 4Meg)

I don't know how they've done it, but ATARI has a 26Meg extension
for the TT. If that one's a (relatively :) cheap solution, it would
be worth using the IMM.

--

____
Annius Groenink|undergraduate student
Laan van Borgele 24|maths/computer science at the
7415 DJ Deventer|University of Utrecht, Holland.

2618. Re: Hardware Project: RAM disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-07 12:58:42 UTC
From: t68@nikhefh.nikhef.nl
Message-ID: <1248@nikhefh.nikhef.nl>
Source record: 47799

When I was visiting the US in februari I saw an advertisement in some computer journal (maybe the computer buyer) in which a box was offered that acted to the outside as a SCSI device, but the drive was some cards with standard SIMMs. One could plug in a few hundred megabytes when working with 16 Mbytes SIMs. It wasn't very cheap though. The question I have with respect to the Atari is whether it would be needed to write an entirely different driver, because I remember seeing delayloops in one of the older versions of AHDI. Maybe I am mistaken here.
For those interested to look up the add: I only looked in one of these telephonebook like buyers guides of feb and the MacUser of feb and march. Maybe other people have seen these adds.

Jos Vermaseren

2619. Re: FSM-GDOS...When? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-07 17:35:32 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <EcHwDYa00VI=0L_III@andrew.cmu.edu>
Source record: 47794
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I can only add one bit of info. Goldleaf told me the other day that they will offer FSM GDOS to their registered owners of WorldFlairII for their cost from Atari, when it ever sees the light of day. Ie, get WordFlairII if you want FSM GDOS when it comes out.

-mark-

2620. Re: RECORDING MIDI DATA ON THE ATARI ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-07 18:03:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b6n7x0@jonh.wimsey.bc.ca>
Source record: 47860

In <1991Jun6.132815.19286@informatik.uni-erlangen.de>, Claus Brod writes:
>mbaker@ucs.adelaide.edu.au (Matthew Baker) writes:
>
>>There are several ways of getting around this. One, tell the IKBD to shut
>>up about the mouse, and then, when you know you have the time, ask it for a
>>position update. You can also use IKBD fn $13 to shut up the keyboard for a
>>short period of time, and it will attempt to buffer mouse movement...
>
>I tried this once, but failed big way. Turning the IKBD off for a moment
>didn't seem to turn off keyboard interrupts coming in. Turning it on again
>didn't always result in proper mouse handling afterwards. I also tried
>shutting off the keyboard interrupt via Jdisint(), but this led to even
>more trouble. I am _very_ interested in any hint to this problem.
>Anyone out there? Tnx!

While we haven't actually done this yet, here are a few thoughts on
this problem.
There is 1/3ms between midi bytes, so there is definately room to
handle the mouse if you write your code tightly. Something similar to
this should work.

mouse_handler:

tas flag for mouse processing.

if not processing:
drop ipl to 5
continue processing
check buffer flag for more bytes
rte
if already processing: * hints supplied elsewhere suggest
move new packet to buffer * that you might want code in the buffer
set buffer flag * stuffer which adds every other byte
rte * to the existing offset in order to
* keep the number of queued packets down
* to some reasonable level.

I'm sure in practice, there will be numerous complications to the above
which would need to be worked out.

--
John Henders jhenders@jonh.wimsey.bc.ca
MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
Vancouver,B.C

2621. Help w/plotting the points of a circle...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-07 18:25:38 UTC
From: bill@sugaree.uu.net
Message-ID: <1991Jun7.142538.127@sugaree.uu.net>
Source record: 47795

Hi,

Does anyone have an algorithim for plotting the points of a circle
using NDC coordinates which also takes into account aspect ratio??

I tried looking, but can't find anything - any and all help is appreciated.

Thanks in advance!

...Bill

P.S. by the way... I'm using Laser C on a 520ST with 2.5 Meg and
and a 30 Meg Hard Drive

--
**** All opinions stated above are my own!! ****

William Bishop |
bill@sugaree.uu.net |
IKEA U.S. Services, Inc. | "Its a big country...
Plymouth Commons | Someone's got to furnish it!"
Plymouth Meeting, PA 19462 | - IKEA
Tel: (215) 834-0180 |
Fax: (215) 834-0872 |
Telex: 846223 |

2622. Vertical Blank routines

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-08 12:22:17 UTC
From: chu@acsu.buffalo.edu
Message-ID: <79358@eerie.acsu.Buffalo.EDU>
Source record: 47800

Can someone mail me the dos and don'ts of using routines that run every vertical blank? If the Abacus ST Internals is accurate in this case, I think I know how to install a routine. However, I'd like to know if it is ok to call an XBIOS routine during that time, what the maximum length a routine should be and so on...

(also, is it correct to add your routine to the VBL queue by altering the system variables? Their locations do not (and will not) change between versions of TOS?)

thanks...

john
chu@acsu.buffalo.edu

2623. Re: ICD micro ST and SH205

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-09 10:40:53 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun09.104053.4720@actrix.gen.nz>
Source record: 47802

In article <10170@star.cs.vu.nl> oostrom@cs.vu.nl (Vincent van Oostrom) writes:
> I have a Mega ST4 (Tos 1.4 UK) with an internal ICD micro ST host
> adapter and (brand new, empty) 80 meg seagate (1096N??) drive set to SCSI
> device #0. Now I want to add an SH205 (with data on it in a Mega box)
> to this configuration. The device drivers I have are the one from ICD
> and some archaic version of atari's device driver.
> Is it possible to use these harddisks at the same time?
> What software is needed?
>
> (I would prefer a solution in which I don't have to open my
> computer to alter the ID of the internal drive.)
>
> Vincent van Oostrom

I don't think you will find that you can daisy chain a drive when
using the ICD micro host adapter, as this adapter has no daisy chain output.

ICD do state that the only way is with some form of parrallel connection
of Ataries acsi standard.
Iam not to sure what they ment by this..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

2624. Re: English docs for Turbo Assember?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-09 16:57:08 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <X00032w164w@ersys.edmonton.ab.ca>
Source record: 47803

pyr579@oz.plymouth.edu (Technoid) writes:

> In article <78893@eerie.acsu.Buffalo.EDU> chu@acsu.buffalo.edu (john c chu) w
> >I just got and unpacked turboass.lzh from atari.archive and it
> >certainly looks like a very comprehensive package (and the graphics
> >version of sokoban is good too!). However, I don't know any German so
> >I was wondering if English docs are available anywhere?
> >
> >Please reply by e-mail. Thanks!
> >
> > john
> > chu@acsu.buffalo.edu
>
> Hey folks,
>
> I also was impressed by Turbo Assembler, but couldn't really
> put up with the German either. If you find English docs, please inform
> me also.
>
> Stephan R. Cleaves
>
>
> --
> \/\
> pyr579@oz.plymouth.edu Stephan R. Cleaves Salamanders Are Cool...
> /\

Add me to the list of people who would like an English translation of
Turboass.Lzh (the .PRG file & associated .DOC files).

Greg Granger

< Internet: ggranger@ersys.edmonton.ab.ca > "Just say 'No'
< FoReMNet: Greg Granger @ 532 or Dark Knight @ 595 > to drugs."
< Mail Adr: 5906-188 St. Edmonton, AB Canada T6M-2A9 >
< Phone : +1 403 481-0803 or +1 403 481-5110 > - Wm. Sessions

2625. Re: FSM-GDOS...When? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-09 19:46:41 UTC
From: fh@well.sf.ca.us
Message-ID: <25328@well.sf.ca.us>
Source record: 47804
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

longj@lonex.radc.af.mil (Jeffrey K. Long) has 4 questions about FSM GDOS:

No, FSM GDOS has not been released yet. Atari is saying 6 weeks, but they have been saying this for quite some time now.

Yes, the newest beta versions that we have, do include drivers for the HP laser printers.

No, Goldleaf can not ship FSM until it is released by Atari. But owners of Wordflair II will be the fist ones to hear about the upgrade and will be able to purchase it through Goldleaf.

Fabian Hahn
Goldleaf Publishing, Inc.

2626. Re: English docs for Turbo Assember?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-10 00:45:08 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b6rfv8@jonh.wimsey.bc.ca>
Source record: 47864

In <X00032w164w@ersys.edmonton.ab.ca>, Greg Granger writes:
>
>Add me to the list of people who would like an English translation of
>Turboass.Lzh (the .PRG file & associated .DOC files).
>
Someone on GEnie was looking at translating the docs, but when
they discovered the assembler had no support for macros, they gave up
on the translation. Has macro support been added? If not, what use
is the assembler except for very small projects.
Check out Devpac2, as it is very good, and the Michtron version is
sell for <50$.

--
John Henders jhenders@jonh.wimsey.bc.ca
MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
Vancouver,B.C

2627. Re: ICD micro ST and SH205

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-10 02:18:25 UTC
From: scale@abode.ttank.com
Message-ID: <1991Jun10.021825.1034@abode.ttank.com>
Source record: 47805

In article <10170@star.cs.vu.nl> oostrom@cs.vu.nl (Vincent van Oostrom) writes:
>I have a Mega ST4 (Tos 1.4 UK) with an internal ICD micro ST host
>adapter and (brand new, empty) 80 meg seagate (1096N??) drive set to SCSI
>device #0. Now I want to add an SH205 (with data on it in a Mega box)
>to this configuration. The device drivers I have are the one from ICD
>and some archaic version of atari's device driver.
>Is it possible to use these harddisks at the same time?
>What software is needed?
>
>(I would prefer a solution in which I don't have to open my
>computer to alter the ID of the internal drive.)
>
>Vincent van Oostrom

Hi Vincent,
What you want to do is possible, but I doubt that you will like
the answer. The ICD Micro adapter (both the AdSCSI Micro and the Advantage@<
Micro) actually change the DMA mode when they are installed; non-ICD host
adapters are not compatible with this new mode for the ICD Micro adapters. Now
the ICD Advantage and AdSCSI have what is called a "dual-mode DMA"; it supports
and converts between the standard DMA mode common between most Atari and Atari
3rd-party host adapters, and the mode supported by ICD's Micro adapters. Have
I lost you yet?! =^)
It really is not as complicated as I make it sound. You will just have
to put an ICD AdSCSI between the external DMA port (on your Mega), and your
SH205. The ID number on your internal drive (inside your Mega) can stil
remain the same, you can still use ICD's software. Good luck and take care,
bye.....................

Luis

2628. Re: lharc

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-10 03:14:59 UTC
From: david10@garfield.cs.mun.ca
Message-ID: <1991Jun10.031459.8570@garfield.cs.mun.ca>
Source record: 47813

In article <1991Jun03.153441.13140@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <17637@chaph.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>> In article <6652@vela.acs.oakland.edu> swood@vela.acs.oakland.edu (EVENSONG) writes:

Talk about lzh113xx and ArcShell 2.5

>Note; you can Program Arcshell 2.5 to send any strings you like,
>when selecting the Extract etc, hold down thw Alt key, this will give
>you a option box you can put in the string that you wan't, the next
>time you use it, just hold the Alt Key down to give you that Option,
>problem is the Programble options are not saved..
^^

I've been able to save them without a problem. Just program the keys, then
"Save Config".

>
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * At least I don't Flicker, not ***
>*** Kapiti New Zealand.. * like a dying light globe. ! ***

--
Dave Churchill DoD #266 CS Undergrad
david10@garfield.cs.mun.ca Memorial University of Newfoundland
My opinions are just that - mine. St, John's, Nfld. Canada
"I'm always sober enough to know when I'm drunk." - Andy Capp

2629. Re: ICD micro ST and SH205

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-10 04:12:37 UTC
From: mbaker@ucs.adelaide.edu.au
Message-ID: <3603@sirius.ucs.adelaide.edu.au>
Source record: 47806

I'm just dropping in here again in this thread to ask;

PLEASE : can _anyone_ give some idea where I can get hold of ICD/Supra/
Berkley Microsystems/Brand X Hostadapter manufacturer or suppliers who stock
their stuff??

Either here in Oz, or indeed anywhere in the world!

Thanks (I hope)

Matthew

2630. Re: ICD micro ST and SH205

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-10 05:08:57 UTC
From: cmedley@wam.umd.edu
Message-ID: <1991Jun10.050857.6668@wam.umd.edu>
Source record: 47807

I am trying to attach a Mac external SCSI drive (Quantum 105S) to the SCSI port on the back of my Supra 30MB Atari Hard Disk. I'm using the 1988 Supra Software and Host Adapter and it doesn't have the format parameters to handle a Quantum 105S. Also, when I plug up the disk to the external SCSI port, the Quantum 105S is online but the system never recognizes its presence as device 1, LUN:0. I've swapped the 105 and the 30's mechs and the 105 functions fine, but it seems that even after removing the SCSI terminator on the 105, both drives are not working in conjunction. Does anyone know if the Supra Host Adapter of that era can handle the Quantum? Also, if I get an ICD Host Adapter, does that end all of my problems? And finally, a friend told me that I should use Atari's HDX Formatter for my extended partitions because it is the only one supported. Is there some incompatibility between Atari's extended partitions, Supra's and ICD's?

2631. Can I get ML on the ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-10 09:04:22 UTC
From: d90-ngp@sm.luth.se
Message-ID: <1669@tau.sm.luth.se>
Source record: 47821
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does Meta Language (ML) exist on the ST.
If it does, where can I get it?


```
_____________________________________________________________________________
| | | |
| Niklas Grip | University of Luleaa | Some day I will |
| Vallstensgatan 7 | Internet: d90-ngp@sm.luth.se | make some nice |
| 951 59 Luleaa | Bitnet : d90-ngp%sm.luth.se@sekth | logo and remove |
| SWEDEN |===================================| this damn text! |
| Phone: 0920-26228 (international: +46 920 26228) | |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

2632. What to do with an old 520?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-10 09:57:15 UTC
From: exspes@gdr.bath.ac.uk
Message-ID: <1991Jun10.095715.2557@gdr.bath.ac.uk>
Source record: 47808

After ages of thinking about upgrading the ROMs and expanding the memory of my old 520ST (one of the originals, no modulator or builtin floppy, external power supply) I stumbled across a friend selling a used 1040STF, system unit only, so I bought that instead. This means I've got a 520 going spare. No monitor, and ancient ROMs, so it's probably not worth selling. Works, so I hate to throw it out. Occurred to me that I could hack it about a bit instead. Question is, what to do with it?

Ideas which have occurred to me are to turn it into an external RAMdisk, to turn it into a super-intelligent printer buffer, or to make it into an external disk cache for my floppy drives. Or, maybe, some configureable combination of the above. I've got a couple of spare floppy mechs, so it could conceivably be used to support a second pair of drives. All assuming that I work out a sensible way to interconnect the two STs, and write the required drivers for both ends.

Anyone else found themself in this situation? Any hints, or ideas that I've missed? Owing to the amount of peripheral stuff I've got plugged in, would be preferable if they spoke to each other through either the DMA or the MIDI ports.

--
Paul Smee, Computing Service, University of Bristol, Bristol BS8 1UD, UK
P.Smee@bristol.ac.uk - ..!uunet!ukc!bsmail!p.smee - Tel +44 272 303132

2633. STe peripheral questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-10 13:26:57 UTC
From: sgc@robots.oxford.ac.uk
Message-ID: <1837@culhua.prg.ox.ac.uk>
Source record: 47809

I'm posting this message for someone without net-access.

PLEASE DIRECT ALL REPLIES TO THE ADDRESS AT THE END OF THE MESSAGE

Included message begins:

Has anyone connected a PC VGA monitor to the ST? and is it possible?
I am considering buying a monitor, ideally to work with the AT-Once PC board. If I get a colour VGA type PC monitor, could I use it for colour and mono modes on the ST, or am I limited to one or the other. Does a colour multi-scan overcome this?
Also, does anyone know of a cheap and easy way (preferible no soldering) of connecting a high dencity drive to the ST. I have an STE with a 720K drive and ideally would like a HD drive as drive B. I can format disks on my friends PC to 1.44mb, will they work on the STE if I get a PC HD drive, or do I need to alter the controller chip or something?
A few months ago (april I think), Atari ST user, had an article on a new TOS version from a group of hackers in germany, which was going to be a commercial product. Does anyone know where I can get these new TOS roms? They make GEM much faster, and fix alot of bugs. The STE has the TOS roms on sockets, so I think its just a matter of heaving them out and putting the new one in right? Oh, does the product (KAOS TOS I think it was called) work on the STE with blitter?
One last thing on speeding up the STE, does anyone have any programs like Turbo ST, which are PD/Shareware which speed up the STE. I've already got QuickST, but that doesn't work in low res, and it now where near as good as Turbo ST. Turbo ST causes errors where used with the At-Once baord with my hard drive, and doesn't speed it up anyway. Has FATSPEED.PRG been converted to run on an STE now or not?
Help on any of the above topics appreciated - Thanks..... Shane.

Mail ID:

(JANET) DDBAN206F@UK.AC.BIRMIGHAM.POLY.SYSA
(RoW) DDBAN206F@sysa.poly.birmingham.ac.uk

2634. Z-RAM made drive go nuts! WHY!!??

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-10 16:08:19 UTC
From: d90-ngp@sm.luth.se
Message-ID: <1674@tau.sm.luth.se>
Source record: 47819
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have upgraded my 1040 STFM to 4 megabytes with Z-RAM. My ST was one of those with soldered MMU-chip, so I let a proffessional do it for me. When I got my ST back I ran the test program. Geee, four megabytes and no complaints! I started to install Neodesk 3, reads files from one disk and started writing on another. Then suddenly the drive starts making noise. It sounds as if the drives' motor tries to move the head right through the side of the machine. Two dialog boxes explains that the drive does not answer and that the disk is full, although it has 800 kilobytes free!!! A couple of minutes later I conclude that MY DRIVE READS AND FORMATS DISKS IN ALL POSSIBLE COMBINATIONS OF SECTORS AND TRACKS, TWISTED AND NOT TWISTED, FROM GEM, FROM NEODESK 2.05 AND FROM ALL PROGAMS THAT I HAVE BUT IT CANNOT WRITE MORE THAN A COUPLE OF KILOBYTES ON ANY DISK!!!

Now I am in desperate need of HELP!!! The proffessional will do his best to fix it, but it would probably go much faster if anyone have had this problem before and can give me any clue where to start dig. You cannot be to detailed.

DETAILED DESCRIPTION OF A FEW MINUTES EXPERIMENTING
==========
Equipment: 1040 STFM, monochrome monitor, Z-RAM and nothing more!

Inside Neodesk 2.05:
Trying to write to an empty disk formated before memory upgrade.
Drive writes some 10 K, makes noise, dialog boxes sais: Drive not responding.
Disk full.
I cancel writing, "Show info..." sais more than 800 K free.

Same test and same result again a couple of times.
Formats disk in different ways, same test, same result.
Try to load First Word +, Neodesk responds:

An address error has occured (3 bombs).

System register:

d0: 00000800 a0: 000030C2
d1: FFFF0F0F a1: 00008092
d2: 00000027 a2: 00000000
d3: 00000000 a3: 0005DF08
d4: 00000000 a4: 0000313A
d5: 00000000 a5: EB7E4A11
d6: 00000006 a6: 000015E2
d7: 00000006 a7: 00001592

ssp: 00001592
usp: 00060A40

instr: 3D6D
sr: 2300={t:0 s:1 interrupt: 011 x:0 n:0 z:0 v:0 c:0}
pc: 00FC60EA

I pressed return, a fourth bomb showed up, all went black and the computer rebooted.
I started Neodesk 2.05 again and then loaded 1st Word +, no problems!
Loaded a rather large document, changed to empty disk and tried to save.
Disk wrote some 10 seconds, then made that uggly noise again followed by dialog boxes telling drive don't answer and (the empty) disk full.
I cancelled. Drive made noise, same boxes. Cancelled again etc.

I reset the computer, made the 1st Word + test again from GEM, computer loads program and behaves as before.

Loaded Calamus (from Neodesk), played around a little. Rubberband boxes sometimes leave sides of the box unerased when changing size, in a way I never have seen before. "Show statistics" tell me that I have 3.3 meg free.
Suddenly... 2 bombs! Crash is so hard that even Neodesk got stuck (never happened before).

I GIVE UP.


```
-------------------------------------------------------------------------------
| | | |
| Niklas Grip | University of Luleaa | Some day I will |
| Vallstensgatan 7 | Internet: d90-ngp@sm.luth.se | make some nice |
| 951 59 Luleaa | Bitnet : d90-ngp%sm.luth.se@sekth | logo and remove |
| SWEDEN |====================================| this damn text! |
| Phone: 0920-26228 (international: +46 920 26228) | |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

2635. Z-RAM made my drive go nuts! WHY!!?? UPDATE.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-10 18:13:17 UTC
From: d90-ngp@sm.luth.se
Message-ID: <1675@tau.sm.luth.se>
Source record: 47820
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have upgraded my 1040 STFM to 4 megabytes with Z-RAM. My ST was one of those with soldered MMU-chip, so I let a proffessional do it for me. When I got my ST back I ran the test program. Geee, four megabytes and no complaints! I started to install Neodesk 3, reads files from one disk and started writing on another. Then suddenly the drive starts making noise. It sounds as if the drives' motor tries to move the head right through the side of the machine. Two dialog boxes explains that the drive does not answer and that the disk is full, although it has 800 kilobytes free!!! A couple of minutes later I conclude that MY DRIVE READS AND FORMATS DISKS IN ALL POSSIBLE COMBINATIONS OF SECTORS AND TRACKS, TWISTED AND NOT TWISTED, FROM GEM, FROM NEODESK 2.05 AND FROM ALL PROGAMS THAT I HAVE BUT IT CANNOT WRITE MORE THAN A COUPLE OF KILOBYTES ON ANY DISK!!!

Now I am in desperate need of HELP!!! The proffessional will do his best to fix it, but it would probably go much faster if anyone have had this problem before and can give me any clue where to start dig. You cannot be to detailed.

DETAILED DESCRIPTION OF A FEW MINUTES EXPERIMENTING
==========
Equipment: 1040 STFM, monochrome monitor, Z-RAM and nothing more!

Inside Neodesk 2.05:
Trying to write to an empty disk formated before memory upgrade.
Drive writes some 10 K, makes noise, dialog boxes sais: Drive not responding.
Disk full.
I cancel writing, "Show info..." sais more than 800 K free.

Same test and same result again a couple of times.
Formats disk in different ways, same test, same result.
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System register:

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d1: FFFF0F0F a1: 00008092
d2: 00000027 a2: 00000000
d3: 00000000 a3: 0005DF08
d4: 00000000 a4: 0000313A
d5: 00000000 a5: EB7E4A11
d6: 00000006 a6: 000015E2
d7: 00000006 a7: 00001592

ssp: 00001592
usp: 00060A40

instr: 3D6D
sr: 2300={t:0 s:1 interrupt: 011 x:0 n:0 z:0 v:0 c:0}
pc: 00FC60EA

I pressed return, a fourth bomb showed up, all went black and the computer rebooted.
I started Neodesk 2.05 again and then loaded 1st Word +, no problems!
Loaded a rather large document, changed to empty disk and tried to save.
Disk wrote some 10 seconds, then made that uggly noise again followed by dialog boxes telling drive don't answer and (the empty) disk full.
I cancelled. Drive made noise, same boxes. Cancelled again etc.

I reset the computer, made the 1st Word + test again from GEM, computer loads program and behaves as before.

Loaded Calamus (from Neodesk), played around a little. Rubberband boxes sometimes leave sides of the box unerased when changing size, in a way I never have seen before. "Show statistics" tell me that I have 3.3 meg free.
Suddenly... 2 bombs! Crash is so hard that even Neodesk got stuck (never happened before).

I GIVE UP.

UPDATE: A few hours later I made another test: I tried copying files to a ram-disk (in GEM) and my ST bombed again. I restarted with the on/off button and tried again a couple of times. Each time two files were copied and then either one or two bombs showed up.


```
_____________________________________________________________________________
| | | |
| Niklas Grip | University of Luleaa | Some day I will |
| Vallstensgatan 7 | Internet: d90-ngp@sm.luth.se | make some nice |
| 951 59 Luleaa | Bitnet : d90-ngp%sm.luth.se@sekth | logo and remove |
| SWEDEN |===================================| this damn text! |
| Phone: 0920-26228 (international: +46 920 26228) | |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

2636. 2nd drive in Megafile 30?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-10 23:21:11 UTC
From: michael@gem.stack.urc.tue.nl
Message-ID: <646@rc6.urc.tue.nl>
Source record: 47764

```
main()
{
printf("Hello world!\n");
}
```

I have a 520ST (expanded to 1024k) with a Megafile 30. I have bought a second hard disk 30Mb rll 3'5 inch. Both drives work fine independantly, I removed the seagate ST-238R and replaced it with the KL320 the drive responded normally and I was able to format partion and use it.

On the main print of the Megafile 30 there is a connecter marked j1. (Ok, there wasn't a connector but I put one there.) It looks the same as j0 (20 pin) which is used for the select of the first drive. I connected a longer cable to j2 (34 pin) and connected this to both drives. I connected the second drive to j1 and booted. The system booted but the second drive wasn't recognized at all, not even by the partitioning software (Atari Advanced Hard Disk Utilities (c) 1989 CA400307-004). So I tried changing the positon of the dip switch marked `x' on the Megafile motherboard with no result. I changed the drive select jumper on the harddisk, but this didn't change anything either. When I switched the drives (the 20 pin cables) the second drived worked and the first one didn't.

If anyone on the net (or not on it for that matter) has suceded in connecting two hard-disks to a Megafile controller. Or if anyone knows what I might be doing wrong please help.

--
Michael Brouwer

P.S. Any opinions expressed above are not my own, but my vt100's

2637. SNASM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-11 04:40:39 UTC
From: Laura_Burnett@mindlink.bc.ca
Message-ID: <6212@mindlink.bc.ca>
Source record: 47861

We just got a SNASM unit for cross assembling (IBM host) on the ST.

I was wondering if anyone has used one of these things and can tell me what their long term impressions were.

Also, has anyone figured out the Debugging info that is generated by Lattice 5? I realize that it is probably proprietary so um, I was just going to use it in a simple serial debugging tool I was working on...

Where does one go about getting info (low level hardware info) on the MEGA STE, I am especially interested in the DAC (stereo sound) and the scrolling stuff.

I was wondering if anyone has seen a hardware type of debugger or snapshot utility (along the lines of a SOFTICE or like an ACTION REPLAY cartridge) I would like to examine the computer when it has hung up.

Are there any PD linkers out there?

Thanks for any info you can supply....
Post or mail

David Galloway, Distinctive Software Incorporated

2638. Re: ICD micro ST and SH205

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-11 04:46:08 UTC
From: scale@abode.ttank.com
Message-ID: <1991Jun11.044608.3507@abode.ttank.com>
Source record: 47822

In article <1991Jun10.050857.6668@wam.umd.edu> cmedley@wam.umd.edu (Charles Henry Medley) writes:
>
>I am trying to attach a Mac external SCSI drive (Quantum 105S) to the SCSI
>port on the back of my Supra 30MB Atari Hard Disk. I'm using the 1988
>Supra Software and Host Adapter and it doesn't have the format parameters
>to handle a Quantum 105S. Also, when I plug up the disk to the external
>SCSI port, the Quantum 105S is online but the system never recognizes its
>presence as device 1, LUN:0. I've swapped the 105 and the 30's mechs and
>the 105 functions fine, but it seems that even after removing the SCSI
>terminator on the 105, both drives are not working in conjunction. Does
>anyone know if the Supra Host Adapter of that era can handle the Quantum?
>Also, if I get an ICD Host Adapter, does that end all of my problems? And
>finally, a friend told me that I should use Atari's HDX Formatter for
>my extended partitions because it is the only one supported. Is there
>some incompatibility between Atari's extended partitions, Supra's and ICD's?

Hi Charles,
As soon as you can, call Quantam's Technical Support and ask
them for the format parameters for the 105S; and while you have them on the
telephone, ask them to send you a technical reference manual for the 105S
(Supra's software will let you enter the parameters manually if you know
them). Remove the terminator resistor pack from the first drive in the DMA
chain (the Supra's drive) only; leave the terminator resistor pack in the last
drive of the chain. Set the Supra as device #0; then the Quantam as device
#1, 2 or 4 or any device # that the Supra software will recognize the
Quantam. Depending on the mechanism that the Supra is using, you may have to
switch the device numbers around.
Now about extended partitions under TOS. As far as I know (and I could
be wrong, somebody please correct me if I am), BGM (or extended TOS) partitions
are the same regardless whether it's Atari's, ICD's or Supra's; at least I have
had no problems with the three (and I use all three of them). If you do want
to use BGM partitions though, make sure that you are using at least TOS 1.04
(1.4) or higher. So long as you are going to use Supra's software; I would
also recommend using PinHead and Diamond Cache. Take care, bye.....

Luis

2639. Re: 1.44 MB project

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-11 10:36:51 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5827@wucc.waseda.ac.jp>
Source record: 47824

I posted an appeal for beta testers of a 1.44 MB drive hack six weeks ago and have received 23 responses. I admit the instructions were not intelligible to people who had never used soldering irons, but to be honest, I had expected at least one person would succeed to build a fine adaptor or at least one person would be asking me to lend the adaptor. I shouldn't have been surprised to realise how really few people are seriously committed to ATARI ST. After all, we haven't had real applications other than music and printing.

No more of gripes, but just let me issue a final appeal. Is there anyone out there (developers are most welcome) who would like to build a 1.44 MB floppy drive adaptor? Mine works perfectly (now designed to be plugged into the socket of WD1772). It works perfectly (without any software tuning at all) with TOS and Minix with standard high density drives (it can boot from a high density floppy too).

I do not like to send documents to info-leaches, but if you are willing to to buy a high density drive (and a WD1772-0202) I would very much like to share the pleasure of using the industry standard floppy disks even if your technical background is poor.

Incidentally, the minimum model requires soldering 3 14-pin chips and optimum model 6 chips (about 84 soldering points). The minimum model preserves the original WD1772 and has 6 jumper lines while the optimum model has its own Wd1772 socket but has only one jumper line.

Write to me if you are reading my article the first time and interested.

Tsuji
ytsuji@cfi.waseda.ac.jp

P.S.
I don't write to people who don't write to me.

2640. Re: 1.44 MB project

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-11 15:03:48 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun11.150348.22250@informatik.uni-erlangen.de>
Source record: 47823

ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:

>I posted an appeal for beta testers of a 1.44 MB drive hack six weeks
>ago and have received 23 responses. I admit the instructions were
>not intelligible to people who had never used soldering irons, but to
>be honest, I had expected at least one person would succeed to build a
>fine adaptor or at least one person would be asking me to lend the
>adaptor. I shouldn't have been surprised to realise how really few
>people are seriously committed to ATARI ST. After all, we haven't had
>real applications other than music and printing.

The problem with your appeal is that we all already have HD disks connected
to our STs 8-) - at least in Germany. I was one of the developpers of this
hack; our article appeared in 'ST-Computer' 1/90. Commercial HD disk
adapters are available at every corner, and the principles used are
published. This is probably why you got such a weak response.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2641. MSA files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-11 16:06:55 UTC
From: adm2@doc.ic.ac.uk
Message-ID: <1991Jun11.160655.13941@doc.ic.ac.uk>
Source record: 47826
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I know this has probably already been asked,but what do I have to do
to a '.MSA' file to get the demo to work?? I have whattaheck demo,but am
unable to use it because of this??

Can anyone help??

Alan.

2642. Sweep frequency for mono-monitor ST ??

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-11 16:53:47 UTC
From: wgg@hp-lsd.COS.HP.COM
Message-ID: <26640001@hp-lsd.COS.HP.COM>
Source record: 47831

Could someone please tell me the horizonal sweep frequency for the mono monitor for the ST.

Grant
wgg@hp-lsd.cos.hp.com

2643. Re: Vertical Blank routines

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-11 18:51:30 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <3386.06.91@drdhh.hanse.de>
Source record: 47858

chu@acsu.buffalo.edu (john c chu) writes:
>Can someone mail me the dos and don'ts of using routines that run
>every vertical blank? If the Abacus ST Internals is accurate in this
>case, I think I know how to install a routine. However, I'd like to
>know if it is ok to call an XBIOS routine during that time, what the
>maximum length a routine should be and so on...

Before calling BIOS or XBIOS routines from interrupts, you should
use BIOS_ON, afterwards BIOS_OFF, which are macros used to manipulate
the bios register stack.

```
#define SAVPTR (*(char **)0x4a2)
#define BIOS_ON (SAVPTR += 46)
#define BIOS_OFF (SAVPTR -= 46)
```

>(also, is it correct to add your routine to the VBL queue by altering
>the system variables? Their locations do not (and will not) change
>between versions of TOS?)

Yes, it's ok.

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)

2644. Re: MSA files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-11 20:18:15 UTC
From: erkamp@arc.ab.ca
Message-ID: <1991Jun11.201815.1661@arc.ab.ca>
Source record: 47833
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jun11.160655.13941@doc.ic.ac.uk> adm2@doc.ic.ac.uk (Alan David Messer) writes:
>Hi,
>
> I know this has probably already been asked,but what do I have to do
>to a '.MSA' file to get the demo to work?? I have whattaheck demo,but am
>unable to use it because of this??
>
These are Magic Shadow Archive files. You need to get the dearchiver. I beleive it's at atari.archive.umich.edu in atari/archivers as SHADOW.LZH or SHADOW.ARC.

Bob

2645. Re: 1.44 MB project

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-11 21:34:47 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5832@wucc.waseda.ac.jp>
Source record: 47830

In article <1991Jun11.150348.22250@informatik.uni-erlangen.de>,
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
--------------quotes --------
> ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:
>
> >I posted an appeal for beta testers of a 1.44 MB drive hack six weeks
> >ago and have received 23 responses. I admit the instructions were
> >not intelligible to people who had never used soldering irons, but to
> >be honest, I had expected at least one person would succeed to build a
> >fine adaptor or at least one person would be asking me to lend the
> >adaptor. I shouldn't have been surprised to realise how really few
> >people are seriously committed to ATARI ST. After all, we haven't had
> >real applications other than music and printing.
>
> The problem with your appeal is that we all already have HD disks connected
> to our STs 8-) - at least in Germany. I was one of the developpers of this
> hack; our article appeared in 'ST-Computer' 1/90. Commercial HD disk
> adapters are available at every corner, and the principles used are
> published. This is probably why you got such a weak response.
>
> --
> Claus Brod, Am Felsenkeller 2, Things. Take. Time.
> D-8772 Marktheidenfeld, Germany (Piet Hein)
> csbrod@medusa.informatik.uni-erlangen.de
> Claus_Brod@wue.maus.de
> --

I didn't know of your hack, I am very sorry. What I have known is a product
known as HD-Module from ATARI-WORKSHOP in Windsor (England), which I assume
comes from Compu-ware (I see German names like Herrman on the manual). It
is the size of a WD1772 so that it can be soldered on the Wd1772 easily.

If that was ever as good as it claims, I hadn't had any reason to make my
own. A couple of fatal defects I couldn't stand:
(1) No way of connecting two HD drives. (the interface is default GND!)
(2) Have to set the step rate. Or leave the step rate 6 ms for 2DD mode.
I will have to recompile or do something for all the software that
supposes 3 ms the default speed (e.g. Minix). I cannot forget I
left an HD floppy in the slot when I boot.
(3) Non-standard formatting program (They think TOS's formatting
program is good enough and use bios calls to physically format
18 sectors per track.)
(4) the way LOW_DENSITY signal was created with the help of a transistor
couldn't please me.

The fact there are either uninterested people or people satisfied with the German product compels me to cancel my posting in a day or two. If Herr Brod and other Germans could fill the gap and advise people to contact the company that sell the adaptor, I think I shouldn't stand in their way.

Tsuji

2646. keyboard pin-outs wanted.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-11 23:05:51 UTC
From: bd6@vax1.mankato.msus.edu
Message-ID: <1991Jun11.170551.612@vax1.mankato.msus.edu>
Source record: 47832

I plan on "extending" my keyboard. And i don't know if i just missed it or what. But i would like to know the pin-outs for the keyboard jack. (that ugly 17 pin thing.) I would like to know all the pin-outs, so i can also connect my mouse and whatever else, to the keyboard. So i need al little as possible wires from the keyboard to the computer.

Thanks.
brian.

bd6@vax1.mankato.msus.edu

2647. Read 8-bit disks DIRECTLY (solution)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-12 01:04:20 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <9106120104.AA03279@sun.soe.clarkson.edu>
Source record: 47829

Many people have files from their Atari 8bit days that they would like to
bring to a msdos disks for their ST.

Solution: At msdos.archive.umich.edu(141.211.165.34),
get /msdos/disk/atario.arc
This is a program (and Pascal Sources!) that allows
an msdos machine to read Atari 8bit double density disks.
It can work in either binary or text modes.

Aside: I actually took the sources and made it filter files from Atariwriter
format to Wordperfect 4.2 format!

AAron

2648. Ste DMA chip replacement

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-12 07:55:58 UTC
From: csual@warwick.ac.uk
Message-ID: <HD8_RY$@warwick.ac.uk>
Source record: 47828

I know that early STe's were affected by a problem in the DMA chip which corrupted some hard disks, and that Atari would fix the problem for free only if you had a problem with one of their Megafile HD's.
I have an early STe and am thinking of buying a HD soon, but I don't want to wait until the think screws up before I do anything. How do I tell if I need a new chip, and if so, what do I have to do if I want it replaced? I don't expect to get it for free (although I think I should as it was a design fault), but I just haven't heard anything about this. Could Allan Pratt give me the official Atari line on this one? Pretty please?
Anybody else got any news on this? E-mail preferred on either:

jas@uk.ac.warwick.cs
or
csual@uk.ac.warwick.cu

Ta very much,
Jas.

2649. Re: MSA files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-12 11:07:46 UTC
From: marc@sequoia.cray.com
Message-ID: <033903.8391@timbuk.cray.com>
Source record: 47835
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jun11.201815.1661@arc.ab.ca>, erkamp@arc.ab.ca (Bob Erkamp) writes:
> In article <1991Jun11.160655.13941@doc.ic.ac.uk> adm2@doc.ic.ac.uk (Alan David Messer) writes:
> >Hi,
> >
> > I know this has probably already been asked,but what do I have to do
> >to a '.MSA' file to get the demo to work?? I have whattaheck demo,but am
> >unable to use it because of this??
> >
> These are Magic Shadow Archive files. You need to get the dearchiver. I beleive
> it's at atari.archive.umich.edu in atari/archivers as SHADOW.LZH or SHADOW.ARC.
>
> Bob

I believe that MSA_141.LZH is the latest version at a.a.

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

2650. Re: MS-DOS Format

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-12 11:13:29 UTC
From: wolfram@cip-s08.informatik.rwth-aachen.de
Message-ID: <wolfram.676725209@cip-s08>
Source record: 47825

scott@cs.hw.ac.uk (Scott Telford) writes:

>>Does anyone know wether there is a program available to format ms dos
>>compatable disk formats on an Atari ST.

>[...] Works like a charm. Just don't put any '+' signs in your TOS
>filenames...

Just what's gonna happen if I do?

2651. Mint libraries for Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-12 12:19:58 UTC
From: mro@dcs.exeter.ac.uk
Message-ID: <3887@izar.dcs.exeter.ac.uk>
Source record: 47834

I have started to look at writing programs under Mint, but I only have Sozobon C.

Are there any libraries for Mint that can be used with Sozobon C?
The only libraries I can find are for GCC (i.e .olb files). Is it possible to convert these for use with Sozobon?

Thanks

Marcus

2652. Re: MSA files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-12 13:16:39 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jun12.131639.29965@mailer.cc.fsu.edu>
Source record: 47836
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jun11.160655.13941@doc.ic.ac.uk>, adm2@doc.ic.ac.uk (Alan David Messer) writes:
>Hi,
>
> I know this has probably already been asked,but what do I have to do
>to a '.MSA' file to get the demo to work?? I have whattaheck demo,but am
>unable to use it because of this??
>

You need a copy of Magic Shadow Archiver (MSA), which compresses an entire disk into a (big) file, including formatting info. It is on atari.archive, probably under the name shadow.arc (in the archiver directory).
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@fsucs.cs.fsu.edu |
---------------------------------+-------------------------------------

2653. Z-RAM made my drive go nuts! WHY!!?? CORRECTION.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-12 13:38:02 UTC
From: d90-ngp@sm.luth.se
Message-ID: <1676@tau.sm.luth.se>
Source record: 47837
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have upgraded my 1040 STFM to 4 megabytes with Z-RAM. My ST was one of those with soldered MMU-chip, so I let a proffessional do it for me. When I got my ST back I ran the test program. Geee, four megabytes and no complaints! I started to install Neodesk 3, reads files from one disk and started writing on another. Then suddenly the drive starts making noise. It sounds as if the drives' motor tries to move the head right through the side of the machine. Two dialog boxes explains that the drive does not answer and that the disk is full, although it has 800 kilobytes free!!! A couple of minutes later I conclude that MY DRIVE READS AND FORMATS DISKS IN ALL POSSIBLE COMBINATIONS OF SECTORS AND TRACKS, TWISTED AND NOT TWISTED, FROM GEM, FROM NEODESK 2.05 AND FROM ALL PROGAMS THAT I HAVE BUT IT CANNOT WRITE MORE THAN A COUPLE OF KILOBYTES ON ANY DISK!!!

Now I am in desperate need of HELP!!! The proffessional will do his best to fix it, but it would probably go much faster if anyone have had this problem before and can give me any clue where to start dig. You cannot be to detailed.

DETAILED DESCRIPTION OF A FEW MINUTES EXPERIMENTING
==========
Equipment: 1040 STFM, monochrome monitor, Z-RAM and nothing more!

Inside Neodesk 2.05:
Trying to write to an empty disk formated before memory upgrade.
Drive writes some 10 K, makes noise, dialog boxes sais: Drive not responding.
Disk full.
I cancel writing, "Show info..." sais more than 800 K free.

Same test and same result again a couple of times.
Formats disk in different ways, same test, same result.
Try to load First Word +, Neodesk responds:

An address error has occured (3 bombs).

System register:

d0: 00000800 a0: 000030C2
d1: FFFF0F0F a1: 00008092
d2: 00000027 a2: 00000000
d3: 00000000 a3: 0005DF08
d4: 00000000 a4: 0000313A
d5: 00000000 a5: EB7E4A11
d6: 00000006 a6: 000015E2
d7: 00000006 a7: 00001592

ssp: 00001592
usp: 00060A40

instr: 3D6D
sr: 2300={t:0 s:1 interrupt: 011 x:0 n:0 z:0 v:0 c:0}
pc: 00FC60EA

I pressed return, a fourth bomb showed up, all went black and the computer rebooted.
I started Neodesk 2.05 again and then loaded 1st Word +, no problems!
Loaded a rather large document, changed to empty disk and tried to save.
Disk wrote some 10 seconds, then made that uggly noise again followed by dialog boxes telling drive don't answer and (the empty) disk full.
I cancelled. Drive made noise, same boxes. Cancelled again etc.

I reset the computer, made the 1st Word + test again from GEM, computer loads program and behaves as before.

Loaded Calamus (from Neodesk), played around a little. Rubberband boxes sometimes leave sides of the box unerased when changing size, in a way I never have seen before. "Show statistics" tell me that I have 3.3 meg free.
Suddenly... 2 bombs! Crash is so hard that even Neodesk got stuck (never happened before).

I GIVE UP.

UPDATE: A few hours later I made another test: I tried copying files to a ram-disk (in GEM) and my ST bombed again. I restarted with the on/off button and tried again a couple of times. Each time two files were copied and then either one or two bombs showed up.

CORRECTION: Sorry, in the last sentence I mean ...either two or three bombs showed up.

Niklas Grip	University of Luleaa	Some day I will
Vallstensgatan 7	Internet: d90-ngp@sm.luth.se	make some nice
951 59 Luleaa	Bitnet : d90-ngp%sm.luth.se@sekth	logo and remove
SWEDEN		this damn text!
Phone: 0920-26228 (international: +46 920 26228)		

2654. Re: Sweep frequency for mono-monitor ST ??

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-12 13:47:05 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun12.134705.10818@actrix.gen.nz>
Source record: 47841

In article <26640001@hp-lsd.COS.HP.COM> wgg@hp-lsd.COS.HP.COM (Grant Grovenburg) writes:
> Could someone please tell me the horizonal sweep frequency for the mono
> monitor for the ST.
>
> Grant
> wgg@hp-lsd.cos.hp.com

Well is this is it 37.5 khz..a lot faster than VGA .
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

2655. Re: Ste DMA chip replacement

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-12 13:55:37 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Jun12.135537.6164@newcastle.ac.uk>
Source record: 47838

In the latest ST Format and I quote:

"Bob Gleadow, Managing Director of Atari UK, is keen to clear the air about STE DMA problems. As FORMAT reported in issue 16, a faulty DMA chip in some STEs could result in hard drive data becoming corrupted after just a few hours' use. Gleadow told FORMAT that if you've got a problem with your STE, and you can prove it's a legitimate DMA problem, then Atari will deal with it free of charge. If you feel your STE is one of the "small" batch of machines that has a duff DMA chip, then phone Atari on 0753 33344 for the technical department. Oh, and tell 'em ST FORMAT sent you."

Dave Halliday
(D.C.Halliday@newcastle.ac.uk)

2656. Re: Vertical Blank routines

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-12 15:20:05 UTC
From: erik@mcrware.UUCP
Message-ID: <6862@mcrware.UUCP>
Source record: 47840

In article <79358@eerie.acsu.Buffalo.EDU> chu@acsu.buffalo.edu (john c chu) writes:
>Can someone mail me the dos and don'ts of using routines that run
>every vertical blank? If the Abacus ST Internals is accurate in this
>case, I think I know how to install a routine. However, I'd like to
>know if it is ok to call an XBIOS routine during that time, what the
>maximum length a routine should be and so on...
>

Down these same lines, does anyone know what the OS entries in the VB queue are used for (I know there are many different versions of TOS, but their function may be similar). If I make my VBI the only entry, then I can get 130,000 cycles of processing time during each VBI. Of course using this much processor time during each interrupt means that your main CPU process is running with very little processor time. Somewhere during that 130k cycles the next screen refresh is already taking place, so don't count on the screen refresh to wait until your VBI is over.

Another question. From my experimentations, I have found that it is possible to have very long VBI interrupts (perhaps a 2 second interrupt). Think of this as a one time interrupt. Now during this way-long interrupt, is it true that no more VBIs are processed until it is over? Also, is the main process halted completely while it is running?

If anyone is interested, I have a tiny assembly routine that will install a VBI, and another to restore the old entries. If a few people are interested I will post it (very short, but I don't have it with me at the moment).

Later,

Erik R Johnson

2657. Re: MSA files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-12 16:10:10 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun12181010@orion.laas.fr>
Source record: 47888
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jun11.201815.1661@arc.ab.ca> erkamp@arc.ab.ca (Bob Erkamp) writes:

| Path: laas!corton!mcsun!uunet!zaphod.mps.ohio-state.edu!mips!atha!aunro!alberta!arcsun.arc.ab.ca!erkamp
| These are Magic Shadow Archive files. You need to get the dearchiver.
| I beleive it's at atari.archive.umich.edu in atari/archivers as
| SHADOW.LZH or SHADOW.ARC.

You got the right directory but the info is out of date. According to
ComdInd.Z:

msa103.lzh 15 Magic shadow Archiver. Needed for graphics demos.
msa_141.lzh 30 Magic Shadow Archiver, latest version.
shadow.arc 20 magic Sahdow Archiver, early version.

Cheers,
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

2658. Setting the clock on GCR

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-12 18:30:10 UTC
From: kron@netcom.COM
Message-ID: <1991Jun12.183010.12659@netcom.COM>
Source record: 47827

I haven't seen anything in the documentation about the clock.
Does everyone else have to set the clock once spectre is running?
My atari clock is set for me by an program in my auto folder and it
does work. Just wondering :-).
--
Kenneth Kron -- Bit Whys Software & Technology Consulting
293 Sleeper Ave
Mountain View, CA 94040-3818
email: (usenet) kron@netcom.COM (compuserve) 76040,1756

2659. Re: Ste DMA chip replacement

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-12 21:07:56 UTC
From: carlos@garfield.cs.mun.ca
Message-ID: <1991Jun12.210756.2621@garfield.cs.mun.ca>
Source record: 47844

D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:
>"Bob Gleadow, Managing Director of Atari UK, is keen to clear the air
>about STE DMA problems. As FORMAT reported in issue 16, a faulty DMA
>chip in some STEs could result in hard drive data becoming corrupted
>after just a few hours' use. Gleadow told FORMAT that if you've got a
>problem with your STE, and you can prove it's a legitimate DMA problem,
>then Atari will deal with it free of charge. If you feel your STE is
>one of the "small" batch of machines that has a duff DMA chip, then
>phone Atari on 0753 33344 for the technical department. Oh, and tell
>'em ST FORMAT sent you."

Does anybody know if this offer stands with Atari CANADA?
Anybody have their phone number?
--
\\\
C. Miguel Borges ||| Memorial University of Newfoundland
carlos@garfield.cs.mun.ca ||| ATARI St. John's, Newfoundland
an630@Cleveland.Freenet.edu / | \ Canada.

2660. Software Guide for Architects

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-12 23:49:13 UTC
From: dnoble@behrens.ced.berkeley.edu
Message-ID: <1991Jun12.234913.6000@agate.berkeley.edu>
Source record: 47847
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Final Announcement

The Department of Architecture at the University of California
is putting together a catalog of software used by architects.
The book will include all software used in the profession,
including CAD, project management, modeling, rendering,
facility management, etc.

To be included in this reference guide, firms and individuals
must fill out a two page questionaire available by mailing a
request to:

Douglas Noble, AIA, Ph.D.
Department of Architecture
232 Wurster Hall
University of California
Berkeley, CA 94720

2661. Re: Mint libraries for Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-13 02:11:12 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Jun12.211112.9391@uwovax.uwo.ca>
Source record: 47843

In article <3887@izar.dcs.exeter.ac.uk>, mro@dcs.exeter.ac.uk (Marcus) writes:
> Are there any libraries for Mint that can be used with Sozobon C?
> The only libraries I can find are for GCC (i.e .olb files). Is it possible to
> convert these for use with Sozobon?
>

The source code for the MiNT library is also available (by FTP from
atari.archive, for example). Porting this to Sozobon is certainly possible,
although potentially difficult. Some of the functions (e.g. in the stdio
library) originally came from dLibs anyways, although Jwahar Bammi and
I (and other people as well) have hacked on them quite a bit.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

2662. Re: keyboard pin-outs wanted.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-13 03:54:22 UTC
From: David_Galloway@mindlink.bc.ca
Message-ID: <6251@mindlink.bc.ca>
Source record: 47863

Hello. I have a very old, many generations photocopied, schematic
to the 520ST (original model). It includes a pinout of J12 which
is the one that you would like. I also have information from the
back of the MEGA STe book which is the most up to date as far as
the mouse and joystick ports that I could find. I hope there are
no errors and that it helps you....

```
.
JUMPER12 .
-------- _ ___ .
No connect 18 [ ] ) .
[ ] ) .
???? To Pin 5 of Joy1 17 [ ] ) .
[ ] ) .
RESET 16 [ ] ) .
[ ] ) .
Pin 4 on 6850 TxData 15 [ ] ) .
[ ] ) .
Pin 3 on 6850 RxData 14 [ ] ) .
[ ] \ This is Joy0/Mouse .
+5V 13 [ ] / .
[ ] ) .
XB/Up 12 [ ] ) .
[ ] ) .
Lbutton/Fire 11 [ ] ) .
[ ] ) .
XA/Down 10 [ ] ) .
[ ] ) .
YA/Left 09 [ ] ) .
[ ] ) .
YB/Right 08 [ ] ___ .
[ ] .
Up 07 [ ] ---\ .
[ ] \ .
Rbutton/Fire 06 [ ] \ .
[ ] \ .
Down 05 [ ] \ .
[ ] \ .
Left 04 [ ] this is Joy1 .
[ ] / .
Right 03 [ ] / .
[ ] / .
does not connect? KEY?AT 02 [ ] This was too fuzzy to read .
[ ] / .
Ground 01 [_] ---- .
```

.
.
.
----------------------- .
\ / DB9 (for joysticks/mice) .
\ 1 2 3 4 5 / .
\ / JOY0 JOY1 .
\ 6 7 8 9 / 1 XB/UP 1 Up .
_____________/ 2 XA/DOWN 2 Down .
3 YA/LEFT 3 Left .
4 YB/RIGHT 4 Right .
Outside view of 5 Middle button/Joy up 5 reserved (to Pin 17.)
Computer port 6 Lbutton/Fire 6 Fire .
(as opposed to 7 +5V 7 +5V .
Joystick connecter) 8 Ground 8 Ground .
9 Rbutton/Joy1 Fire 9 No connection.
.

David Galloway

P.S. Pin 5 on JOY0 (middle button) was a surprise for me, I have
not seen that before... It was Not connected on the schematic I
have... I assume they mean JOY1 up.

2663. Re: 1.44 MB project

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-13 04:09:27 UTC
From: David_Galloway@mindlink.bc.ca
Message-ID: <6252@mindlink.bc.ca>
Source record: 47862

I am interested in the PAL 16V8 idea... (short enough for you?) :) David Galloway, DSI

2664. Mint libraries for Turbo C

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-13 07:50:31 UTC
From: muts@fysak.fys.ruu.nl
Message-ID: <muts.676799431@fysak>
Source record: 47846

In sources of a version of Mint about a half year ago I saw the beginning of
bindings for Turbo C. I wonder if in the meantime Mint has been made to
work with Turbo C as well. Could anyone tell me about this?
Thanks in advance,
--
Peter Mutsaers email: muts@fys.ruu.nl
Rijksuniversiteit Utrecht muts@fysak.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-533880
3584 CG Utrecht, Netherlands

2665. Re: 1.44 MB project

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-13 08:44:32 UTC
From: adamd@rhi.hi.is
Message-ID: <3242@krafla.rhi.hi.is>
Source record: 47845

In <5832@wucc.waseda.ac.jp> ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:

>[...] csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>> ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:
>> >I posted an appeal for beta testers of a 1.44 MB drive hack six weeks
>> >ago and have received 23 responses.

I responded back then and have exchanged ideas with Y.Tsuji. His suggestion
for eliminating the need for changing the step rates is simple yet effective.
I am surprised that for nearly 2 years (or longer?), people have struggled
with fixing software drivers or they accept using a slow step rate for DD disks.
There are various other hints and tips which don't seem to be mentioned in the
ST-Computer 1/90 article.

>> The problem with your appeal is that we all already have HD disks connected
>> to our STs 8-) - at least in Germany. I was one of the developpers of this
>> hack; our article appeared in 'ST-Computer' 1/90. Commercial HD disk
>> adapters are available at every corner, and the principles used are
>> published. This is probably why you got such a weak response.

Germany is the most active area for Atari computers, but there are others.
Not everyone can read German, and many users never see the magazines.
The project in the magazine article seems to handle only one HD floppy drive.
Obviously it works, but it didn't suit my purposes. I had a look at an HD
adapter module from 'Hard and Soft' in Germany. It also could only handle one
HD drive, but at least it generates the 16 MHz clock signal on board and
divides it to 8 MHz for DD disks. I think this was a different product from
the CompuWare HD-Modul. It doesn't buffer the side-select signal and there is
no provision for fixing the media-change problem on those floppy drives which
are smart enough to keep track of disk changes.

>What I have known is a product known as HD-Module [...]
>If that was ever as good as it claims, I hadn't had any reason to make my own.

It was the same for me. I have just finished building my own circuit design
on wirewrap holeboard (the first attempt was on stripboard which caused too
much interference in HD-mode).
Public thanks to Y.Tsuji for the correct handling of steprates in hardware,
and other invaluable help.

It is only right that manufacturers and users of commercial hardware, and
hobbyists / hardware hackers are aware of the limitations (some of them serious)
in the equipment. I'm glad I didn't have to buy a WD1772 accelerator module,
only to find I couldn't use it anyway without redesigning from scratch.
I'm sure others have been less fortunate and have to put up with what they
bought because they had incomplete information when they bought it.

Anyone who wants to build an HD floppy control board for their ST should definitely benefit from reading the 1.44 MB project docs by Y.Tsuji.

--
Adam David.
(adamd@rhi.hi.is)

2666. Re: 1.44 MB project

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-13 12:08:41 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun13.120841.19885@informatik.uni-erlangen.de>
Source record: 47842

ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:

>I didn't know of your hack, I am very sorry. What I have known is a product
>known as HD-Module from ATARI-WORKSHOP in Windsor (England), which I assume
>comes from Compu-ware (I see German names like Herrman on the manual). It
>is the size of a WD1772 so that it can be soldered on the Wd1772 easily.

You don't have to be sorry. It's just that you wondered why interest
was so low, and I tried to explain meaning to be helpful, nothing else.

>If that was ever as good as it claims, I hadn't had any reason to make my
>own. A couple of fatal defects I couldn't stand:
> (2) Have to set the step rate. Or leave the step rate 6 ms for 2DD mode.
> I will have to recompile or do something for all the software that
> supposes 3 ms the default speed (e.g. Minix). I cannot forget I
> left an HD floppy in the slot when I boot.

This leads me to think that this is a direct copy of our solution presented
in 1990 which also needed a separate step rate program.

> (3) Non-standard formatting program (They think TOS's formatting
> program is good enough and use bios calls to physically format
> 18 sectors per track.)

What's so bad about Flopfmt()? I really don't understand the problem
here.

> (4) the way LOW_DENSITY signal was created with the help of a transistor
> couldn't please me.

Our solution didn't use transistors for this purpose.

>The fact there are either uninterested people or people satisfied with the
>German product compels me to cancel my posting in a day or two. If Herr Brod
>and other Germans could fill the gap and advise people to contact the
>company that sell the adaptor, I think I shouldn't stand in their way.

You don't have to cancel it just because there are other solutions for it.
The fact that you have attracted about 20 people willing to build your
HD circuit means that there is interest, albeit not as much as you'd like
to have.

In Germany, there are at least 10 commercial solutions for this purpose.
One of the best is sold by OverScan GbR in Berlin.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)

csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2667. Re: 1.44 MB project

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-13 13:50:31 UTC
From: michaels@messua.informatik.rwth-aachen.de
Message-ID: <michaels.676821031@messua>
Source record: 47839

ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:

>Incidentally, the minimum model requires soldering 3 14-pin chips and
>optimum model 6 chips (about 84 soldering points). The minimum model
>preserves the original WD1772 and has 6 jumper lines while the optimum
>model has its own Wd1772 socket but has only one jumper line.

As Claus Brod said, HD drives are very common here in Germany. There is
a circuit which consists of 1 (one) GAL 16V8 which has to be programmed.
I have the JEDEC file to program the GAL, and I think it is PD - if it
is PD and someone is interested, I could post it ...

Michael Schwingen
------- please keep email from outside germany SHORT ---------
michaels%cip-s01.informatik.rwth-aachen.de@unido.bitnet

2668. Re: MS-DOS Format

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-13 14:07:21 UTC
From: jvl@idca.tds.philips.nl
Message-ID: <1241@apdnm.idca.tds.philips.nl>
Source record: 47848

>scott@cs.hw.ac.uk (Scott Telford) writes:
>
>>>Does anyone know wether there is a program available to format ms dos
>>>compatable disk formats on an Atari ST.
>
>>[...] Works like a charm. Just don't put any '+' signs in your TOS
>>filenames...
>
>Just what's gonna happen if I do?

Nice: it happened me this morning. You will get the message "File not found".
The only solution seems to be to patch the directory using a disk editor.

Jan

##
DISCLAIMER:Unless otherwise stated, the above comments are entirely my own
# #
Jan van Loenen Internet jvl@idca.tds.philips.nl
Philips Information Systems UUCP ....!mcvax!philapd!jvl
##

2669. Re: Mint libraries for Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-13 15:55:24 UTC
From: steve@thelake.mn.org
Message-ID: <A1458312909@thelake.mn.org>
Source record: 47849

[In article <1991Jun12.211112.9391@uwovax.uwo.ca>,
7103_2622@uwovax.uwo.ca (Eric Smith) writes ...]

> In article <3887@izar.dcs.exeter.ac.uk>, mro@dcs.exeter.ac.uk (Marcus) writes:
>> Are there any libraries for Mint that can be used with Sozobon C?
>> The only libraries I can find are for GCC (i.e .olb files). Is it possible to
>> convert these for use with Sozobon?
>
> The source code for the MiNT library is also available (by FTP from
> atari.archive, for example). Porting this to Sozobon is certainly possible,
> although potentially difficult.

I get the impression that David Parsons (orc) has already done this in
conjunction with his work on Bauble UUCP (see comp.sources.atari.st).
Maybe he can be persuaded to release his libraries.

On a related note, is there any further info on a new release of
Sozobon C?

And does *anybody* have the full set of sources and examples for GEMFAST
version 1.5?

Steve Yelvington, Marine on St. Croix, Minnesota, USA / steve@thelake.mn.org

2670. RTS/CTS (was Re: set-up for Practical Peripherals 9600 modem?)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-13 16:17:56 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun13181756@orion.laas.fr>
Source record: 47886

In article <22357@cbmvax.commodore.com> joe@cbmvax.commodore.com (Joe O'Hara - Product Assurance) writes:
| However, if the poster above is correct regarding problems with
| RTS/CTS with Ataris, you can turn off flow control in the modem and
| rely on XON/XOFF at the computer.

Wasn't there among the inital TOS 1.4 AUTO Patch Kit, something to get RTS/CTS working right on STs? I remember vaguely from the README that it was NOT 1.4 specific. Does anyone know any more about this?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

2671. Re: Sweep frequency for mono-monitor ST ??

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-13 16:58:07 UTC
From: wgg@hp-lsd.COS.HP.COM
Message-ID: <26640002@hp-lsd.COS.HP.COM>
Source record: 47851

Thanks to all who responded. I recieved the following values:

35khz
35.7khz
37.5khz

I suppose I could average the values 8*)

Grant

ps. I was considering whether a 31.5khz vga mono monitor would work. Humm.

2672. IBM 3270 Term Emulator?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-13 20:46:07 UTC
From: nobody@Kodak.COM
Message-ID: <29650@know.pws.bull.com>
Source record: 47852

Hello All,

I am looking for an IBM 3270 Emulator for my ST. I'd like to connect to the IBM 'frame here at Kodak. If anybody has such a beast, please UUENCODE it and mail to the address below. I do not have access to any newsfeeds, so please reply directly via E-mail. (Also note that the mailer has stripped my return address! Manual addressing required... Sorry.) Thanks in advance for your help!

Jim Bernatowicz

--
A problem to which there is no solution: nobody@Kodak.COM

Please reply to: BERNATOWICZ@vx6455.dnet.kodak.com

2673. connecting an 8-bit drive to an ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-13 21:51:06 UTC
From: v115lue3@ubvmsd.cc.buffalo.edu
Message-ID: <79914@eerie.acsu.Buffalo.EDU>
Source record: 47854

I have seen a bunch of messages floating around about how to transfer 8-bit files to an ST. Is there ANYBODY who knows of a way to connect an 8-bit drive DIRECTLY to an ST? In my case; an Indus GT (god I loved that drive), Mega 2, where the external drive connector is not being used. I'm guessing this is impossible because of transfer rates, protocols, etc., but thought it better to ask than to guess wrong.

Any help or suggestions would be appreciated.

Philip

2674. Re: Hardware Project: RAM disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-13 23:22:33 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Jun13.232233.26892@jato.jpl.nasa.gov>
Source record: 47850

In article <676362150.57@egsgate.FidoNet.Org> Matthew.Baker@f98.n250.z1.FidoNet.Org (Matthew Baker) writes:
>From article <QcGzpBG00UgI9Yw5kd@andrew.cmu.edu>, by es2a+@andrew.cmu.edu (Eric Stuyvesant):
>> I've been considering building some sort of RAM disk for my 4 Mb
>> 1040STE, and was wondering if anyone else out there would be similarly
>> interested...

>If it works, I might build one (huge :)

Well, since I already have a 4MB cartridge port drive from Alpha Systems, yeah, it has to be much larger to be interesting...

>> Necessary components of said RAM disk:

>> * use of SIMMs
>- SIPs would result in a slightly cheaper device. Use machine pin socket
>strip
>instead of $IMM $ocket$
>> * support of at least 2 Mb in a minimum construction
>> * support for different sized SIMMs (256K, 1Meg, 4Meg)
>> * as cheap as possible

Reasonable...

>-A major hassle with _anything_ using DRAMS is the refresh timing. The
>TI 746301 is the only DRAM controller I have had much experience with, and
>that was extremely frustrating. Hence I use SRAMS in all my projects. :)

Sounds nice, but that increases the base cost quite a bit, eh?

>> * Cartridge port interface, similar to the Alpha Systems RAMdisk. This
>> has the disadvantage of being slow, and very non-portable to non-ST
>> systems.

>Not necessarily slow, but inconvenient. Means a large box stuck to the side
>of
>the machine.

Yeah, that has certain drawbacks, particularly when working with limited physical desktop space... But now I've got it all hidden inside a tower case, standing next to the desk...

>> * Serial interface, possibly with a native CPU. This would definitely
>> be slow, even at 19200, but would be supremely portable to non-ST
>> systems.

Why bother building a solid-state disk only to slow it down behind a silly
serial interface? Remember 8-bit Ataris? 5-1/4" floppy drives using SIO
at a blazing 19200bps?? If you want to drop to that speed, just get some
Old Old Old hard drives, you don't need to waste bucks on DRAMs...

You could consider the parallel port; it's bidirectional, and most new
PC clones also have bidirectional ports now. (If portability is a big
issue...) Not sure what the top speed is for that though, I think it's only
around 1000cps, which is only slightly faster than a 9600bps serial port...

>> * SCSI interface, possibly with a native CPU. I imagine that this
>> would be rather expensive to build, due to the cost of SCSI chipsets and
>> an ACSI->SCSI converter board. It would, however, be useful on non-ST
>> systems. Throughput would probably be not bad.
>Native CPU more or less essential, (68000 series (eg 010, 070) weould be
>good)
>The NCR 5380 - SCSI chip, is not very expensive. Easy to talk to as well.

Wanna be even *more* clever... Use SRAM, as suggested, mounted on a removable
carrier. Battery on-board the cartridge, of course. That would be really
slick...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

2675. Re: connecting an 8-bit drive to an ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-14 01:18:04 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <9106140118.AA08785@sun.soe.clarkson.edu>
Source record: 47853

I saw a mention of a program that allows you to use 8bit drives on your ST.
Appearantly you have to make a cable that connects the SIO port to your
parallel port. The public domain watch I read warned that they weren't
very useful since you can't put much on them :)
I doubt that you can read normally formatted atari 8bit disks.

I DO have 3 8bit drives around, and would like to play with that idea for
the novelty.

AAron

2676. Re: 1.44 MB project

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-14 06:58:09 UTC
From: Rod.Fulk@therip.FidoNet.Org
Message-ID: <676879335.2@therip.FidoNet>
Source record: 47869

Hmm, with the new bigger then HD floppies comming out why dont we just jump to those? ;-)

I am definetly interested in having a HD floppy in my machine...
I have a '386 sitting here with a HD 3.5" disk in it and it would be great to only use one type of diskette.

elixir@therip.fidonet.org

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

2677. I/O thru centronics port

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-14 07:30:16 UTC
From: yonder@netcom.COM
Message-ID: <1991Jun14.073016.12294@netcom.COM>
Source record: 47856

Could somebody give me some tips on setting up the
centronics port for I/O.

I have tried (in Sozobon):

Giaccess(data,15+0x80) ;0x80 = bit 7 = write

Then to test to see if this works I try to STROBE using On/Off/Ongibit(5),
in hopes that CHR$(data) will print out on my printer. Doesn't work.

Also when I try reads:

data = Giaccess(0,15)

with nothing connected to the printer port, I get 0 returned. I think I
should get back $FF, what do you think?

Anyways, I just started playing around, but I would like to use the
parrallel port to read and write data (I'm playing around with a
PowerGlove).

I've also tried to use assembly:

lea $ffff8800,a0 ; ff8800 = GI chip address
move.b #7,(a0) ; I want to let the GI chip know I want reg. 7

But the move gives me a bus error. I tried do a Super call first, but
I still get the bus error.

I'll admit that this is the first stuff I've written on my Atari
using these calls. I've got a couple of the Abacus books that I'm
using for reference.

Optimum would be if someone could show me a couple of short examples
for both read and write to the port.

Thanks.................

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

2678. Streaming tapes on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-14 09:21:16 UTC
From: johanh@Sweden.Sun.COM
Message-ID: <23498@sunswe.SE>
Source record: 47866

My setup is: 1040 ST with an ICD host adapter, Adaptec ACB-4000 controller
and a Micropolis disk. I also recently got an Adaptec ACB-3530 (SCSI to
QIC-36 streaming tape controller) and a 60MB tape drive.

Is there any ICD software available that supports a streaming tape
drive like this?

I also have a danish ACSI->SCSI adapter (a university project, I think)
with Turbo-C/assembly source for the board (a basic hard disk driver).
Thus, I am also interested in pointers to driver-source for 60MB tapes.
If there is no software available for the ICD adapter, I will probably
have to write a driver myself.

Johan Hagman email: johanh@sunswe.se or
Sun Microsystems AB johanh@Sweden.Sun.COM
Anderstorpsv. 4 Phone: +46 8 7053000
S-171 56 Solna, Sweden Fax: +46 8 7053102

2679. Re: Hardware Project: RAM disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-14 09:58:34 UTC
From: mbaker@ucs.adelaide.edu.au
Message-ID: <3655@sirius.ucs.adelaide.edu.au>
Source record: 47857

> Wanna be even *more* clever... Use SRAM, as suggested, mounted on a removable
> carrier. Battery on-board the cartridge, of course. That would be really
> slick...
> --
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
> Disclaimer: How would I know, I just got here!

Looking in my Radiospares (yes, we have them here too) catalogue, I find
catalogue number 657-246 : a 512Kx8 battery backed memory card,
physical dimensions 86x54x3.4mm.

Turning to my pricelist, I find the one-off price to be A$1161.80

Immediately I look at the smaller components :)

The 32Kx8 card is still A$252.76.

Somehow I feel I will let someone with some more money than me play with
these.

Matthew

2680. Re: connecting an 8-bit drive to an ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-14 14:31:22 UTC
From: jmack@b11.ingr.com
Message-ID: <1991Jun14.143122.14136@b11.ingr.com>
Source record: 47859

There are two ways, that I am aware of, to connect an Atari 8-bit
drive to the ST. Both methods require a cable connected from the 8-bit
to the ST's printer port. These cables can be purchased from a couple
of places that I can't remember right now. I have several of these things
if anyone is interested in them. (This is NOT an advertisement mind you,
just trying to help out...)
1) Use Darek Mihocka's X-Former software. It is a program you
run that lets you read files (in the 8-bit's format) from
your old drive to your ST.

2) Use SIO-Driver. It is an autofolder program that lets you
add a disk icon to your desktop representing the 8-bit drive
so you can access the 8-bit disk like normal, with the ST's
file system.

2681. Re: Mint libraries for Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-14 18:35:36 UTC
From: orc@vpnet.chi.il.us
Message-ID: <1991Jun14.183536.17925@vpnet.chi.il.us>
Source record: 47868

In article <A1458312909@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes
(About MiNTable libraries for Sozobon):
|I get the impression that David Parsons (orc) has already done this in
|conjunction with his work on Bauble UUCP (see comp.sources.atari.st).
|Maybe he can be persuaded to release his libraries.

Yes, but there's one *little* *tiny* problem - there is no documentation of
libc - I've been trying to write documentation, but writing documentation for
a library takes the concept of staggeringly dull to a previously unknown and
unimagined level. And they're rather personalized - I've only spent the effort
trying to make the bits I need to use work properly, and the other bits, many
of which I've liberated from dLibs, are just the way they've always been.

I'll be happy to email copies of my libraries and header files to people, but
I get the sneaky suspicion that they are in no way mature enough to feed to
comp.{binaries|sources}

--
.david parsons \/

2682. Re: connecting an 8-bit drive to an ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-14 21:29:31 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <1991Jun14.212931.20072@murdoch.acc.Virginia.EDU>
Source record: 47865

On a similar tack; will these programs, like the auto-folder SIO, that allow using an 8-bit drive, also allow using an 8-bit printer with the ST? That would really be helpful at the school where I teach computers; we have 2 spare 8-bit LQ printers that we'd like to use with the ST!

2683. Alas, my monitor is suffering from the dreaded shakes...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-15 00:33:42 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1991Jun15.003342.28382@menudo.uh.edu>
Source record: 47867

Well, in the past, I have simply glossed over all the plees for information about their mono monitor having the shakes.... I thought, gee, those poor unlucky people. I have had my 520ST (2.5M) and the same mono monitor since 1986 - it can never happen to me...

How wrong I was. But, I do know that this DOES NOT seem to be a problem with the monitor but I could be wrong. I say this because whenever I do a disk access or have a program that uses alot of CPU (like 3-D cad...) the "shaking" of the screen stops... and this is not exactly shaking (it seems to shake when I use Uniterm) because when I am on the desktop, I can see a series of distortions traveling up the screen... I thought it might have been that my st was hot, so I opened it up and none of the chips felt unusually hot... I suspect it has something to do with the video shifter... but I am not sure... Any one want to fill me on how I can isolate the source of the problem and have it repaired?? Maybe now I can get the TT I so dearly want....

Thank you.
--
* Paul Sears * Technology *** |"The greater an individual's power
* The University of Houston *** | over others, the greater the evil that
* RCTE2P@Jetson.uh.edu * * * | might possibly originate with him."
* RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

2684. Re: 1.44 MB project

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-15 00:34:30 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5847@wucc.waseda.ac.jp>
Source record: 47855

In article <6252@mindlink.bc.ca>, David_Galloway@mindlink.bc.ca (David Galloway) writes:
>
> I am interested in the PAL 16V8 idea... (short enough for you?) :) David
> Galloway, DSI

When the logic gates are so many, you might wish it to have only 28 pins or
so. But when the total pins of logic chips are less than one PAL or GAL or
whatever, I don't see any merits in using one. People use GALs to prevent
others to copy the hardware.
Talking of GAL/EPROM programmers, I wonder if we have loads of software
in atari.archive.umich.edu (to which I am not admitted) to make use of them.
There are dozens of those programmers around that can be plugged into
our serial ports or parallel ports and translating msdos software shouldn't
be difficult.

Tsuji

2685. Clock battery for supradrive-30

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-15 06:23:41 UTC
From: bremner@cs.sfu.ca
Message-ID: <1991Jun15.062341.20029@cs.sfu.ca>
Source record: 47871

Can anyone tell me what kind of battery is used in the clock of a 30
Meg supradrive?

I took the battery out (with a great deal of effort, since it is
welded in to the %^#%$#^%$ holder) and put it in my pocket to go find
a replacement.

On my way I (blush) lost it.

Ok, go ahead, laugh.

dB
--
bremner@cs.sfu.ca ubc-cs!fornax!bremner

2686. 1024-byte floppy sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-15 12:16:16 UTC
From: adamd@rhi.hi.is
Message-ID: <3251@krafla.rhi.hi.is>
Source record: 47870

I have formatted disks with 1024-byte sectors, both by using my own version of the Minix formatting program and with the excellent format option in Knife-ST from Hisoft. Both in TOS (1.2) and in Minix (1.5:4) there are serious problems. TOS cannot read any sectors with this format and displays the data damaged dialog. Minix produces DMA error status 0 at present, but I am working on this with a little help here and there.

1024-byte sectors are very useful on HD floppies because although it is possible to squeeze 22 normal 512-byte sectors onto a track, this is slow and potentially unreliable. 11 sectors of 1024 bytes each fit comfortably on the track though, so 10% more space becomes available in a reliable format.

TOS uses a BPB to handle various media specifications. The floppy driver / filing system must use 1024-byte cluster buffers for the standard format. Why should it not be possible with standard TOS to use 1024-byte clusters of one sector each? What modifications do I need to make to TOS in order to use the larger sectors with it?

Any thoughts / suggestions welcome.

--
Adam David.
(adamd@rhi.hi.is)

2687. Re: 1024-byte floppy sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-15 23:16:39 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5853@wucc.waseda.ac.jp>
Source record: 47872

Using a 1024-byte-sector format is a waste of time. If you want disk space, why not use cheap hard disks. Hard disks are least expensive storage media now (1.2 giga bytes costs as little as US$2100! And you must have experienced being asked to take charge of obsolete disks from your friends).

I actually have a driver for 1024-byte-sector MSDOS disks, but as it calls ROM routines directly, I cannot post it to the public. I thought Adam could have written the code blind-folded.

Tsuji

2688. QUESTIONS ABOUT TOM HUDSON'S CAD 3-D

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-16 02:58:46 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <NoBm41w164w@sys6626.bison.mb.ca>
Source record: 47874

Does anyone know if CAD 3-D would be at all useful for creating floorplans for houses? I have seen the "Architectural Design Disk" and the "Interior Design Disk" advertised by Antic, maybe one of them would help. I've been fooling around with it a bit and haven't found a way that would really be of any use.

--- (Marco) a user of sys6626, running waffle 1.64
E-mail: marco@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

2689. Re: keyboard pin-outs wanted.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-16 06:43:38 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <3473.06.91@drdhh.hanse.de>
Source record: 47879

bd6@vax1.mankato.msus.edu writes:
> I plan on "extending" my keyboard. And i don't know if i just missed it or
>what. But i would like to know the pin-outs for the keyboard jack. (that ugly
>17 pin thing.) I would like to know all the pin-outs, so i can also connect my
>mouse and whatever else, to the keyboard. So i need al little as possible
>wires from the keyboard to the computer.

Below is the layout for a standard ST keyboard, on Mega-ST's KBDAssy, pin 18
is missing.

(01) ground
(02) (no pin, protection)
(03) J1 R
(04) J1 L
(05) J1 D
(06) MBut R / J1 Fire
(07) J1 U
(08) M Y2 / J0 R
(09) M Y1 / J0 L
(10) M X1 / J0 D
(11) MBut L / J0 Fire
(12) M X2 / J0 U
(13) VCC (+5V)
(14) TxData -> 6850
(15) RxData <- 6850
(16) Reset (not used but working on Mega-ST KBD)
(17) J1 Pin 5
(18) KBDClk 4 Mhz

Hope that helps, Bjoern

btw: The keyboard circuit diagram says something about pin 37 of 6301 chip
being used as a Caps-Lock indicator -> transistor -> led.
Anyone ever got this feature to work ?
I have achieved nothing, so I think it has to be made in IKBD's OS.

Answers via mail, please.

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / 2000 Hamburg 76 / FRG
"gaaga mahwe Bjoern urgl ufzae Turbo-C bnub" (J. Willamowius)

2690. Re: 1024-byte floppy sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-16 13:37:49 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun16.133749.24412@actrix.gen.nz>
Source record: 47873

In article <3251@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
> I have formatted disks with 1024-byte sectors, both by using my own version of
> the Minix formatting program and with the excellent format option in Knife-ST
> from Hisoft. Both in TOS (1.2) and in Minix (1.5:4) there are serious problems.
> TOS cannot read any sectors with this format and displays the data damaged
> dialog. Minix produces DMA error status 0 at present, but I am working on this
> with a little help here and there.
>
> 1024-byte sectors are very useful on HD floppies because although it is
> possible to squeeze 22 normal 512-byte sectors onto a track, this is slow
> and potentially unreliable. 11 sectors of 1024 bytes each fit comfortably
> on the track though, so 10% more space becomes available in a reliable format.
>
> TOS uses a BPB to handle various media specifications. The floppy driver /
> filing system must use 1024-byte cluster buffers for the standard format.
> Why should it not be possible with standard TOS to use 1024-byte clusters
> of one sector each? What modifications do I need to make to TOS in order to
> use the larger sectors with it?
>
> Any thoughts / suggestions welcome.
>
> --
> Adam David.
> (adamd@rhi.hi.is)

The BIOS in the ST is set up to only read 512 byte sectors, that is
the Big problem.
I did see a program that installed a ACC that would support 512/1024
bytes sectors and you set up different drive id's, this was in the
Package called HyperFormat.

Note: some game programs use the 512/1024 sector format, this is equal
as the 11 sector format, but with out the problem of using 11 sectors.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

2691. DOS emulator for Atari STE

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-17 07:19:31 UTC
From: theo@cs.vu.nl
Message-ID: <10227@star.cs.vu.nl>
Source record: 47875
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.ibm.pc.hardware

I've heard that in Holland is no (not yet) hardware DOS emulator available
working with the Atari STE. It depends on how many configurations will be sold.
Does somebody know if this is true, or is there an emulator for sale in an
foreign country.

Theo
--

Theo Vermeer Fac. Informatica VU A'dam
Internet: theo@cs.vu.nl Boelelaan 1081 k. S408
Phone: +31 20 548 5392 1081 HV Amsterdam Holland

2692. HELP needed (troubles with ICD/Quantum)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-17 09:57:21 UTC
From: gaertner@tertius.in-berlin.de
Message-ID: <1991Jun17.095722.6584@tertius.in-berlin.de>
Source record: 47876

Hi Atari/ICD specialists,

this weekend I got troubles with my harddisk. I have a Quantum harddisk
connected to my ST4 by an ICD controller. I repartioned the disk and now
I cann't access the drive. What happens is the following:
a) when turning on the monitor, the harddisk, and the ST4 (with the ICD
bootfloppy inserted), I get bombs 4 bombs,
b) when turning on monitor, the ST4 , and the harddisk, I get the message
"Daten auf Floopy defekt ?", which means that the ST4 cann't access the
floppy drive.

I'm running TOS 1.4 and the ICD software vers. 5.2 . Any recommendations /
hints to overcome this behavior are welcome.

Ralf

--

Ralf Gaertner gaertner@venus.rz-berlin.mpg.de
FHI Berlin

2693. Re: QUESTIONS ABOUT TOM HUDSON'S CAD 3-D

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-17 11:06:57 UTC
From: marc@sequoia.cray.com
Message-ID: <035143.29107@timbuk.cray.com>
Source record: 47877

In article <NoBm41w164w@sys6626.bison.mb.ca>, marco@sys6626.bison.mb.ca (Marco) writes:
> Does anyone know if CAD 3-D would be at all useful for creating
> floorplans for houses? I have seen the "Architectural Design Disk" and
> the "Interior Design Disk" advertised by Antic, maybe one of them would
> help. I've been fooling around with it a bit and haven't found a way that
> would really be of any use.
>
> --- (Marco) a user of sys6626, running waffle 1.64
> E-mail: marco@sys6626.bison.mb.ca
> system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

I used CAD 3D to design our new kitchen!

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

2694. Re: connecting an 8-bit drive to an ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-17 12:23:44 UTC
From: jmack@b11.ingr.com
Message-ID: <1991Jun17.122344.20804@b11.ingr.com>
Source record: 47741

In article <1991Jun14.212931.20072@murdoch.acc.Virginia.EDU>,
lch3e@holmes.acc.Virginia.EDU (Lauren C. Howard) writes:
> On a similar tack; will these programs, like the auto-folder SIO, that allow
> using an 8-bit drive, also allow using an 8-bit printer with the ST? That
> would really be helpful at the school where I teach computers; we have 2 spare
> 8-bit LQ printers that we'd like to use with the ST!

The SIO-Driver includes a generic '8-bit look-a-like' SIO interface,
so it would be possible to hook anything (except a cassette) to the ST.
Unfortunately, the only driver available (so far) is for the disk drives.

Cary McCormick

2695. Re: 1024-byte floppy sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-17 14:43:51 UTC
From: rkrueger@opal.cs.tu-berlin.de
Message-ID: <3792@malung.cs.tu-berlin.de>
Source record: 47878

In article <3251@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
> [...]
>TOS uses a BPB to handle various media specifications. The floppy driver /
>filing system must use 1024-byte cluster buffers for the standard format.
>Why should it not be possible with standard TOS to use 1024-byte clusters
>of one sector each? What modifications do I need to make to TOS in order to
>use the larger sectors with it?
>
>Any thoughts / suggestions welcome.
>
The problem is as follows:
A sector-size of 512 bytes is *hardcoded* in (older) TOS versions !
TOS can recognize other sector-sizes than 512, and reports them right
in the BPB, but internally, the floppy routines, which access the DMA
controller, expect 512 byte per sector.
So, the only solution is another TOS-Patch ...

Hope that helps !

Greetings,

Robert

--
Robert Krueger TU-Berlin FB20 (Informatik)
Preferred: rkrueger@opal.cs.tu-berlin.de
UUCP: ...!{unido,pyramid}!tub!opal!rkrueger
BITNET: rkrueger%opal@DB0TUI11.BITNET

2696. Re: 1024-byte floppy sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-17 16:09:58 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun17.160958.22766@informatik.uni-erlangen.de>
Source record: 47880

rkrueger@opal.cs.tu-berlin.de (Robert 'red sea' Krueger) writes:

>The problem is as follows:
>A sector-size of 512 bytes is *hardcoded* in (older) TOS versions !
>TOS can recognize other sector-sizes than 512, and reports them right
>in the BPB, but internally, the floppy routines, which access the DMA
>controller, expect 512 byte per sector.

In fact, the problem is even more complicated than this: The TOS 1.0
floprd and flopwr functions could handle 1024 sector sizes! This,
however, was a side effect of the FDC command used, not a deliberate
design. Due to problems with the old solution, this undocumented features
has been removed.

It's not too hard, however, to write a 1024-bytes-per-sector floppy driver.
Actually, I've seen one some time ago; it had been sent to me for
testing purposes.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2697. Re: Midi maze II

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-17 16:26:30 UTC
From: cfhat@ux1.cts.eiu.edu
Message-ID: <1991Jun17.162630.27636@ux1.cts.eiu.edu>
Source record: 47881

Did anyone every figure out how to make aditional mazes for MM II?

Taitt

2698. Re: 1024-byte floppy sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-17 20:12:42 UTC
From: apratt@atari.UUCP
Message-ID: <2964@atari.UUCP>
Source record: 47884

adamd@rhi.hi.is (Adam David) writes:
>TOS uses a BPB to handle various media specifications. The floppy driver /
>filing system must use 1024-byte cluster buffers for the standard format.
>Why should it not be possible with standard TOS to use 1024-byte clusters
>of one sector each? What modifications do I need to make to TOS in order to
>use the larger sectors with it?

>Any thoughts / suggestions welcome.

You are mistaken in your belief that TOS keeps cluster buffers around. It doesn't. It keeps SECTOR buffers around. The floppy BIOS assumes sectors are 512 bytes long. GEMDOS does not, and hard-disk partitions larger than 16MB are implemented using large logical sectors (but not large physical sectors) with appropriate values in the BPB. To use 1K sectors on floppies you would have to replace the floppy BIOS completely, and include in your TSR a routine which replaces GEMDOS's sector buffers with new buffers large enough to handle the largest sector size in your system. This is what the hard disk driver has to do (except that instead of replacing the floppy BIOS it's installing the hard-disk BIOS).

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2699. acsi-->scsi converter

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-17 21:18:03 UTC
From: nils@ooc.uva.nl
Message-ID: <20806@slice.ooc.uva.nl>
Source record: 47882

Is there any other compagny wich makes acsi to scsi converters
at a lower price as Atari does??
and what do they cost then??
Because if there aren't i'm going to develop my own (private) copy,
'cause the atari prices for loose components are far too high for an ordinary
student who just wants to expand and play arround with his atari.
By the way, wy didn't atari have the decency to put in some buffer chips into their
computer? I am willing to pay the few extra dollars it would have costed me.

nils.

2700. What path was I executed from?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-17 21:54:40 UTC
From: cummins@d.cs.okstate.edu
Message-ID: <1991Jun17.215440.10349@d.cs.okstate.edu>
Source record: 47747

How can my program find the path it was executed from if it's not executed from the current directory?

for example:
A BBS program (C:\bbs\bbs.tos) calls a door program (C:\bbs\doors\door1\door1.tos). I want the door program to be able to find it's related datafiles (located in the same directory as the door1.tos file) w/o resorting to having the user write a text file with the path in it, and putting it in the current directory (such as C:\bbs\door1.pat containing the path where the data files are to be found).

Seems to me this is somewhat like opening a window to a program/.rsc file, then opening a second window, executing the program in the un-topped window by ... holding down the right mouse button and then double clicking. Ordinarily... any support files in the same directory as the program won't be found. What's the proper way to "fix" this. As I would like the Door software to be trivial to install.

jc
cummins@d.cs.okstate.edu

2701. Re: QUESTIONS ABOUT TOM HUDSON'S CAD 3-D

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-18 01:21:49 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <3iwP43w164w@sys6626.bison.mb.ca>
Source record: 47883

marc@sequoia.cray.com (Marc Bouron) writes:

> In article <NoBm41w164w@sys6626.bison.mb.ca>, marco@sys6626.bison.mb.ca (Marc
> > Does anyone know if CAD 3-D would be at all useful for creating
> > floorplans for houses? I have seen the "Architectural Design Disk" and
> > the "Interior Design Disk" advertised by Antic, maybe one of them would
> > help. I've been fooling around with it a bit and haven't found a way that
> > would really be of any use.
>
> I used CAD 3D to design our new kitchen!
>
> [M][a][r][c]

Really? Was that a 3D view, or did you do like a 2D floorplan? Did you
use any of the design disks?

+---+
| John Perry*Voice (204)783-0812*USENET marco@sys6626.bison.mb.ca |
+---+

2702. Re: QUESTIONS ABOUT TOM HUDSON'S CAD 3-D

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-18 10:04:29 UTC
From: marc@sequoia.cray.com
Message-ID: <033511.7324@timbuk.cray.com>
Source record: 47890

```
In article <3iwP43w164w@sys6626.bison.mb.ca>, marco@sys6626.bison.mb.ca (Marco) writes:
> marc@sequoia.cray.com (Marc Bouron) writes:
>
> > In article <NoBm41w164w@sys6626.bison.mb.ca>, marco@sys6626.bison.mb.ca (Marc
> > > Does anyone know if CAD 3-D would be at all useful for creating
> > > floorplans for houses? I have seen the "Architectural Design Disk" and
> > > the "Interior Design Disk" advertised by Antic, maybe one of them would
> > > help. I've been fooling around with it a bit and haven't found a way that
> > > would really be of any use.
> >
> > I used CAD 3D to design our new kitchen!
> >
> > [M][a][r][c]
>
> Really? Was that a 3D view, or did you do like a 2D floorplan? Did you
> use any of the design disks?
>
> +---------------------------------------------------------------------+
> | John Perry*Voice (204)783-0812*USENET marco@sys6626.bison.mb.ca |
> +---------------------------------------------------------------------+

It was a 3D view, but of course, the `TOP' drawing windows show a 2D floor plan.

[M][a][r][c]

###################################################################################################
# # marc@sequoia.cray.com # . . #
# Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_ #
# Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_) #
# +44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | | #
# # ...!ukc!crayuk!M.Bouron (UUCP) # #
###################################################################################################
```

2703. MV16 sound cartridge.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-18 10:20:10 UTC
From: adm2@doc.ic.ac.uk
Message-ID: <1991Jun18.102010.19752@doc.ic.ac.uk>
Source record: 47889
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: HTML body converted to readable text

Hi,

Well about a month ago,I posted a request for information about using the MV16 sound cartridge,what comes with BAT,for playing samples.I receive little response,unfortunately apart from Dave Lockwood .So I imagine,that not many people out there know how to use it,so after some work ,I have finally worked out how to use it .

So what follows is a describtion of how to play samples through the MV16 sound cartridge,which gives 16-channels of mono 8-bit sound!

The first thing that must be understood is that,because the MV16 plugs into the cartridge port then it is not possible to write data directly to it along the data bus.This is due to the MMU or GLUE,which has this area $FA0000 to $FBFFFF marked as read-only.So what is needed is to find the way in which the volume and channel data is passed to the cartridge.

Now as Dave,rightly pointed out,this is simply done by using the address lines. So to send some data to the cartridge port,you simply place the data as the lower 1->15 bits of an address in the range $FA0000 to $FBFFFF and then when you read this address,those lines are setup correctly.

NOTE:- That the cartridge port is Word addressed and so even though the address may be described as bits 0->23,the zero bit is not used in the cartridge port ,so that even addresses are always used! And the higher bit`s describe the cartridge port area of 128k at $FA0000.So this gives us the bits 1->15 thru the cartridge port.

Now all that was needed was to work out which of the bits 1->15 did what,with a MV16 plugged in.To do this,I sat down with my trustly electronics/computer reference books,a ST and a disassembled MV16 and se about some reverse engineering!

And this is what I found.Firstly bits 1->4 ,of the address,denote what channel to use.And secondly the bits 5->12,of the address,denote the volume data to play on that channel.So an addresses bit pattern looks like this:

```
Bit 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0
5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0

$FA # # # D D D D D D D D C C C C #

| | | | | | | |
Higher < N/A > < volume data 8-bits > < channel> Not used
Bits
```

Give
$FA

So to play the data 10101010 on channel 16 (1111) then you only need to use:

MOVE $FA155E,R0 where $FA155E is the hex (111110100001010101011110)
| | | || |
< $FA >

And it`s as easy as that...

So if you`re thinking of producing some sort of sample playing program,
either commercial or PD,please include support for the MV16 sound cartridge!!!

NOTE:- To test if the cartridge is present,play a note of zero volume and if you
can a none zero value back then it's there,I think...

NOTE:- These are only provisional outcomings and are not guaranteed to be
perhaps after the summer,if there are any correction needed then a newer
version will be published... If you wish to upload load this to a archive
or BBs please feel free.
--
+----------------------------+---+
Alan Messer.	Janet: adm2@doc.ic.ac.uk
Dept. of Computing,	Internet: adm2%doc.ic.ac.uk@nsfnet-relay.ac.uk
Imperial College,	BITNET: adm2%doc.ic.ac.uk@ukacrl

2704. Re: SNASM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-18 14:06:15 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <5cqq42w164w@ersys.edmonton.ab.ca>
Source record: 47744

Laura_Burnett@mindlink.bc.ca (Laura Burnett) writes:

> We just got a SNASM unit for cross assembling (IBM host) on the ST.
>
> I was wondering if anyone has used one of these things and can tell me what
> their long term impressions were.
>
> Also, has anyone figured out the Debugging info that is generated by Lattice
> 5? I realize that it is probably proprietary so um, I was just going to use i
> in a simple serial debugging tool I was working on...
>
> Where does one go about getting info (low level hardware info) on the MEGA
> STE, I am especially interested in the DAC (stereo sound) and the scrolling
> stuff.
>
> I was wondering if anyone has seen a hardware type of debugger or snapshot
> utility (along the lines of a SOFTICE or like an ACTION REPLAY cartridge) I
> would like to examine the computer when it has hung up.
>
> Are there any PD linkers out there?
>
> Thanks for any info you can supply....
> Post or mail
>
> David Galloway, Distinctive Software Incorporated

MPH Computer Specialists in Norfolk, England will be selling such a
cartridge. I can't remember the exact name of it, but it does exact what
you are wanting ... and more. It also allows you to "rip" music, sound
and graphics from games. Here is the address:

MPH Computer Specialists
10 Chandlers Court
Eaton, Norwich
Norfolk, UK NR4-6EY
Phone (from U. S./Canada): 011-44 (603) 503382

Greg Granger

< Internet: ggranger@ersys.edmonton.ab.ca > "Just say 'No'
< FoReMNet: Greg Granger @ 532 or Dark Knight @ 595 > to drugs."
< Mail Adr: 5906-188 St. Edmonton, AB Canada T6M-2A9 >
< Phone : +1 403 481-0803 or +1 403 481-5110 > - Wm. Sessions

2705. int ftw(path,fn,depth)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-18 14:22:30 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Jun18.142230.8510@ugle.unit.no>
Source record: 47743

Can someone tell me how big depth in ftw(path,fn,depth) can be on an ST/TT.

Stig Vidar Hovland - stigvi@lise.unit.no

2706. What to do with antique STs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-18 15:53:48 UTC
From: exspes@gdr.bath.ac.uk
Message-ID: <1991Jun18.155348.4897@gdr.bath.ac.uk>
Source record: 47759
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Well, no one seems to have any hi-tech project ideas for my ancient
ST520, but I got a (hopeful) lateral-thinking piece of mail from
someone in Virginia, as follows:

> From: lch3e@edu.Virginia.acc.holmes (Lauren C. Howard)
>
> Hi! You can always donate the poor thing to our school!
> The Einstein School is a small private school where I teach
> computers to children with dyslexia and other learning problems.
>
> We use lots of Atari's, tho we have only 1 ST to date (needless
> to say, it's the most popular machine!). We can always use more!
> For our purposes, they work pretty well with a TV set.

As I told Lauren, I don't think my ST would meet their needs, not least
because it uses 50Hz 240v electricity, and outputs 25 frame/sec
625-line RGB, and contains neither modulator nor disk drive, but the
overall concept is sound.

If you've got an old ST (or other home computer) lying around, you
probably could find some such (semi-)charitable organization near you
who could make very good use of it. Might be worth thinking about.
(If you're in the US, you should even be able to claim a tax deduction
for it.)

--
Paul Smee, Computing Service, University of Bristol, Bristol BS8 1UD, UK
P.Smee@bristol.ac.uk - ..!uunet!ukc!bsmail!p.smee - Tel +44 272 303132

2707. Re: Midi maze II

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-18 17:51:13 UTC
From: scale@abode.ttank.com
Message-ID: <1991Jun18.175113.1993@abode.ttank.com>
Source record: 47746

In article <1991Jun17.162630.27636@ux1.cts.eiu.edu> cfhat@ux1.cts.eiu.edu (Henry Taitt) writes:
>Did anyone every figure out how to make aditional mazes for MM II?
>
>Taitt

Hi Henry,
Trying loading one of the mazes for MIDI Maze II, into either a word processor or text editor; it (the .MAZ file) should be just a ASCII text file that you can edit (at least I know this works with the original MIDI Maze).
By the way, keep an eye out for a new program called "MAKAMAZ", it will create, edit and randomly generate .MAZ files for MIDI Maze (probably also MIDI Maze II (both MIDI Maze II's)). You just point the mouse, click... and draw or edit your mazes. It was written by Perry Robins of Moonlite Software. By the way, I've been beta-testing it..... it's almost ready for release; in fact Perry is just finishing up the documentation. Bye.....

Luis

2708. Re: Mega STe Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-18 18:11:35 UTC
From: carter@engr.wisc.edu
Message-ID: <1991Jun18.131135.18024@doug.cae.wisc.edu>
Source record: 47745

Well, first of all, it depends!

My developer machine came with one installed, FPU 68881 that is, but I ordered another and it didn't come installed with one!

The drive specs are wonderful, 33ms at 750K a sec. transfer time.

--Greg

2709. 1200 bd hayes compat. make offer!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-18 19:37:57 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <43436@cup.portal.com>
Source record: 47742
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

```
BRANDNAME: Atari
MODEL : SX212
SPECS : 300/1200 baud, auto answer, hayes compat., speaker, etc. etc.!
CONDITION: LESS THAN ONE MONTH OLD
Y SELLING: GOT a 2400 baud w/mnp5, no longer need 1200 baud.
COMESWITH: Original packing materials (instruction manual, box, power supply
...)
PRICE : Make me an offer! I just want to get SOMETHING outta this.
MISC : This is an external modem which will work with *any computer*
which sports an RS-232 port. Can also be hooked up to a serial
port if you are into kinky connections. :)
CONTACT : Bryan_Jones_Woodworth@cup.portal.com

Thanks,
Bryan_Jones_Woodworth@cup.portal.com
```

2710. Mono Monitor Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-18 19:49:05 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.91Jun18144905@brahma.cs.odu.edu>
Source record: 47749

I have posted to comp.sys.atari.st -- but just perhaps no one who likes tech is reading that.

My monichrome monitor has gone the way it was designed to go.
It died.

It appears to be the same problem with that resister/capacitor--whatever. However, like a fool, i didn't save the articles on how and what was the best fix for this, since of course, it could never happen to me.

Anyway, while i am in there, I want to do the overscan stuff too.

Please, plsae, either post, email me or tell me where I can find the best directions on how to fix this power supply problem AND do the over scan at the same time.

PS: I just put a "best" power supply in my TOS 1.4 ST cause the old power supplies just died...

DOES ANYONE HAVE THE PATCH TO ALLOW STOS TO WORK WITH TOS 1.4?

Thank you for your bandwidth.

Scott

2711. handling serial io in turbo-c

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-18 22:37:00 UTC
From: msoysal@mcimail.com
Message-ID: <00000000.msoysal@mcimail.com>
Source record: 47748
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, I have a problem accesing the serial port with the fgets and fscanf functions.

If I use "aux:" for filename and "r+" option for permissions, I read garbled characters into the buffer, and sometimes it sits there and probably waits for input from serial port, while the data is pouring in.

If I use the predefined stream stdaux, I get a bus error with one of the tries to get something with fgets.

Has anyone done any work with the serial work using Turbo-C ?

Please help

Mustafa

2712. Re: Review of LHARC Test Archive Function

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-19 07:16:31 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <3545@laura.UUCP>
Source record: 47750
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <RALPH.91Jun7120359@orion.laas.fr>, ralph@laas.fr (Ralph P. Sobek) writes:
[LHarc test results deleted.]

|> I hope that these results might be of use to all.

Oh yes, it is. They clearly show at least two facts:

1. You have to fiddle around to get a proper LHarc version.

2. If you pack something with (your version of) LHarc you can't be sure the fellow at the receiving end will be able to unpack it, because he might not have an edequate LHarc.

Your test still leaves open the question if the tested LHarcs are compatible to one or more Unix LHarcs.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

2713. Re: Review of LHARC Test Archive Function

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-19 09:06:12 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun19110612@orion.laas.fr>
Source record: 47751
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <3545@laura.UUCP> klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:
| Your test still leaves open the question if the tested LHarcs are
| compatible to one or more Unix LHarcs.

I use xlharc that was posted to USENET. It works *very* well, since I test all the archives before bringing them to my Mega 4 ST. I then retest them on my Atari to be sure that all is fine. Its reference is the following:

C-LHarc for
Usage: %s {axevlufdmctp}[qnftv] archive_file [files or directories...]
Version 1.00 (C) 1989-1990 Y.Tagawa, Kai Uwe Rommel

The original Unix lharc had problems for uncompressed file members, a common problem for many of the ST lharc versions that abound. Someone locally patched the initial Unix lharc. Its reference is:

C-LHarc for UNIX Version 1.00 (C) 1989-1990 Y.Tagawa, Kai Uwe Rommel

Unfortunately, they are virtually indistinguishable. Xlharc was posted to the net by B. Davidsen.

Hope that this helps further.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==========
Proud owner of a Mega 4 ST. Wishing it was a Mega STe! :-|

2714. Re: Mega STe Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-19 10:24:37 UTC
From: jansteen@cwi.nl
Message-ID: <jansteen.677327077@piring.cwi.nl>
Source record: 47754

carter@engr.wisc.edu (Gregory Carter) writes:

>Well, first of all, it depends!

>My developer machine came with one installed, FPU 68881 that is, but I ordered
>another and it didn't come installed with one!

>The drive specs are wonderful, 33ms at 750K a sec. transfer time.
^^^^^^^^^^^^^

Bits I presume?

Jan van der Steen
--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

2715. requirements to use VDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-19 11:26:06 UTC
From: rosenkra@convex.com
Message-ID: <1991Jun19.112606.20682@convex.com>
Source record: 47752

maybe this is a dumb question but...

is it possible to call VDI routines without writing a full blown GEM application? ideally, i would like to just use something like v_fillarea or somesuch. i realize that i need a device handle, so maybe i need all the other stuff (baggage) too. it would be great to be able to use VDI in .ttp programs. can u open a device without appl_init?

if it is not possible to write a .ttp with VDI (i suppose it is not since the extension tells the OS to either prepare for GEM or don't) then is it possible to read command line args with a GEM program (.prg)? i.e. one doing appl_init, open workstation, etc. if so, how? i use alcyon. my shell is gulam. is it possible with gcc/gemfast/etc?

i'd hate to have to do the fill with line A or directly to the screen. i only need white fills. this makes drawing 3-d xyz datasets (like FFT maps) easy if u draw from back to front. the fill eliminates hidden features of the plot (desirable). i have used this in full GEM progs, but want to use it in .ttp progs where i draw points and lines (with line A). don't beat me up about line A, either. if/when i get a TT, i will switch. as far as i know, line A is the ONLY way to draw lines (other than fixing pixels in Physbase) in a .ttp.

thanx...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

2716. Re: Mega STe Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-19 11:47:41 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun19.114741.11944@informatik.uni-erlangen.de>
Source record: 47753

ralph@laas.fr (Ralph P. Sobek) writes:

>1) As I understand the Mega STe has room for a co-processor chip.
>Does the chip come installed or is it an option? I suppose that it is
>a 68881, right? Is it also at 16 MHz? Do there exist compilers which
>generate code for it?

The 68881 is optional. The Mega STE's FPU is programmed just like
the FPUs available for the standard Mega, so there should be some
development packages supporting it.

>2) The MegaSTe comes normally with a 48 Mb SCSI disk installed. Can
>someone send me the specifications of this disk? Average seek time,
>etc. ?

Seagate ST157N-1, 28ms av. seek time, transfer rate 650 KB/s, autoparks.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2717. Re: Mega STe Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-19 13:45:27 UTC
From: micro@imada.ou.dk
Message-ID: <1991Jun19.134527.5037@imada.ou.dk>
Source record: 47769

ralph@laas.fr (Ralph P. Sobek) writes:

>1) As I understand the Mega STe has room for a co-processor chip.
>Does the chip come installed or is it an option? I suppose that it is
>a 68881, right? Is it also at 16 MHz? Do there exist compilers which
>generate code for it?

Both Turbo C and HighSpeed Pascal (Maxon) support the register FPU.
The libarays supplied test if the FPU is in the computer when the first
floating point routine is used or in the startup code, and then uses the
appriate binding...
(emulating or FPU)
I don't think that there is any 'automatic' binding for the TT - yet!

The FPU is allways running 16 MHz...

Klaus.

2718. Fax via modem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-19 13:47:41 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5878@wucc.waseda.ac.jp>
Source record: 47757

I am no guru on FAX, but I heard FAX has two modes: one mode sends pictures at 200 dpi and the other sends ASCII codes. Is there public domain software that enables me to send ASCII text from my ST via its modem to a FAX?

Tsuji

2719. 68881 for the 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-19 13:51:54 UTC
From: keiths@cadence.com
Message-ID: <1991Jun19.135154.14769@cadence.com>
Source record: 47758

68881 for the 1040
Status: RO

This describes how you can get a 68881 coprocessor to work with your Atari 1040 or similar.

Basically what you have to do is this; in the following I am using '*' for the inversion of a signal:

AS* is decode from address 0xFFFA40. Only bits A23-A5 are used though. To do this I used two 74HC133 13 I/P nand gates, oring the two outputs together using a 74HC32. Also FC0-FC2 are inputted to the 133's, decode as x01, i.e. do not use FC2 and invert FC1. A single 74HC04 will provide the inverters for the address decode and FC1.

DS* is just the AND of UDS* and LDS*. Other than this, the signals need to be connected just as shown in the 68881 data sheet (you'll need a copy of this, if only for the 68881 pinout). The following shows the connections I used, with MC68000 pins on the left and MC68881 pins on the right.

I soldered 2 26 way IDC cables with connectors right onto the 68000 pins (crude but my 68000 was not socketed, so there wasn't much choice). The use of IDC connectors is recommended as at least you can unplug your atari and use as normal while you're checking your circuit. I built it on a small piece of board with plated-thru holes. If you can make PCB's so much the better, please send me one!

I buffered the clock from the 68000 using a spare AND gate in the 74HC08, since with ~8 inch leads the signal was a bit flaky, giving me errors at first.

Here's the complete schematic, there may be one or two 68000 - > 68881 signals that I have forgotten (I'm working from memory here, I'll check it over the weekend). If I have forgotten anything important I'll remail you.

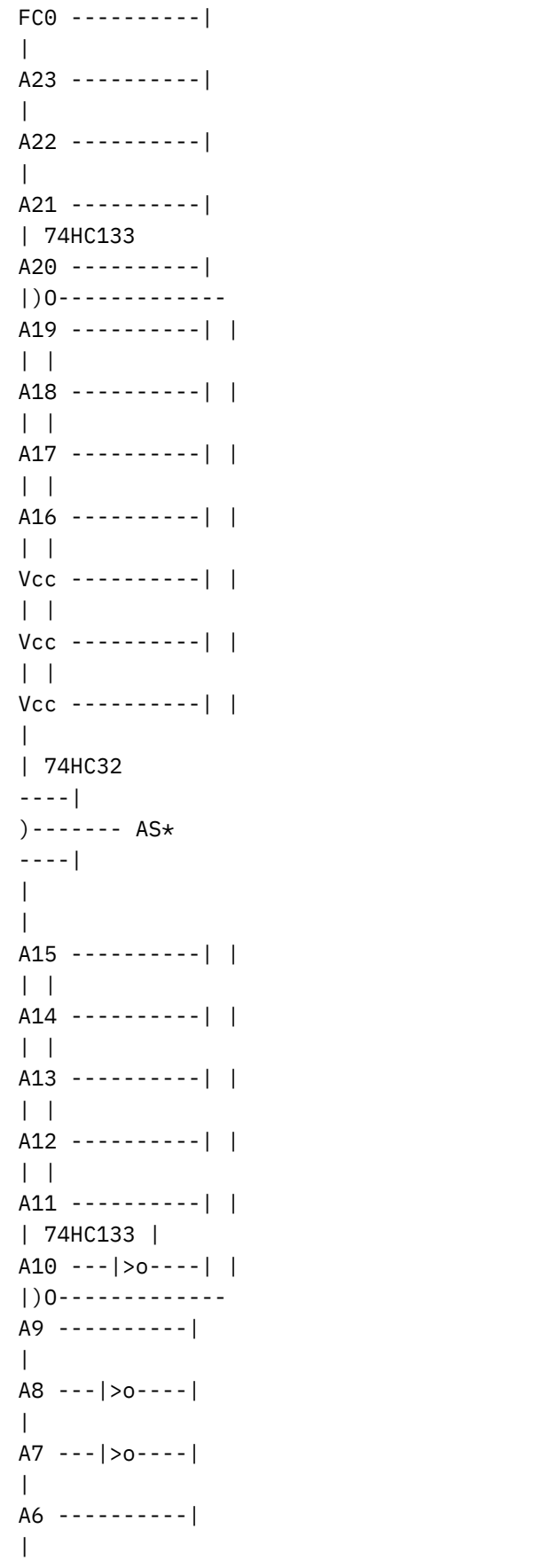
I tested it with a simple Laser C program linked with the lib881.a library. A test of about 1000 log, exp etc. double precision operations took 7.00s with the standard lib (libc.a) and 0.53s with lib881.a.

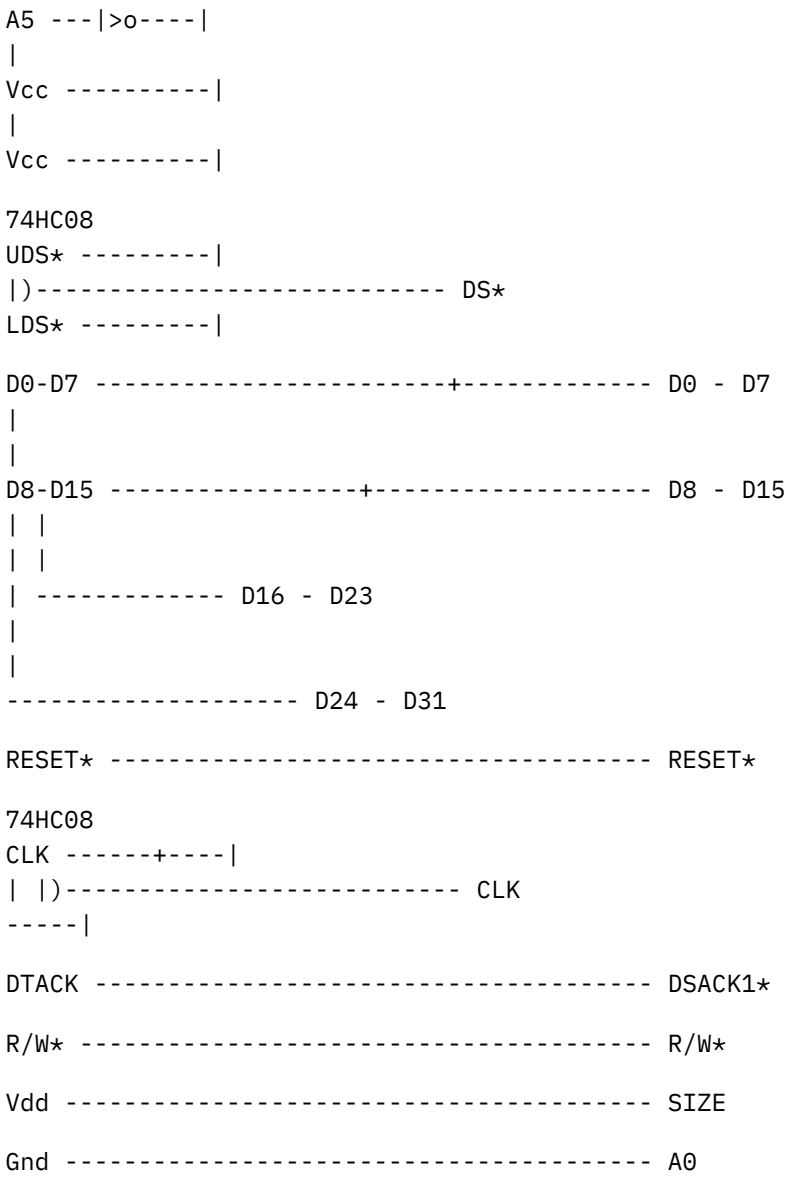
Pretty impressive, huh?

Keith Sabine (keiths@cadence.com)

FC2 ---

FC1 ---|>o----|
|


FC0
A23
A22
A21
74HC133
A20
A19
A18
A17
A16
Vcc
Vcc
Vcc
74HC32
AS*
A15
A14
A13
A12
A11
74HC133
A10
A9
A8
A7
A6


A5
Vcc
Vcc
74HC08
UDS*
DS*
LDS*
D0-D7
D0 - D7
D8-D15
D8 - D15
D16 - D23
D24 - D31
RESET*
RESET*
74HC08
CLK
CLK
DTACK
DSACK1*
R/W*
R/W*
Vdd
SIZE
Gnd
A0

2720. File format for Microsoft Write

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-19 13:52:04 UTC
From: podacc@rigel1.concordia.ca
Message-ID: <527@daily-planet.concordia.ca>
Source record: 47755
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I would greatly appreciate it if someone could tell me where I can find
the file format for Microsoft Write for the Atari ST. Also, can someone
tell me if there is a bug with Microsoft Write's print Metafile option?
(I have a utility to convert a Metafile to postscript, but I always get
a metafile corruption error. Unfortunately, I do not know whether it is
a problem with the utility or Write and I do not have another application
that generates metafiles!).
Thank you in advance.

Andrew Francis
podacc@rigel.concordia.ca

2721. Re: requirements to use VDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-19 16:19:01 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun19.161901.1808@informatik.uni-erlangen.de>
Source record: 47756

rosenkra@convex.com (William Rosencranz) writes:

>is it possible to call VDI routines without writing a full blown GEM
>application? ideally, i would like to just use something like v_fillarea
>or somesuch. i realize that i need a device handle, so maybe i need
>all the other stuff (baggage) too. it would be great to be able to
>use VDI in .ttp programs. can u open a device without appl_init?

There are good reasons why TTP programs are meant as non-GEM programs.
You shouldn't use VDI or AES calls in a TTP program.

>if it is not possible to write a .ttp with VDI (i suppose it is not
>since the extension tells the OS to either prepare for GEM or don't)
>then is it possible to read command line args with a GEM program (.prg)?
>i.e. one doing appl_init, open workstation, etc. if so, how? i use
>alcyon. my shell is gulam. is it possible with gcc/gemfast/etc?

No problem at all. A full-blown GEM program can read a command line
just like any other program can. You should, however, use shel_read()
to look for a command line passed to your program from its ancestor
via shel_write(). If there's no command line in the shel_read buffer,
check for a GEMDOS command line in the basepage using the standard
argc/argv mechanism.

>i'd hate to have to do the fill with line A or directly to the screen.
>i only need white fills. this makes drawing 3-d xyz datasets (like
>FFT maps) easy if u draw from back to front. the fill eliminates hidden
>features of the plot (desirable). i have used this in full GEM progs,
>but want to use it in .ttp progs where i draw points and lines (with
>line A). don't beat me up about line A, either. if/when i get a TT,
>i will switch. as far as i know, line A is the ONLY way to draw lines
>(other than fixing pixels in Physbase) in a .ttp.

Strictly speaking, it isn't even appropiate to use line A in a TTP.
The line A routines were meant as low-level subroutines for the built
in VDI screen driver. As such, they are part of the VDI, and if you
want to avoid VDI calls, the consequence is not to use line A either
in a TTP.

As long as you don't want to publish your program in some way, you can,
however, stick to the line A method. I think you can even use VDI calls
in TTPs without major problems, but as you said before, this isn't the
kind of thing you're meant to do.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)

csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2722. WANTED: LASER C AND/OR LASER C MANUAL

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-19 21:19:26 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <3maT41w164w@sys6626.bison.mb.ca>
Source record: 47760

I want to buy Magamax's Laser C manual. If you have one you're not using
and would like to sell it please e-mail me a response or call me at the
number below. I'm also interested in the compiler and csd.

```
+-------------------------------------------------------------------+
| John Perry*Voice (204)783-0812*USENET marco@sys6626.bison.mb.ca |
+-------------------------------------------------------------------+
```

2723. Re: Clock battery for supradrive-30

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-20 08:22:53 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <15386@hydra.Helsinki.FI>
Source record: 47762

In article <1991Jun15.062341.20029@cs.sfu.ca> bremner@cs.sfu.ca (David Bremner) writes:
>Can anyone tell me what kind of battery is used in the clock of a 30
>Meg supradrive?
>
>I took the battery out (with a great deal of effort, since it is
>welded in to the %^#%$#^%$ holder) and put it in my pocket to go find
>a replacement.
>
>On my way I (blush) lost it.
>
>Ok, go ahead, laugh.
>
>dB
>--
>bremner@cs.sfu.ca ubc-cs!fornax!bremner

anything that add's up to be three (3) volts (like 2*1,5v) is ok.
I replaced mine with 2 AA-size alkalines welded together... that should be enought for the next 12 years !
for the next 12 years !!! so three volts of anything will do (bigger the better
but just dont exxagarate... the housing isn't that big !)

>>>

2724. Re: 1024-byte floppy sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-20 11:16:57 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jun20.111657.5952@actrix.gen.nz>
Source record: 47763

```
In article <2964@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
> adamd@rhi.hi.is (Adam David) writes:
> >TOS uses a BPB to handle various media specifications. The floppy driver /
> >filing system must use 1024-byte cluster buffers for the standard format.
> >Why should it not be possible with standard TOS to use 1024-byte clusters
> >of one sector each? What modifications do I need to make to TOS in order to
> >use the larger sectors with it?
>
> >Any thoughts / suggestions welcome.
>
> You are mistaken in your belief that TOS keeps cluster buffers around. It
> doesn't. It keeps SECTOR buffers around. The floppy BIOS assumes sectors
> are 512 bytes long. GEMDOS does not, and hard-disk partitions larger than
> 16MB are implemented using large logical sectors (but not large physical
^^^^
Correct me if I am wrong, but should this not read 32MB ?, I thought
that this was a typo that caused this problem and was fixed in TOS 1.4

> ==========================================
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***
```

2725. Re: Mega STe Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-20 12:23:04 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Jun20.122304.23243@ugle.unit.no>
Source record: 47768

In article <1991Jun19.114741.11944@informatik.uni-erlangen.de>,
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
|>
|> The 68881 is optional. The Mega STE's FPU is programmed just like
|> the FPUs available for the standard Mega, so there should be some
|> development packages supporting it.
|>

How is it programmed on a standard Mega? Will programs written for the TT and 68882 run correctly on a Mega STE and 68881?

Stig Vidar Hovland - stigvi@lise.unit.no

2726. Re: What path was I executed from?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-20 12:27:19 UTC
From: micro@imada.ou.dk
Message-ID: <1991Jun20.122719.8147@imada.ou.dk>
Source record: 47765

cummins@d.cs.okstate.edu (John Cummins) writes:
>How can my program find the path it was executed from if it's not
>executed from the current directory?

If it is a GEM program, you can use shel_read(), to get the full path, -
at least in TOS>=1.4.

>for example:
> A BBS program (C:\bbs\bbs.tos) calls a door program
>(C:\bbs\doors\door1\door1.tos). I want the door program to be able to find
>it's related datafiles (located in the same directory as the door1.tos file)

Again if the program is a GEM program, and it was started with shel_write,
as from the desktop, you can use shel_find() to get the path of the files.

>Seems to me this is somewhat like opening a window to a program/.rsc file,
>then opening a second window, executing the program in the un-topped window
>by ... holding down the right mouse button and then double clicking.

The .rsc file will be found, as well as other files, that shel_find() gives
you the path to...

Klaus (micro@imada.ou.dk)

2727. Re: requirements to use VDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-20 12:40:43 UTC
From: micro@imada.ou.dk
Message-ID: <1991Jun20.124043.8248@imada.ou.dk>
Source record: 47767

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>There are good reasons why TTP programs are meant as non-GEM programs.
>You shouldn't use VDI or AES calls in a TTP program.

Can you give me some of these good reasons? - and why not?
The VDI is allways running, isn't it? You can use the VDI from the AUTO folder
- before GEM have been installed or more correctly the AES.

There are many programs use form_alert(), without an appl_init(), and that is
worse isn't it?
(because the global array and probaly other structures too haven't been init'd).

Klaus, micro@imada.ou.dk

2728. Re: acsi-->scsi converter

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-20 13:37:15 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <5933@uniol.UUCP>
Source record: 47766

nils@ooc.uva.nl (Nils Arbeitstein) writes:

>Is there any other compagny wich makes acsi to scsi converters
>at a lower price as Atari does??

These "converters" are usually called "SCSI Adapters" or so.
There are a lot of companies (i.e. ICD) offering such adapters at various
prices and with different quality (= speed) levels.

Hope this helps,
Frank
--
==
Nick : Lateman | I may be late,
Real : Frank Moehle, Oldenburg, West Germany | but I'm worth
Inhouse : faramir!moesel | waiting for.
EARN/BITNET: 025881@DOLUNI1 UUCP: moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
------------------------------>Fascinating.<--------------------------------
In an infinite space there can be no rain, because there is
no UP for it to fall DOWN from. (hitchhiker)

2729. Re: Review of LHARC Test Archive Functio

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-20 21:20:30 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b7bjq4@jonh.wimsey.bc.ca>
Source record: 47772
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <RALPH.91Jun19110612@orion.laas.fr>, Ralph P. Sobek writes:
>In article <3545@laura.UUCP> klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:
>| Your test still leaves open the question if the tested LHarcs are
>| compatible to one or more Unix LHarcs.
>
>I use xlharc that was posted to USENET. It works *very* well, since I
>test all the archives before bringing them to my Mega 4 ST. I then
>retest them on my Atari to be sure that all is fine.

I also use the version posted to the net. xlharc version 1.2, and
have never had any problems with any archive in extracting. The only
drawback I've found is tah it is a little slow, but an ADSpeed cures
that.;-)

--
John Henders jhenders@jonh.wimsey.bc.ca
MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
Vancouver,B.C

2730. Who sells, ASCI -> SCSI Host adapters here in Oz.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-20 23:45:16 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1991Jun20.234516.29398@monu6.cc.monash.edu.au>
Source record: 47761
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,aus.wanted

Can some kind soul direct me to were in Australia I can purchase a Host
Adapter for an ST. Either ICD Advantage or BMS200. Any help appreciated.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * ignorance' *
* 900 Dandenong Rd, Caulfield East **
* VIC, 3145. Australia. *
* Tel (61) (3) 573 2355/2519. Fax (61) (3) 573 2350 *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *

2731. Re: ***FOUND|WANTED: LASER C MANUAL AND/OR LASER C COMPILER|FOUND***

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-21 02:33:35 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <ouJV42w164w@sys6626.bison.mb.ca>
Source record: 47770

I have just agreed to buy this item so my previous post can be disregarded.
Thanks Bill!

+--+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+--+

2732. RAM UPGRADES AND SOFTWARE GLITCHES

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-21 03:42:59 UTC
From: asplundm@physc1.byu.edu
Message-ID: <311asplundm@physc1.byu.edu>
Source record: 47771

This is probably an easy question to answer, but not being an Atari Guru . . .

I have a 520STfm, which I have upgraded to 2.5 M with the Z-ram board, and Samsung 80 ns 1 megabit chips (it is the 3-D board and eventually I want to put the other 2 megs in). It seems to work all right, and the z-ram Ram test program passes the memory, but I have some software problems.

There are several programs which fail to work, unless I use E-disk (the Ram Disk program) to create a 2 M ram disk which effectively gets rid of my upgrade.

1. The Note Wizard, Scale Master, Chord Magic and Rhythm Time programs from MIDImouse magic refuse to run at all.
2. Drachen (the public domain Mah Jung game) runs for a while, and then gives me 4 or so bombs.
3. El-Cal, a mathematics program, runs, but gives problems with window and memory management.

All of these problems go away if I mask out the new memory, but this is a stop-gap solution. Does anybody have any ideas? I have considered putting Tweak on the MMU, board and Video Shifter contacts, and replacing the contacts, but this problem seems might intermittent for such problems. If anybods has any ideas, please E-mail them.

Matt Asplund
asplundm@vanlab.byu.edu

Replace this line with your message (press CTRL U first)

2733. Re: 2nd drive in Megafile 30?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-21 10:46:30 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun21.104630.24421@informatik.uni-erlangen.de>
Source record: 47775

michael@gem.stack.urc.tue.nl (Michael Brouwer) writes:

>On the main print of the Megafile 30 there is a connecter marked j1. (Ok,
>there wasn't a connector but I put one there.) It looks the same as j0
>(20 pin) which is used for the select of the first drive. I connected a
>longer cable to j2 (34 pin) and connected this to both drives. I
>connected the second drive to j1 and booted. The system booted but the
>second drive wasn't recognized at all, not even by the partitioning
>software (Atari Advanced Hard Disk Utilities (c) 1989 CA400307-004).
>So I tried changing the positon of the dip switch marked `x' on the
>Megafile motherboard with no result. I changed the drive select jumper
>on the harddisk, but this didn't change anything either. When I switched
>the drives (the 20 pin cables) the second drived worked and the first
>one didn't.

The HDX software won't recognize a second drive. You'll need another
driver that supports that; mine, for example, or reportedly, ICD's.
(But remember: ICD software will only run if you have an ICD
host adapter installed.)

You will also have to remove two hardware mods on the controller board.
Pin 17 and 18 of j1 are connected to ground on the board (pin 17 via
a resistor on the upper side, pin 18 via a connection on the lower
side of the board).

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2734. Re: requirements to use VDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-21 10:51:22 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun21.105122.24789@informatik.uni-erlangen.de>
Source record: 47776

micro@imada.ou.dk (Klaus Pedersen) writes:

>Can you give me some of these good reasons? - and why not?
>The VDI is allways running, isn't it? You can use the VDI from the AUTO folder
>- before GEM have been installed or more correctly the AES.

I don't think it is documented that you can access the VDI from a TTP
program. It _is_ documented, though, that you may use the VDI from
an AUTO folder program (note: maybe a reason why AUTO folder programs
must have the extension PRG!). To my knowledge, nothing has been said
from Atari about this issue, so some clarification from Allan might
inject the necessary facts into this thread.

TOS or TTP programs should use GEMDOS or BIOS in- and output routines,
nothing else. The TOS mode was meant for this, i.e. making ports
of character-oriented software easier.

>There are many programs use form_alert(), without an appl_init(), and that is
>worse isn't it?

Certainly worse, you're right.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2735. Re: Mega STe Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-21 10:55:41 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun21.105541.25018@informatik.uni-erlangen.de>
Source record: 47777

stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:

>In article <1991Jun19.114741.11944@informatik.uni-erlangen.de>,
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>|>
>|> The 68881 is optional. The Mega STE's FPU is programmed just like
>|> the FPUs available for the standard Mega, so there should be some
>|> development packages supporting it.
>|>

>How is it programmed on a standard Mega? Will programs written for the TT and 68882 run
correctly on a Mega STE and 68881?

The FPUs available for 68000 computers are programmed via registers in
memory. I don't know the base address of the FPU in a Mega, but what you
do is basically write the appropiate values into a register using move
instructions, then write the instruction into a instruction register,
and fetch the result from a result register. This is due to the fact
that the 68000 has no proper coprocessor interface like the 68020 or
68030 have.

Programs that use TT FPU will use Line F instructions that won't work
on a 68000. You may, however, write a Line F emulator for the standard
68000 to emulate a FPU coprocessor in the system.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2736. Re: requirements to use VDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-21 15:36:57 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3149@cod.NOSC.MIL>
Source record: 47774

In article <1991Jun20.124043.8248@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:
>csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>>There are good reasons why TTP programs are meant as non-GEM programs.
>>You shouldn't use VDI or AES calls in a TTP program.
>
>Can you give me some of these good reasons? - and why not?
>The VDI is allways running, isn't it? You can use the VDI from the AUTO folder
>- before GEM have been installed or more correctly the AES.
>
>There are many programs use form_alert(), without an appl_init(), and that is
>worse isn't it?
>(because the global array and probaly other structures too haven't been init'd).
>
>Klaus, micro@imada.ou.dk

I can give you one good reason I determined empirically. A while back I
posted a plea for help because a program would run fine from the Laser C
shell, but evnt_multi calls would not respond to the mouse, even though
they caught keyboard activity. It turned out that the program would also
run fine under gulam. But not the desktop. This program was a .ttp that
called appl_init and used vdi calls. I renamed it to .prg and voila!,
it now runs ok from the desktop. The mouse is now caught by evnt_multi.

Since my program is a port from unix and wants a parameter string, I
think I'll just create a .ttp front end to pick up the parameters and
shel_write them, then Pexec the .prg . Is there a better way?

Mike Healy

healy@cod.nosc.mil

2737. Re: requirements to use VDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-21 16:15:49 UTC
From: hvaalde@cs.vu.nl
Message-ID: <10278@star.cs.vu.nl>
Source record: 47779

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>There are good reasons why TTP programs are meant as non-GEM programs.
>You shouldn't use VDI or AES calls in a TTP program.

And how should we treat GEM programs that take parameters?
Only way to get the desktop to ask for parameters is to change the extension
to TTP

Harold van Aalderen (hvaalde@cs.vu.nl)

2738. Seeking AHDI help, 296N info and a Spectre complaint

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-21 16:18:06 UTC
From: pegram@kira.UUCP
Message-ID: <1991Jun21.161806.2808@uvm.edu>
Source record: 47780
Body handling: HTML body converted to readable text

From article <2964@atari.UUCP>, by apratt@atari.UUCP (Allan Pratt):

(floppy stuff omitted RBPIII)....

> GEMDOS ... hard-disk partitions larger than
> 16MB are implemented using large logical sectors (but not large physical
> sectors) with appropriate values in the BPB. To use 1K sectors on floppies
> you would have to replace the floppy BIOS completely, and include in your
> TSR a routine which replaces GEMDOS's sector buffers with new buffers large
> enough to handle the largest sector size in your system. This is what the
> hard disk driver has to do (except that instead of replacing the floppy
> BIOS it's installing the hard-disk BIOS).
>
> ==
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

I know, I know. I just switched from using an ICD adaptor to a BMS
200 adaptor on my Seagate 296N. BMS's ads are correct for my 1.5 year
old 296N - ICD's RateHD now tells me that I get the (BMS) advertised 680
- 682KB/sec throughput that 1 to 1 interleave can give you. (Oh that
dratted ICD tech "it depends on the (2XXN) drive, some work at 1-1,
some don't" _BULL!_). ICD doesn't handle these tricky drives right,
BMS does.

In any case, a FAQ here has been "are ICD-Supra BGM partitions
different from AHDI BGM partitions?" The answer is unfortunately,
frequently yes. I couldn't completely restore my 32 Meg partition
because the logical sector size went up and I lost about 3Meg of space
(in tiny files). The ICD formatter had sensed that I had TOS 1.4 (and
now 1.62) and allowed me to use the fixed-in-1.4-and-up _Unsigned_ count
of total sectors for my < 32Meg (2^42 - 1 bytes) partitions with the
logical sector size = to the physical sector size of 512 bytes.
Berkeley uses AHDI and it does exactly the trick that Allan speaks of
above. I assume that ICD and Supra do what he says for partitions
greater than 16M with Tos < 1.4 and for partitions greater than 32M
for Tos >= 1.4.

My question: can I induce the Atari partitioner to do things
the ICD-Supra way on my double sized partitions? If not, can I get
Supra's formatter and use it with my non-Supra host adaptor (legally)?
ICD's software checks for ICD HAs, so that solution is out.

This situation is irritating because of the loss of space and
because my favorite cache program won't work with BGM (logical <>

physical sector size) partitions. It's Diamond Cache. I assume - but would like confirmation - that the Atari cache program will work, but it's less fun and less configurable.

Some final BMS comments, I bought my Shoe Box off of Cove Systems, it's *very* nicely made (new back plate - mechanical stuff is well done - *keyed* scsi cables are supplied so you can't burn out the cable or even your disk), but as yet has no SCSI out connector, and is still _loud_. Any *good* suggestions on quieting a cheap Shoe Box? I managed to reformat and repartion my drive, but few drives are directly supported, and there is quite a mix of software involved. Lots of useless BMS 100 stuff is given with the new BMS 200 and AHDI stuff, I barely figured out what I needed. The docs were no help for embeded SCSI users, they need updating just as badly as the software. I'll have a big headache formatting my next drive, and will need help of some sort. Perhaps Cove got a deal on older stock? Since I finally set up an "OOP" partition for Spectre 3.0, I'm glad that I didn't need to create more than 4 partitions - Dave Small supports only the extended partitioning scheme of Supra-ICD and not the 2 tier system of AHDI.

BTW, Dave, it's not my imagination, that mouse handler can occasionally completely freeze my keyboard on my new STe, as it did more frequently on my old 520ST. That machine got progressively worse and started to freeze up in ST mode! A new IKBD processor was no help and my trying to replace the ACIA was the death of old faithful. A friend with a Mega 2 also complains that this keyboard freeze happens from time to time...

As an aside: It sounds like I'm a completely hopeless hardware hacker doesn't it? Actually I do fairly well and learn from my mistakes.

When I insert the disk with the program I was using when the keyboard went south, and rerun the program in my now rebooted Spectre - it complains that the app is damaged or open. Come on Dave! Real Macs know if the disk was just inserted and whether Multifinder is in use, and fix this particular form of file system corruption silently. I know - I trashed my only system disks that way, and recovered them by simply copying them on a real Mac - the icons did change though.

Moral of the Spectre: 8-)

Folks, *ALWAYS* _COPY_ your system disks _in_Spectre_ *BEFORE* trying to use them the first time, else my problem could *easily* happen to you 8-(. (I forgot that this was possible - even with the floppy drive problems I was having)

Sorry this got so *LONG* people, hope something comes of it 8-).

ciao,

Bob Pegram

pegram@griffin.uvm.edu
or
...!uvm-gen!pegram

2739. Re: Mega STe Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-21 16:47:58 UTC
From: apratt@atari.UUCP
Message-ID: <2968@atari.UUCP>
Source record: 47781

>In article <1991Jun19.114741.11944@informatik.uni-erlangen.de>,
>csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

>> The 68881 is optional. The Mega STE's FPU is programmed just like
>> the FPUs available for the standard Mega, so there should be some
>> development packages supporting it.

This is correct.

stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:

>How is it programmed on a standard Mega? Will programs written for the
>TT and 68882 run correctly on a Mega STE and 68881?

No. The 68030 communicates with the FPU as a coprocessor. You use
instructions like "FSIN fp0,fp1" and the CPU communicates directly with the
coprocessor, telling it to take the sine of FP0 and put the answer in FP1.
(FP0 and FP1 are floating-point data registers in the FPU.) The 68000 does
not have this ability. With a 68000 the FPU is a peripheral, like the
sound chip or floppy-disk controller: it takes many regular 68000
instructions to read and write I/O ports on the chip to get it to do what
you want. You have to do it "by hand" instead of having the CPU do it for
you. Thus, it is slower and your program is larger than it would be using
68030 FPU instructions.

What Claus is saying is that there is an FPU peripheral that plugs into the
Mega ST (called the SFP004), and there is an FPU that comes with the Mega
STe, and they interface the same way. They both interface in the
"peripheral" way, because that's the only way the 68000 can handle. This
means that a program (or library) that runs on a Mega using the SFP004 will
run on a Mega STe and use its built-in FPU. In the TT the FPU interfaces
in the "coprocessor" way, so these programs won't work.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2740. Re: 2nd drive in Megafile 30?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-21 17:05:27 UTC
From: etmelag@sunbeam6.ericsson.se
Message-ID: <1991Jun21.170527.15691@ericsson.se>
Source record: 47783

Good luck,
Louis

2741. Microsoft Mice & roller controllers

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-21 17:43:04 UTC
From: km456265@longs.LANCE.ColoState.EDU
Message-ID: <15614@ccncsu.ColoState.EDU>
Source record: 47773

Does anyone out there know if it is possible to use microsoft compatible
mice with
a Atari st? My mouse recently broke down and I am looking for an inexpensive
(read REAL CHEAP) way of replacing it. Is it possible to use an old
roller-controller
with the st and can anyone supply the pinout for the mouse port?

Thanks in advance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_________________________________________
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| |/ [_ \ / | |\ | //^\ /^\\ |
| |\ [_ \/ | | \| { o .. o }|
| _____________ \ ____ / |
| \ \||/ / |
| Kevin Melsheimer \____/ |
| km456265@longs.LANCE.ColoState.Edu |
|_________________________________________|
```

2742. passing to PRG (was: Re: requirements to use VDI)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-21 19:47:35 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <9106211947.AA02697@sun.soe.clarkson.edu>
Source record: 47778

hvaalde@cs.vu.nl (Aalderen van Harold):
>
> And how should we treat GEM programs that take parameters?
> Only way to get the desktop to ask for parameters is to change the extension
> to TTP
>
> Harold van Aalderen (hvaalde@cs.vu.nl)

Either use a CLI after desktop, a cooler desktop (ie: Gemini!!!), or write
a .PRG that asks for parameters then runs your program and passes the
parameters you just entered (sounds like it might be short, quick, weekly
for Double Click eh?)...

AAron

2743. Re: requirements to use VDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-22 05:47:13 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0b7duc0@nathan.ruhr.de>
Source record: 47782

In <1991Jun20.124043.8248@imada.ou.dk>, Klaus Pedersen writes:
>csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>>There are good reasons why TTP programs are meant as non-GEM programs.
>>You shouldn't use VDI or AES calls in a TTP program.

>Can you give me some of these good reasons? - and why not?
Ok, here' is one: Did you ever use Gemini (or any other cli)? If you start
a .TOS (or .TTP) using VDI, you'll have a lot of garbage on the screen.
Not to speak of using these programs (TOS with VDI calls) in a multitasking
environment (MINT, MultiGem)
/s/

--
Udo Erdelhoff smart: ue@nathan.ruhr.de
Am Westheck 170 Fido: Udo Erdelhoff on 2:245/52.1
W-4600 Dortmund 12 (FRG) Maus: Udo Erdelhoff @ DO
Please keep your replies short - I have to pay for recieving mail

2744. Elvis's Faster Screen Updating

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-22 16:52:41 UTC
From: ant@mks.com
Message-ID: <1991Jun22.165241.2707@mks.com>
Source record: 47784

I don't know what I'm doing wrong but I can't seem to get fast screen updating routines like the ones used in Elvis or Levee. Can someone enlighten me on the technique used. Maybe even the screen module.

- ant

--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Fate favors fools, small children, and ships named Enterprise" - Riker

2745. Re: Microsoft Mice & roller controllers

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-22 22:17:10 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <BBXy42w164w@sys6626.bison.mb.ca>
Source record: 47785

km456265@longs.LANCE.ColoState.EDU (Kevin Melsheimer) writes:

> Does anyone out there know if it is possible to use microsoft compatible
> mice with
> a Atari st? My mouse recently broke down and I am looking for an inexpensive
> (read REAL CHEAP) way of replacing it. Is it possible to use an old
> roller-controller
> with the st and can anyone supply the pinout for the mouse port?
>
> Thanks in advance

Yes it is. In an STReport from about three months back they included the
instuctions someone had posted on CIS. You might try contacting STR re:
back issues. It's apparently not too hard a thing to do. I just got a
Golden Image opto-mechanical and I love it! _Almost_ as good as a
Microsoft I tried out in the store. Funny that the guy at CIS said the
same thing after he got a fully optical mouse from Golden Image.

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

2746. Re: passing to PRG (was: Re: requirements to use VDI)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-22 23:00:05 UTC
From: hvaalde@cs.vu.nl
Message-ID: <10283@star.cs.vu.nl>
Source record: 47786

AAron@sun.soe.clarkson.edu writes:
>>
>> And how should we treat GEM programs that take parameters?

>Either use a CLI after desktop, a cooler desktop (ie: Gemini!!!), or write
>a .PRG that asks for parameters then runs your program and passes the
>parameters you just entered (sounds like it might be short, quick, weekly
>for Double Click eh?)...

This does not solve the problem, if I buy a commercial program like
1st word, adimens (exec.prg and init.prg) that accepts parameters
I would like to be able to give them even from the standard desktop
So the desktop should provide the oppurtunity to do so.
I understand that renaming it to .TTP is not the right way. But can't I
fool around in the desktop.inf file to make the desktop ask for parameters
for a GEM program and still startup that program as a GEM application?
May be use the extension GTP or so?

Actually I believe I once did this but I forgot how I did it and I like to
know if I did it rigth.

hvaalde@cs.vu.nl (Aalderen van Harold)

2747. GEMFAST 1.5

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-23 03:36:02 UTC
From: steve@thelake.mn.org
Message-ID: <A3028358870@thelake.mn.org>
Source record: 47787

Good news for Sozobon users!

I have just mailed GEMFAST 1.5 off to atari.archive.umich.edu.

Included are:

GEMFST15.LZH GEMFAST 1.5 libraries for Sozobon, Alcyon, assembler
the binary aesfast.a and vdifast.a files, with .h, docs

GEMFUT15.LZH GEMFAST 1.5 utilities, extensions in C source code form

GEMFXM15.LZH GEMFAST 1.5 example programs, C source code

The last file includes an easy-to-use module for ``thermometer''
progress displays, similar to the Desktop's disk formatter. Read the
code as well as the documentation, because the docs are wrong. :-)

I have not yet located the version 1.5 GEMFSC (MadMac assembler
source) file, and indeed I don't even know if Ian Lepore released it.
If anybody has the sources, PLEASE make them available.

(DISCLAIMER: The use of LZH does not constitute an endorsement. That
is the format in which I received the files. I still consider LZH a
disaster area.)

On a different note, I also have the Atari XCONTROL.ACC and related
files, which (finally!) has been released for those of us who don't
own TT030 or Mega STE machines. If no one has yet uploaded that
archive, I can send it. I'm running it right now under TOS 1.4 and,
so long as I don't let it load the TT and STE-specific sound and
window color CPX modules, it works fine.

Steve Yelvington
steve@thelake.mn.org

2748. Re: GEMFAST 1.5

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-23 15:06:23 UTC
From: ant@mks.com
Message-ID: <1991Jun23.150623.14046@mks.com>
Source record: 47788

>Good news for Sozobon users!
>
>I have just mailed GEMFAST 1.5 off to atari.archive.umich.edu.

I hope that you sent a copy off to comp.sources.atari.st. I have no
ftp access from our site and BART apparently sends sends mail to me
in such a way that it never gets to me. So comp.sources... is me only
source of material.

- ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Fate favors fools, small children, and ships named Enterprise" - Riker

2749. Re: passing to PRG (was: requirements to use VDI)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-23 16:14:12 UTC
From: steve@thelake.mn.org
Message-ID: <A1506154199@thelake.mn.org>
Source record: 47789

[In article <10283@star.cs.vu.nl>,
hvaalde@cs.vu.nl (Aalderen van Harold) writes ...]

> AAron@sun.soe.clarkson.edu writes:
>>>
>>> And how should we treat GEM programs that take parameters?
>
>>Either use a CLI after desktop, a cooler desktop (ie: Gemini!!!), or write
>>a .PRG that asks for parameters then runs your program and passes the
>>parameters you just entered (sounds like it might be short, quick, weekly
>>for Double Click eh?)...
>
> This does not solve the problem, if I buy a commercial program like
> 1st word, adimens (exec.prg and init.prg) that accepts parameters
> I would like to be able to give them even from the standard desktop
> So the desktop should provide the oppurtunity to do so.

If you install a GEM program keyed to a particular file or file type, clicking on such a file will pass its name to the .PRG as an argument. For example, if you install 1st_WORD.PRG and specify .DOC files, if you double-click on MYFILE.DOC the result will be the same as a command line of:

1ST_WORD MYFILE.DOC

If you want to pass a more complex argument -- with switches, for instance -- you'll just have to get a better Desktop. I second Aaron's recommendation of Gemini.

With Gemini, you can write a little shell script that shuffles arguments around and passes them to a program. The shell script then can be dragged out onto the desktop, renamed something more informative (8+3 filenames are not needed for aliases of shell scripts). Drag a file (or multiple files) to the script's icon and let go. The script then launches the .PRG appropriately.

I don't know of any GEM applications that process command-line switches, but I intend to put them into the next version of UUCODER.

Steve Yelvington
steve@thelake.mn.org

2750. Mono Monitor.... HEY YOU!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-23 21:49:34 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.91Jun23164934@breeze.cs.odu.edu>
Source record: 47790

Hello? I know there are people out there, I see YOUR posts...

Thank you J. R. Bammi for replying to my query about the capicitor
that needs to be replaced in the mono monitor. JR told me to look for
a completely fried capicitor... well, I am using my mono monitor now.
I have decided to leave my monichrome monitor on until the capicitor
blows because no one else has replied as to which one it is.

IS IT THE 220uF which is rated at 16V what is on the power board?
If not, hell, there are hundreds of capicitors in there.

Next point of interest--

Hello? Has anyone ever installed the overscan mods into a 1040st
Hello?

This is what the doc says:
How to connect and wire the Overscan-change-over-switch:

Directly at the Emitter of the Composite Sync signal driver Transistor
You pick up the buffered Composite Sync Signal and feed it to the third
pin of the switch.
The second pin of the switch (the pin in the middle) goes to the pin 37
of the Shifter and pin 52 of the MMU.
The first pin of the switch is connected to pin 39 of the Glue (Display
Enable Signal)
Reminder: the MFP 68901 pin 20 still gets the Display Enable Signal in
both modes !!!
We have tried to use also the Composite Sync for the Timer B-Input in
Overscan mode, but then the ST doesn't boot himself after a Reset !

Now, I think I can figure out WHAT needs to be done, but alas, I don't
know the "where." I do not have a schematic of the 1040 and the
digitized images with overscan all appear to show the 520 (with RF)
upgrade which I thought the docs said required more hardware.

From what I gather, all I need to do is locate:
1) A two position switch (3 pin).
2) DEs from shifter pin 37.
3) MMU pin 52

both 2 and 3 go to the central pin of the switch....

4) pin 1 of the switch goes to pin 39 of the GLUE (DEs?).
5) pin 3 of the switch goes to Composite Sync.

I don't know which chips are GLUE and MMU.... Or where the composite Sync is. I will try to inspect the chips a little closer after this post goes out.

What was all that about messing with the hsync and vsync of the monitor? I put electronic tape down the shaft of a long screw driver in preparation for this upgrade, but it looks as if it all is done inside the ST.

Does one have to mess with the H/V sync, or whatever, inside the mono monitor? At least those parts are clearly labelled.

Hey, if you know anything about this, please don't assume someone else will reply. So far in six months of posting questions here, I have received replies from three people... none of which have been complete. Please let me know if you have done this mod.

One last note, from what I read in the overscan docs, it looks like it explained a problem my color monitor has.... when I turn up the contrast and brightness level all the way (the only way I can get to see most of the colors) the back of the screen is no longer black, it is an off red-brown and I get these ugly diagonal lines that look like scan lines... .but they are different, they run from the lower left to the upper right... I would guess that there are like 10-20 of them. THey don't move, but they are definitely there. The docs seem to suggest that these are verticle blank "flyback" traces. I was under the impression that during the verticle blank time, there was no display signal, so there would not be and "loose" traces..... Does anyone have any ideas about this? It's really annoying since I need to turn up the contrast and brightness levels all the way just to be able to see some text and colors in most programs.

HELLO?
"Is anyone out there?"

Scott

2751. DS1216E Time Chip Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-23 23:18:34 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Jun23.231834.28961@oz.plymouth.edu>
Source record: 47693

Arg! I tried to install a ds1216E time chip in my Atari 1040STf and it doesn't fit, even cutting the power supply doesn't work. However, bright idea! I have a two chip TOS set, which means I have 4 open slots where the full 6 chip TOS would normally go. Question: can I solder the DS1216E socket/chip into one of the open slots and have it work. Or od you need to have a TOS chip plugged into it, or did Atari bastardize the thing so only the two slots where the TOS chips are work? Help, soon, please!

Stephan
Technoid (yeah, right!)

--
\/\/\/

2752. Re: requirements to use VDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-24 01:14:39 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0b7eupu@nathan.ruhr.de>
Source record: 47692

In <3149@cod.NOSC.MIL>, Mike Healy writes:

>Since my program is a port from unix and wants a parameter string, I
>think I'll just create a .ttp front end to pick up the parameters and
>shel_write them, then Pexec the .prg . Is there a better way?

Sure, noone has said that .prg couldn't get it's arguments like a TTP
via the basepage (or, in C, within the argv/argc variables).
/s/

--
Udo Erdelhoff smart: ue@nathan.ruhr.de
Am Westheck 170 Fido: Udo Erdelhoff on 2:245/52.1
W-4600 Dortmund 12 (FRG) Maus: Udo Erdelhoff @ DO
Please keep your replies short - I have to pay for recieving mail

2753. Re: passing to PRG (was: Re: requirements to use VDI)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-24 02:30:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2088@uqcspe.cs.uq.oz.au>
Source record: 47694

>>> And how should we treat GEM programs that take parameters?

>>... or write
>>a .PRG that asks for parameters then runs your program and passes the
>>parameters you just entered.

>This does not solve the problem, if I buy a commercial program like
>1st word, adimens (exec.prg and init.prg) that accepts parameters
>I would like to be able to give them even from the standard desktop
>So the desktop should provide the oppurtunity to do so.
>I understand that renaming it to .TTP is not the right way.

>But can't I
>fool around in the desktop.inf file to make the desktop ask for parameters
>for a GEM program and still startup that program as a GEM application?
>May be use the extension GTP or so?

>Actually I believe I once did this but I forgot how I did it and I like to
>know if I did it right.

The first thing would be to attempt to get the Desktop to handle the problem
(ie. GEM Take Parameters).

If this is not possible, then simply write a program (called, say, "GTP.PRG"),
that takes a program as a parameter, pops up a "parameters" box, then runs
the program with those arguments. Then, simply use Install Application to
make "GTP.PRG" the processor for all "*.GTP" programs.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

2754. Re: passing to PRG (was: Re: requirements to use VDI)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-24 05:23:25 UTC
From: harryk@bucsf.bu.edu
Message-ID: <84413@bu.edu>
Source record: 47695

In article <2088@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>The first thing would be to attempt to get the Desktop to handle the problem
>(ie. GEM Take Parameters).
>
>If this is not possible, then simply write a program (called, say, "GTP.PRG"),
>that takes a program as a parameter, pops up a "parameters" box, then runs
>the program with those arguments. Then, simply use Install Application to
>make "GTP.PRG" the processor for all "*.GTP" programs.
>

Or if you use a desktop alternative program, like Gemini (I triple the
recomendation), and you want to pass more than one files to a GEM
application (with its icon already on the desktop), just select the icons
of the files (with Shift+Click) and drag them to the icon of the application
(on the desktop).

BTW, I think there is no need for changing the standard desktop just because
it is "difficult" to pass parameters in GEM programs.The "Install Application"
entry is more than enough, and it works very well. Now, if one wants to pass
more than 1 parameters to programs frequently, he should use a command line
anyway.

In addition, I don't like the idea of the built-in(in GEM programs) parameter
box either. It would work well if the parameters (talking about files only,
no switches) lied in the same directory with the program; otherwise the user
should type the full path of the files (and even if there are only 2 of them it
would be tedious to type the whole path name for each). Now, if there is a GEM
program that expects (unix like) switches it should be recoded using curses
instead of GEM.

If my message sounds abnoxious I apologise...I didn't mean it.

PS. BTW, has anyone tried the demo of my phone-address catalog program called
ATZENTA2 ? I'm interested in suggestions and comments (of any kind 8*)
I'm just trying to figure out if it's worth it to keep improving it or
just port it to another machine...

>
>Warwick.
>--
> _-_|\ warwick@cs.uq.oz.au
> / * <-- Computer Science Department,
> _.-._/ University of Queensland,
> v Brisbane, AUSTRALIA.

==
Harry Karayiannis Post:
|| |# || 15 N.Beacon, #316
|#| ||#| |#| Boston University Allston, MA 02134
|#| ||#| |#| Computer Science Dpt. U.S.A.
|##| ||#| |##| _____________________
||#| ||#| ||#| |INTERnet:
//// |||| \\\\ % fortune -o | harryk@bucsf.bu.edu
///// |||| \\\\\ "Hackers do it with |BITnet:
///// ATARI ST \\\\\ fewer instructions" | cscrzcc@buacca.bu.edu
===|_____________________

2755. Math Co-processor on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-24 05:42:23 UTC
From: neonman@ecst.csuchico.edu
Message-ID: <1991Jun24.054223.4293@ecst.csuchico.edu>
Source record: 47691

Are there any real Advantages to having a Math Co-Procesor on the St?

Does the Spectre 3.0 recognise it so that Macin Trash software can utilize it?
?
Working on a Master plan...
Justin DuBois

2756. Re: Elvis's Faster Screen Updating

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-24 08:31:57 UTC
From: orc@vpnet.chi.il.us
Message-ID: <1991Jun24.083157.21079@vpnet.chi.il.us>
Source record: 47700

In article <1991Jun22.165241.2707@mks.com> ant@mks.com (Anthony Howe) writes:
|I don't know what I'm doing wrong but I can't seem to get fast screen
|updating routines like the ones used in Elvis or Levee. Can someone
|enlighten me on the technique used. Maybe even the screen module.

I don't know about elvis, but the way levee does fast screen updating
is via a combination of semi-deranged update optimisation and cutting
way down on the number of write() calls (so I can run it from the modem
port) When levee starts up, I allocate a large buffer [ROWS*COLS+FUDGE],
then for my redrawing, I write the *entire* update into the buffer - including
terminal control - then write() it out in one fell swoop. It's pretty close
to the speed of Bconout(), plus it's redirectable to other devices.

The screen updating, btw, is the only really good bit of levee - some of
the file-io and internal file managing code is, well, just about as bad as
you can get and still have working code (chedit has "abandon all hope" written
over it - this warning also applies to levee.)

--
.david parsons \/

2757. Re: requirements to use VDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-24 10:51:22 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun24.105122.17153@informatik.uni-erlangen.de>
Source record: 47696

hvaalde@cs.vu.nl (Aalderen van Harold) writes:

>And how should we treat GEM programs that take parameters?
>Only way to get the desktop to ask for parameters is to change the extension
>to TTP

That's the reason why Atari came up with a new program type with extension
GTP in TOS 2.x and 3.x. Nonetheless, your point is valid. This is a real
problem in the old TOS versions.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2758. Re: passing to PRG (was: Re: requirements to use VDI)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-24 12:25:51 UTC
From: ant@mks.com
Message-ID: <1991Jun24.122551.24592@mks.com>
Source record: 47699

While everyone toots Gemini's horn, don't forget that Neodesk 3 has the ability similar to the .GTP suggestion, I believ its .NTP. Anyway I found Neodesk 3 to be a wonderful desktop alternative. Gemini I could never get to work securely. Really neat ideas but I didn't have confidence in it.

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Fate favors fools, small children, and ships named Enterprise" - Riker

2759. Re: requirements to use VDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-24 13:34:15 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91172.112632ONM07@DMSWWU1A.BITNET>
Source record: 47697

In article <1991Jun19.112606.20682@convex.com>, rosenkra@convex.com (William Rosencranz) says:
>
>maybe this is a dumb question but...
>
>is it possible to call VDI routines without writing a full blown GEM
>application? ideally, i would like to just use something like v_fillarea
>or somesuch. i realize that i need a device handle, so maybe i need
>all the other stuff (baggage) too. it would be great to be able to
>use VDI in .ttp programs. can u open a device without appl_init?
>
No. At least not a 'virtual' workstation, because you need to know the handle of the currently opened 'physical' workstation used by the AES (use graf_handle() to get it).

>if it is not possible to write a .ttp with VDI (i suppose it is not
>since the extension tells the OS to either prepare for GEM or don't)
>then is it possible to read command line args with a GEM program (.prg)?
>i.e. one doing appl_init, open workstation, etc. if so, how? i use
>alcyon. my shell is gulam. is it possible with gcc/gemfast/etc?
>
There is no difference for GEM programs. You can use the usual argc/argv binding.

>i'd hate to have to do the fill with line A or directly to the screen.
>FFT maps) easy if u draw from back to front. the fill eliminates hidden
>features of the plot (desirable). i have used this in full GEM progs,
>but want to use it in .ttp progs where i draw points and lines (with
>line A). don't beat me up about line A, either. if/when i get a TT,
>i will switch. as far as i know, line A is the ONLY way to draw lines
>(other than fixing pixels in Physbase) in a .ttp.
>
The question is: why in the hell do you WANT to use graphics in a non-graphics-oriented program. Why don't you write a GEM program?

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____ correct me if I'm wrong _____

2760. Re: 2nd drive in Megafile 30?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-24 13:34:17 UTC
From: ZVD007@DMSWWU1C.BITNET
Message-ID: <91172.151551ZVD007@DMSWWU1C.BITNET>
Source record: 47698

In article <646@rc6.urc.tue.nl>, michael@gem.stack.urc.tue.nl (Michael Brouwer)
says:
>The system booted but the
>second drive wasn't recognized at all, not even by the partitioning
>software (Atari Advanced Hard Disk Utilities (c) 1989 CA400307-004).
>So I tried changing the positon of the dip switch marked `x' on the
>Megafile motherboard with no result. I changed the drive select jumper
>on the harddisk, but this didn't change anything either. When I switched
>the drives (the 20 pin cables) the second drived worked and the first
>one didn't.

The problem is not the hardware, its a software problem: I suppose that you
are using the AHDI; the driver is not written for recognising a second drive
(at least in versions <= 3.01), so all you have to do, is patching the AHDI
or getting another driver which handles two drives correctly.

U.Kuehn

2761. Re: passing to PRG (was: Re: requirements to use VDI)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-24 16:04:28 UTC
From: hvaalde@cs.vu.nl
Message-ID: <10297@star.cs.vu.nl>
Source record: 47701

ant@mks.com (Anthony Howe) writes:

>While everyone toots Gemini's horn, don't forget that Neodesk 3 has the
>ability similar to the .GTP suggestion, I believ its .NTP. Anyway I found
>Neodesk 3 to be a wonderful desktop alternative. Gemini I could never get
>to work securely. Really neat ideas but I didn't have confidence in it.

.NTP stands for Neodeskt takes parameters an is used for programs that
hook in to Neodesk for some routines.
But your right there is a possibility to install something like .GTP

Harold van Aalderen (hvaalde@cs.vu.nl)_

2762. Re: passing to PRG (was: Re: requirements to use VDI)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-24 17:50:28 UTC
From: ignac@electro.com
Message-ID: <1991Jun24.175028.29851@electro.com>
Source record: 47703

In article <10283@star.cs.vu.nl> hvaalde@cs.vu.nl (Aalderen van Harold) writes:
+AAron@sun.soe.clarkson.edu writes:
+++ And how should we treat GEM programs that take parameters?
+
++Either use a CLI after desktop, a cooler desktop (ie: Gemini!!!), or write
++a .PRG that asks for parameters then runs your program and passes the
++parameters you just entered (sounds like it might be short, quick, weekly
++for Double Click eh?)...
+
+This does not solve the problem, if I buy a commercial program like
+1st word, adimens (exec.prg and init.prg) that accepts parameters
+I would like to be able to give them even from the standard desktop
+So the desktop should provide the oppurtunity to do so.
+I understand that renaming it to .TTP is not the right way. But can't I
+fool around in the desktop.inf file to make the desktop ask for parameters
+for a GEM program and still startup that program as a GEM application?
+May be use the extension GTP or so?
+

you can install a program like first word as an application accepting
files with *.DOC extenders. Thus, whenever you double click on such
a file, the commandline that is sent to 1st word by the desktop already
has the filename in the commandline. this may not be the most elegant
way of passing a commandline to a gem program, but it is accesable from
the standard desktop. note as well that this method of passing a commandline
only works for passing the name of only a single file, nothing more, nothing
less. DC, where are you????!!!!! :=) :=)

--
========Ignac A. Kolenko (The Ig)=======watmath!watcgl!electro!ignac=========

"Blowed up REAL good!" - Big Jim McBob (Celebrity Blowup - SCTV)
==

2763. Re: 1024-byte floppy sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-24 18:18:12 UTC
From: apratt@atari.UUCP
Message-ID: <2969@atari.UUCP>
Source record: 47710

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>> ...and hard-disk partitions larger than
>> 16MB are implemented using large logical sectors...
> ^^^^
>Correct me if I am wrong, but should this not read 32MB ?, I thought
>that this was a typo that caused this problem and was fixed in TOS 1.4

It may or may not have been fixed, but because even people with TOS 1.2 and (gasp!) TOS 1.0 want to be able to use large partitions, HDX goes to BGM at 16MB for maximum compatibility. Otherwise you could take a 31MB, non-BGM partitioned disk to a machine running TOS 1.2 and not be able to get at the files.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2764. Re: passing to PRG (was: Re: requirements to use VDI)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-24 18:20:37 UTC
From: apratt@atari.UUCP
Message-ID: <2970@atari.UUCP>
Source record: 47711

>AAron@sun.soe.clarkson.edu writes:
>
> And how should we treat GEM programs that take parameters?

Get a Mega STe or a TT :-) The new Desktop in these machines allows GEM programs to take parameters. You can either drop a file onto a PRG icon (to start that program with that file name as its paramenter) or install the application as "GEM Takes Parameters" and double-click it, at which time you'll be solicited for parameters just like a TTP.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2765. Re: passing to PRG (was: Re: requirements to use VDI)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-24 20:51:48 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <31733@hydra.gatech.EDU>
Source record: 47704

If one wants to create a new program type like GTP (GEM Takes
Parameters) it seems to me that all you'd have to do is rename
the appropriate programs with the GTP extent and then write a
little program to pop up a dialog requesting the command line and then
executing the program. It would be an "Installed Application". If
anyone is interested, I'll write such a beast as it wouldn't take that long.
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

2766. Re: 2nd drive in Megafile 30?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-24 21:55:29 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5909@wucc.waseda.ac.jp>
Source record: 47705

Well, there is room to put a 3.5" drive in a Megafile30. I have fixed a couple of signal pins and bought cables to run two drives, used another power supply to the second drive, fixed the terminator and the drive number assignment, and the drives run marvellously. So far so good.

Is there a convenient way to fix the power supply module so that it can generate 4 amps? The diode there seems to pass only 2 amps of 5V, though.

Cheers,
Tsuji

2767. Re: passing to PRG (was: Re: requirements to use VDI)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-24 22:33:31 UTC
From: cmedley@wam.umd.edu
Message-ID: <1991Jun24.223331.16379@wam.umd.edu>
Source record: 47707

I don't know if everyone is familiar with it, but DC Desktop does the same thing everyone is asking about. You can use DC Install to make it prompt for parameters for any application, not just .TTP, and I use it regularly like this for DevPac ST, 1st Word and all of my archivers. DC Desktop is selling around here for as low as $22, so it might be worth it just to pay the ducats if the feature is that important...

(I have to admit, I'm still using v1.0 of DCD, so there may even be some improvements to the system since I've been introduced to it)

2768. hooking 1520 plotter to ST, problems with

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-24 22:37:29 UTC
From: cliff@jarthur.Claremont.EDU
Message-ID: <12241@jarthur.Claremont.EDU>
Source record: 47702

I'm trying to hook up my Commodore 1520 plotter (the old C64 color plotter) to my ST. I've built the cable--I'm going to plug it in to my parallel port-- and now I just need to send it the proper signals. Since the C64 uses a serial data bus, I will have to send eveything bit by bit. After looking through my C64 Programmer Reference Guide, I found out the timing signals I need. The trouble is, I need to send signals 20 micro-seconds long through the parallel port. I was gonna do this through the IO port B on the sound chip but I forsee several problems:

1. Can the port handle signals this fast? After looking through my printer (centronics) manual, it looks like this shouldn't be a problem.
2. The biggie: How can I time my code for these types of signals. It looks as if I am going to have to count clock cycles. I'm trying get get my hands on a 68000 manual and haven't had much luck yet. Is there another way, possibly by using the sound chip or maybe something else to count micro-seconds or even 20 micro-second intervals? Obviously I'm doing this in assembly.

If everything works right, I will hopefully patch the Bconout() bios call and provide myself with another device type. I would prefer to use my cartridge port for this type of thing so I wouldn't have to unplug my printer so often, but from what I hear it is difficult to write to the cartridge port (I know it can be done, though. There was an article in STart). Is it so bad?

Once I get this working, I suppose I could even hook up my 1541. Joy! Rapture!

Thanks for any help.

--Clifford Stein

2769. Re: passing to PRG (was: Re: requirements to use VDI)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-24 22:42:56 UTC
From: harryk@bucsf.bu.edu
Message-ID: <84496@bu.edu>
Source record: 47706

In article <1991Jun24.122551.24592@mks.com> ant@mks.com (Anthony Howe) writes:
>
>While everyone toots Gemini's horn, don't forget that Neodesk 3 has the
>ability similar to the .GTP suggestion, I believ its .NTP. Anyway I found
>Neodesk 3 to be a wonderful desktop alternative. Gemini I could never get
>to work securely. Really neat ideas but I didn't have confidence in it.
>

I have to admit that NeoDesk 3 is really good...but ironically I have exactly
the oposite feelings. I never had confindence in NeoDesk (here I have to say
that I have never used NeoDesk extensively, since I don't own a copy of it.
I've worked on it periodically being in a friend's house). But I think that
everyone will agree that Neodesk became stable enough only after version 2.00.

On the other hand, Gemini was very stable from the very first version (for
me at least), and the current (2nd) version (1.21) is simly fantastic.
NeoDesk 3 defenitly has more features than Gemini 1.21, but costs a lot more.
IMHO the ratio performance/price of Gemini is way larger than Neodesk's.

Don't get me wrong, I don't want to start a flame war. It's just my oppinion.
I think both programs are in the top ten of ST's software, and both worth
every penny of their price. I just happen to like Gemini better.

PS. BTW, everyone should get a copy of XCONTROL.ACC (Atari's new control panel)
I think this time Atari did a remarkable job. Defenitly the best control
panel around!!!!!!

>-ant
>--
>ant@mks.com Anthony C Howe
>Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
>"Fate favors fools, small children, and ships named Enterprise" - Riker

==
Harry Karayiannis Post:
|| |# || 15 N.Beacon, #316
|#| ||#| |#| Boston University Allston, MA 02134
|#| ||#| |#| Computer Science Dpt. U.S.A.
|##| ||#| |##| _________________________
||#| ||#| ||#| |INTERnet:
//// |||| \\\\ % fortune -o | harryk@bucsf.bu.edu
///// |||| \\\\\ "Hackers do it with |BITnet:
///// ATARI ST \\\\\ fewer instructions" | cscrzcc@buacca.bu.edu
===|_________________________

2770. stos, again

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-25 03:45:05 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.91Jun24224505@breeze.cs.odu.edu>
Source record: 47709

Hello, I found the stos 2.06 support files on Atari archive...

I download them and ran the upgrade programs for
the stos basic ans stos compiler.... using a copy
on disk a.

The basic seemed to be upgraded successfully and work.

MY MOUSE WORKS!

My old compiler wont compile the new basic...
I get unknown extension.

I upgraded the compiler.
My new compiler STILL won't compile the new basic
I get "unknown extension"
the line is a line that I don't have in my program and there is usually
the command "extension #C" on the line.

PLEASE HELP ME!

Scott

2771. Re: requirements to use VDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-25 04:02:53 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91175.112708ONM07@DMSWWU1A.BITNET>
Source record: 47708

```
In article <10278@star.cs.vu.nl>, hvaalde@cs.vu.nl (Aalderen van Harold) says:
>
>csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>>There are good reasons why TTP programs are meant as non-GEM programs.
>>You shouldn't use VDI or AES calls in a TTP program.
>
>And how should we treat GEM programs that take parameters?
>Only way to get the desktop to ask for parameters is to change the extension
>to TTP
>
(1) Most third-party desktops allow this (well, at least Gemini :-)
(2) The new Atari Desktop allows this (extension GTP - GEM takes parameters)
(3) The GEM application *itself* can prompt the user for a command line.
where's the problem?

>Harold van Aalderen (hvaalde@cs.vu.nl)
--------------------------- cut here -------------------------------------
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
--------------------- correct me if I'm wrong ------------------------------
```

2772. Boot sector information

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-25 16:36:02 UTC
From: fsctc@csduts1.lerc.nasa.gov
Message-ID: <1991Jun25.163602.25443@eagle.lerc.nasa.gov>
Source record: 47712

A friend of mine is interested in the boot sector information used in PC disks. We know that we can format this on the ST disks using either Neodesk or DCformat or anyother number of formatters. The question is, what do those bytes mean? Is there a readily available source that we may consult?

Secondly, this is my stupid question. How can we format a disk using Twister format and fool the PC into reading it like a Twister disk? Okay, you may laugh now...

Clarence T. Chang
fsctc@csduts1.lerc.nasa.gov

2773. DEALERS WITH ST PRODUCTS IN NORTH DAKOTA/MINNESOTA WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-25 17:08:35 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <113441w164w@sys6626.bison.mb.ca>
Source record: 47714

I might be going on a shopping trip to Minnesota or North Dakota this summer and I was wondering if anyone could recommend deals that carry ST soft/hardware? Please e-mail me their address and/or phone numbers. Thanks in advance.

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

2774. Hard-Disk Construction Summary Request

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-25 18:11:38 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <1991Jun25.181138.17995@m.cs.uiuc.edu>
Source record: 47713
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am thinking again about building a hard drive for my ST. I have an ancient 10 MB Supradrive in a shoe box case. I was thinking about reusing the case & power supply & tossing a new drive in there.

Can some kind people please send me infomation about any/all of the following questions:

(1) What host adapters are available, where can I get them, how much do they cost, what are the differences?
(2) What drives do people recommend? Where is a good source to purchase drives?
(3) Where can I get the specification of the data output by the DMA port (what people refer to as ASCI I think)?
(4) What kind of software would I need to write/obtain to make this work"?

Any information would be greatly helpful. Is there a "Frequently Asked Questions" kind of wqrite up about building hard drives for the ST?

--- Bri

/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
totty@cs.uiuc.edu

2775. Re: requirements to use VDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-25 19:22:04 UTC
From: pmh@cutie.ka.sub.org
Message-ID: <4656643@cutie.ka.sub.org>
Source record: 47730

In article <3149@cod.NOSC.MIL> healy@cod.NOSC.MIL (Mike Healy) writes:

> I can give you one good reason I determined empirically. A while back I
> posted a plea for help because a program would run fine from the Laser C
> shell, but evnt_multi calls would not respond to the mouse, even though
> they caught keyboard activity. It turned out that the program would also
> run fine under gulam. But not the desktop. This program was a .ttp that
> called appl_init and used vdi calls. I renamed it to .prg and voila!,
> it now runs ok from the desktop. The mouse is now caught by evnt_multi.
>
> Since my program is a port from unix and wants a parameter string, I
> think I'll just create a .ttp front end to pick up the parameters and
> shel_write them, then Pexec the .prg . Is there a better way?

If you run it from a shell just leave it named .prg.
A program doesnt have to be named .ttp to take parameters. You can pass
them anyway. This is only difficult if you try to do it from the desktop.

Cheers, PMH
--
||| Patrick M. Hausen | phone : +49 721 699234 (voice and carrier)
||| Gerwigstr. 11 | e-mail: pmh@cutie.ka.sub.org (UUCP)
/ | \ D-7500 Karlsruhe 1, Germany | uk9u@dkauni2 (BITNET)
"Well they say your folks are telling you to be a super star, but I tell you
just be satisfied to stay right where you are. Keep yourself alive." (QUEEN)

2776. Folder information (How they are handled)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-25 20:31:15 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <1555.286745a3@sleepy.bmd.trw.com>
Source record: 47715

My hard drive hiccuped and now I can't open one of the folders. It responds with three bombs and requires a shutdown to recover (reset doesn,t help).
My questions are :
1. How are folders handled on a disk, including format of size, name, and locaton data?

2. How are the files within a folder found (where they are on the disk)?

3. If you don't know, how do you determine the starting address of a file on the disk?

If you haven't guessed, the one file I need and haven't backed up is within the bad folder. I can go in with a sector editor and look at all sectors on this partition which makes me believe that only a pointer or related bit of file information has been corrupted and not the file itself. By the way it's a Syquest cartridge drive with an ICD plus adapter.

Thanks for any help you might provide

Jim Harres jharres@doc.bmd.trw.com

2777. Re: passing to PRG (was: Re: requirements to use VDI)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-25 21:59:33 UTC
From: rosenkra@convex.com
Message-ID: <1991Jun25.215933.22514@convex.com>
Source record: 47717

i started this discussion by asking about using VDI calls in an otherwise ordinary .ttp program. i have gotten lots of (good) feedback. but perhaps i should specify exactly what i want to do...

these days i write exclusively .ttp programs, i.e. those which would normally be executed from a CLI (currently i still use gulam). i want a few of these programs (like the recently posted mgif - it did appear, did it not; i have been away for a few days and things expire quickly here) to do a certain amount of graphics, like lines, dots, and polygon fills. i have been using line A for lines/points since it is so simple to do so. however, now i need to do fills of irregular polygonal areas. this is possible with line A, but the hassle of writing a front end to $A006 or whatever (one scan line at a time fill) leads me to see if i can use the much simpler v_fillarea (or whatever it is called). this is the ONLY vdi routine i want to call at present.

it sounds like i can do basically

graf_handle (or whatever)
v_opvwrk (or whatever it is)
v_fillarea

which is still nice and simple. i realize that it may cause problems if GDOS is installed. since i do not have it, that doesn't bother me :-). i also want to minimize the amount of overhead, though i suspect linking in vdibind will add more than a little overhead.

i still want the program to feel like a curses-like application (no mouse) and want command line args. i also realize that i can hand blit directly to Physbase or my screen memory whatever the heck i want, but i don't need the expense (in time) of writing routines to flip bits (which, admittedly, aren't THAT hard).

is there a better solution? what will break if i do the above (so far it looks like GDOS)? what are the restrictions? i have no interest in making this a GEM program at this time. as it is now, it should port fairly easily to X (maybe not so easily), Sunview (just draw a rasterfile in memory), etc. making it GEM will ruin this attribute (which, religiously, i consider far more important than having a mouse just to point+click rather than key a 1-2 char command code which, for me, is faster anyway). in fact, to further fuel the ensuing amiga/atari flame war or skirmish, one of the things i most like about the ST is it is SO easy to port unix software. and there are many good csh/sh/etc clones available. i don't care about number of colors since the SM124 is about the nicest monitor i have ever seen (often overlooked in flame wars). my eyes thank atari for this one!

this brings up another question: are "flicker" screens possible on things like monochrome Suns? how fast can u change full-screen raster images from memory to the frame buffer (/dev/fb, i presume, for mono)? the equivalent of:

```
do {
Setscreen (scrn1, scrn1, -1); Vsync ();
Setscreen (scrn2, scrn2, -1); Vsync ();
Setscreen (scrn3, scrn3, -1); Vsync ();

} while (!char_pressed_or_equivalent_interrupt);
```

which runs at at least 10-20 Hz on the ST (guess). since i no longer have a sun, this may be more academic than practical. when i had a sun 3/50 i 1) operated it like a big vt100 (no squinting to make out those 6x8 fonts or whatever when u have chars 1/4" high and u'd be suprised just how productive ^Z and ~^Z and fg can be :-), 2) prefered mono to color (save my poor eyes!). in fact since the 3/50 under SunOS 4.0 was such a dog when trying to run sunview with only 4 MB (and slow page/swap SCSI disk), i had little choice anyway. only the brief excursion to the land of windows for a few thousand games of backgammon (gammontool) :-).

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

2778. Re: 2nd drive in Megafile 30?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-25 22:17:58 UTC
From: rosenkra@convex.com
Message-ID: <1991Jun25.221758.23805@convex.com>
Source record: 47716

In article <91172.151551ZVD007@DMSWWU1C.BITNET> ZVD007@DMSWWU1C.BITNET (U.Kuehn) writes:
>The problem is not the hardware, its a software problem: I suppose that you
>are using the AHDI; the driver is not written for recognising a second drive
>(at least in versions <= 3.01), so all you have to do, is patching the AHDI
>or getting another driver which handles two drives correctly.

does this mean that daisychaining an SH204 off a megafile 60 (it has both
in and out ACSI ports) using AHDI 3.01 (what i think i am using now)
will not work either no matter what the LUN switches are set to? is there
a more recent AHDI which will recognize the other drive? i was going to
try this, having finally backed up all 58 MB of stuff on my '60 (file-by-file
no less, to floppies :-( ). short of this, how can i get CBDI from claus
in the states?

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!c1yankee!rosenkra
Convex Computer Corp. |ARPA: rosenkra%c1yankee@convex.com

2779. Problems with Ghostscript

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-26 03:35:01 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1991Jun26.033501.2626@cs.wayne.edu>
Source record: 47718
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just downloaded ghostscript the other day and have loaded it into
my E: drive under \ghostscr.ipt directory. In my cli (MT-C shell) I've
set GS_LIB to both e:/ghostscr.ipt and e:\ghostscr.ipt in the profile.
I try to print one of the example files as 'gs chess.ps' and get:

```
reading ghost.ps (Printing in memory, please ..etc)
ghost.ps read
Cant find Fontmap!
(copyleft info)
GS<4> (and a prompt)
```

What am I doing wrong? What's this fontmap it's looking for?

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

2780. Re: passing to PRG (was: Re: requirements to use VDI)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-26 04:49:57 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <677913506.5@therip.FidoNet>
Source record: 47719

So when is tos 2.x gonna be available for the older machines? ;-)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

2781. Re: passing to PRG (was: Re: requirements to use VDI)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-26 09:35:59 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91176.114225ONM07@DMSWWU1A.BITNET>
Source record: 47720

In article <1991Jun24.122551.24592@mks.com>, ant@mks.com (Anthony Howe) says:
>
>While everyone toots Gemini's horn, don't forget that Neodesk 3 has the
>ability similar to the .GTP suggestion, I believ its .NTP. Anyway I found
>Neodesk 3 to be a wonderful desktop alternative. Gemini I could never get
>to work securely. Really neat ideas but I didn't have confidence in it.
>

Might be that you had installations problems. Fact is, that Gemini did
work on all graphics cards and on the TT since day one. You can't say that
about Neodesk (does it still use Line-A? Does it still acces the disk
with BIOS calls? Does it still use the border areas of windows????)

>-ant
>--
>ant@mks.com Anthony C Howe
>Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
>"Fate favors fools, small children, and ships named Enterprise" - Riker
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

2782. Re: Problems with Ghostscript

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-26 10:06:46 UTC
From: marc@sequoia.cray.com
Message-ID: <034213.21977@timbuk.cray.com>
Source record: 47721
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jun26.033501.2626@cs.wayne.edu>, pbh@jake.cc.wayne.edu (Patrick Haggood) writes:
> I just downloaded ghostscript the other day and have loaded it into
> my E: drive under \ghostscr.ipt directory. In my cli (MT-C shell) I've
> set GS_LIB to both e:/ghostscr.ipt and e:\ghostscr.ipt in the profile.
> I try to print one of the example files as 'gs chess.ps' and get:
>
> reading ghost.ps (Printing in memory, please ..etc)
> ghost.ps read
> Cant find Fontmap!
> (copyleft info)
> GS<4> (and a prompt)
>
> What am I doing wrong? What's this fontmap it's looking for?

The fontmap file maps between the PostScript font names (e.g. /Times-Roman) and GhostScript font FILES (e.g. ptmr.gsf). It live in the ./fonts subdirectory. Now, to make the rest of it work, you need to modify your GS_LIB variable:

GSLIB=e:\ghostscr.ipt\fonts,e:\ghostscr.ipt\ps

Basically, it's a search path for any file GS wants to open. Can't remember if the slashes face forward or back (forward in the variable, backwards on the command line?).

> --
> Patrick B. Haggood
> Wayne STate University
> Detroit, MI
> Physics - Class of 1991 (-2?)

Hope that helps :-)

[M][a][r][c]

##
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
##

2783. Re: Problems with Ghostscript

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-26 10:31:20 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Jun26113120@ghiggins.hpl.hp.com>
Source record: 47723
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

++ What am I doing wrong? What's this fontmap it's looking for?

If anyone else sees this error, it's covered in the readme file. The GS_LIB
env-var hold the pathnames to the subdirectories 'ps' and 'fonts' and should be
(in the example) e:/ghostscr.ipt/ps,e:/ghostscr.ipt/fonts.

BTW - The postscript generator in the software suite accompanying the Yale
Bright Star catalogue appears to generate valid PS files. Ghostscript
successfully produces prn_1000 files from the PS output. Looks good.

Graham
======

Graham Higgins | gjh%ghiggins@hpl.hp.co.uk
Hewlett-Packard Labs | gjh%ghiggins@hplb.hpl.hp.com
Filton Road, Stoke Gifford | gjh%hplb.csnet@csnet-relay.arpa
Bristol, U.K. | ...!mcvax!ukc!hplb!gjh
Tel: +44 272 799910 x24014 Fax: +44 272 790554

Disclaimer: My opinions above are exactly that, mine and opinions.

2784. Re: Review of LHARC Test Archive Function

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-26 10:33:55 UTC
From: the.fawn@mcshh.hanse.de
Message-ID: <9329@mcshh.hanse.de>
Source record: 47732
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>|> I hope that these results might be of use to all.

>Oh yes, it is. They clearly show at least two facts:

>1. You have to fiddle around to get a proper LHarc version.
If you have the wrong version of LHarc, you indeed need several versions.
Before releasing LZH1.13.20 I tested it with every version of LHarc I could
get. This includes John Webbs LHarc 0.6, several Unix versions, LHA 1.21
and Strunk. In some archives LZH 1.13.20 could not read the crc, but it
is still able to decode the archive.

>2. If you pack something with (your version of) LHarc you can't be sure
> the fellow at the receiving end will be able to unpack it, because he
> might not have an edequate LHarc.

>Your test still leaves open the question if the tested LHarcs are
>compatible to one or more Unix LHarcs.

I WOULD like to send my newest version to the net. But it dosen't work.
Perhaps someone can send me a instruction how to send a binary from
germany?
....

2785. Re: 2nd drive in Megafile 30?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-26 12:55:52 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun26.125552.6320@informatik.uni-erlangen.de>
Source record: 47722

rosenkra@convex.com (William Rosencranz) writes:

>In article <91172.151551ZVD007@DMSWWU1C.BITNET> ZVD007@DMSWWU1C.BITNET (U.Kuehn) writes:
>>The problem is not the hardware, its a software problem: I suppose that you
>>are using the AHDI; the driver is not written for recognising a second drive
>>(at least in versions <= 3.01), so all you have to do, is patching the AHDI
>>or getting another driver which handles two drives correctly.

>does this mean that daisychaining an SH204 off a megafile 60 (it has both
>in and out ACSI ports) using AHDI 3.01 (what i think i am using now)
>will not work either no matter what the LUN switches are set to? is there

Such a configuration will work with AHDI, no problem. The trouble begins
when you try to connect a second drive to a SH204's or a Megafile's controller.

>a more recent AHDI which will recognize the other drive? i was going to
>try this, having finally backed up all 58 MB of stuff on my '60 (file-by-file
>no less, to floppies :-( ). short of this, how can i get CBDI from claus
>in the states?

Unfortunately, we have no US/UK version of the book because we cannot
find someone to translate it. We also haven't got a US/UK distributor
(who in the world would distribute a German book in the US?); so the
only way to get the software (which is part of the book) is to order
a copy directly from me. 'Nuff advertising now 8-)

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2786. Re: Problems with Ghostscript

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-26 14:42:52 UTC
From: pbh@jake.tmc.edu
Message-ID: <1991Jun26.144252.7664@cs.wayne.edu>
Source record: 47724
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <034213.21977@timbuk.cray.com> marc@sequoia.cray.com (Marc Bouron) writes:
>
>In article <1991Jun26.033501.2626@cs.wayne.edu>, pbh@jake.cc.wayne.edu (Patrick Haggood)
writes:
>> I just downloaded ghostscript the other day and have loaded it into
>>...etc
>> What am I doing wrong? What's this fontmap it's looking for?
>
>The fontmap file maps between the PostScript font names (e.g. /Times-Roman) and
>GhostScript font FILES (e.g. ptmr.gsf). It live in the ./fonts subdirectory.
>Now, to make the rest of it work, you need to modify your GS_LIB variable:
>
>GSLIB=e:\ghostscr.ipt\fonts,e:\ghostscr.ipt\ps
>
>Basically, it's a search path for any file GS wants to open. Can't remember if
>the slashes face forward or back (forward in the variable, backwards on the
>command line?).
>

Hm, are there supposed to be more font files with the distribution? The
only one in the distrib I got was UGLY(something).GSF. So .GSF files
have to live in a FONTS directory. To keep my path uncomplicated, I put
the GS executable in the \bin subdirectory. Does my fontmap file have
to live there too or will it suffice to keep put it in some directory
pointed to by GS_LIB?
--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

2787. Xcontrol.acc

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-26 16:48:52 UTC
From: malay@sae.com
Message-ID: <1991Jun26.164852.27589@sae.com>
Source record: 47731
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What's the story with this new control panel? Where is it?

Bob Malay

2788. UPDATE: Atari ST Parting out Sale!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-26 17:03:54 UTC
From: crouland@gmuvax2.gmu.edu
Message-ID: <1991Jun26.170354.11178@gmuvax2.gmu.edu>
Source record: 47725
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
$$ Hardware:
$100 Star NX-10 Printer
$50 Navarrone ST Sound Digitizer
$50 IMG Scan Print-Head Optical Scanner

Software:
$35 Prospero Developers Toolkit
$60 Prospero C
$60 Prospero Fortran
$60 Prospero Pascal
$35 Mark Williams C
$35 Neural Network Construction Set
$35 GFA Basic 3.0
$35 TimeWorks DTP
$35 TimeWorks SwiftCalc
$5 1ST Word Plus
$35 CAD 3D 2.0 w/ CyberMate and Architect Design Disk
$15 Circuit Maker I
$25 Circuit Maker II
$5 Captain Fizz
$5 Chrono Quest
$5 The King of Chicago

Books:
$35 STart Collection 1986-1991 w/ disks
$5 Introducing the Atari ST (Abacus, #1)
$5 Atari ST Internals (Abacus, #2)
$5 Atari ST Gem Programmers Reference (Abacus, #3)
$5 Atari ST Machine Language (Abacus, #4)
$5 Atari ST Tricks and Tips (Abacus, #5 (2 copies!))
$5 Atari ST Graphics and Sound (Abacus, #6)
$5 Atari ST Peeks and Pokes (Abacus, #8)
$5 Atari ST Basic to C (Abacus, #11)
$5 Atari ST 3D Graphics (Abacus, #12)
$5 ST Disk Drives: Inside and Out (Abacus, #13)
$20 Compute! ST series V1-3 (AES,VDI,TOS)
$5 Atari ST Applications Programming (Bantam)
$5 Programmers Guide to GEM (Sybex)
$10 C-Manship Complete (Clayton Walnum, ST Specific)

Please make all offers/inquiries to crouland@gmuvax2.gmu.edu
```

2789. Re: Problems with Ghostscript

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-26 18:23:23 UTC
From: marc@sequoia.cray.com
Message-ID: <112301.6438@timbuk.cray.com>
Source record: 47727
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The fontmap file needs to be in the GS_LIB path. Regarding fonts, there are no further .gsf fonts in the distribution, but they are freely available from various ftp sites. You can also make them yourself from .bdf fonts on Unix.

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

2790. Re: passing to PRG (was: Re: requirement

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-26 19:15:09 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0b7mrfe@nathan.ruhr.de>
Source record: 47726

In <2970@atari.UUCP>, Allan Pratt writes:

>> And how should we treat GEM programs that take parameters?
>
>Get a Mega STe or a TT :-) The new Desktop in these machines allows GEM
>programs to take parameters.
What about Atari selling a TOS 2.X version for the old STs? Until then,
I'll use Gemini instead, it's a lot cheaper
/s/

--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

2791. Re: passing to PRG (was: Re: requirements to use VDI)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-26 19:56:59 UTC
From: hvaalde@cs.vu.nl
Message-ID: <10315@star.cs.vu.nl>
Source record: 47728

rosenkra@convex.com (William Rosencranz) writes:

>it sounds like i can do basically

> graf_handle (or whatever)
> v_opvwrk (or whatever it is)
> v_fillarea

I say put an appl_init() upfront and an appl_exit() before exiting

>which is still nice and simple. i realize that it may cause problems if GDOS
>is installed. since i do not have it, that doesn't bother me :-). i also want
Shouldn't interfer with GDOS at all, GDOS is only needed if you use other
ouput devices than the screen itself, or want to use different fonts

>to minimize the amount of overhead, though i suspect linking in vdibind
>will add more than a little overhead.
Depends on your compiler since only thing you have to do is a trap
for the functions you use the only overhead
is filling some internal VDI arrays, it is not that much

VDI is not difficult to handle once you learned what the functions do
AES use windows is a lot more difficult, because you can't do it partial

Harold van Aalderen (hvaalde@cs.vu.nl)

2792. Re: 2nd drive in Megafile 30?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-26 20:07:59 UTC
From: hvaalde@cs.vu.nl
Message-ID: <10316@star.cs.vu.nl>
Source record: 47729

rosenkra@convex.com (William Rosencranz) writes:

>>The problem is not the hardware, its a software problem: I suppose that you
>does this mean that daisychaining an SH204 off a megafile 60 (it has both
>in and out ACSI ports) using AHDI 3.01 (what i think i am using now)
>will not work either no matter what the LUN switches are set to? is there
>a more recent AHDI which will recognize the other drive? i was going to

No but daisy chaning a SH204 to any other atari disk will give other problems
When I tried this a few years ago everything seemed fine but when I tried
to transfer megabytes from one HD to the other I started to lose files
they got corrupted and finally I lost alll data on the SH204 because of
a corupted FAT (I did use AHDI 3.01 at that time)
According to Atari there is a timing problem between the SH204 and newer
atari HD's which means the SH204 cannot be connected to any of the Atari
drives. (well that's what they say)

Harold van Aalderen (hvaalde@cs.vu.nl)

2793. Latest Picture Formats List (Lots of Changes!) [LONG]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-27 03:12:17 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jun27.031217.23884@wam.umd.edu>
Source record: 47733
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

After several months of neglecting to update the list, I've made all the changes that were in the queue all at once. Here's a summary of what's new and improved, and who contributed what:

o Clarification made to IFF format (Jim Omura)
o Spectrum Smooshed (*.SPS) format added (Shamus McBride)
o Lars Michael's RGB Intermediate (*.RGB) format added (Lars Michael)
o ComputerEyes Raw Data (*.CE?) format added (G. "Maddog" Knauss)
o Animaster Sprite Bank (*.ASB) format added (Neil Forsyth)
o STOS sprite (*.MBK) format added (me)
o Cyber Paint Sequence (*.SEQ) format added (me)

Thanks to everyone who's contributed info in the past few months! Also, if I've left something out, don't hesitate to let me know. I think I got all the changes that were "on the stack" in there, but I may have missed something, so don't be bashful if I've left you out.

As always, everyone is encouraged to replace older versions of The List with this one. This time around it's particularly important since so many changes have been made.

Thanks all,

Dave Baggett
dmb@wam.umd.edu

---------- >8 ----------

ST Picture Formats

Edited by:

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(Please report errors or additions.)

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PackBits Compression Algorithm

Introductory Information
----
word = 2 bytes

long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is color register zero (background), last word is color register 15. Each word has the form:

```
Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0
```

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each palette entry, since a few programs store special information there (most notably Art Studio).

The Formats

<NEOchrome> *.NEO

1 word flag byte [always 0]
1 word resolution [0 = low res, 1 = medium res, 2 = high res]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits. High bit (bit 15) set if color animation data is valid. Low byte contains color animation limits (4 most significant bits are left/lower limit, 4 least significant bits are right/upper limit).
1 word color animation speed and direction. High bit (bit 15) set if animation is on. Low order byte is # vblanks per step. If negative, scroll is left (decreasing). Number of vblanks between cycles is |x| - 1
1 word # of color steps (as defined in previous word) to display picture before going to the next. (For use in slide shows)
1 word image X offset [unused, always 0]
1 word image Y offset [unused, always 0]
1 word image width [unused, always 320]
1 word image height [unused, always 200]
33 words reserved for future expansion
16000 words picture data (screen memory)

32128 bytes total

<NEOchrome Animation> *.ANI

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click both mouse buttons in the eye of the second R in the
word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of image in bytes (always divisible by 8)
1 word height of image in scan lines
1 word size of image in bytes + 10 (!)
1 word x coordinate of image (must be divisible by 16) - 1
1 word y coordinate of image - 1
1 word number of frames
1 word animation speed (# vblanks to delay between frames)
1 long reserved; should be zero
----
22 bytes total for header

? words image data (words of screen memory) for each frame, in
order

<DEGAS> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)

32034 bytes total

<DEGAS Elite> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

32066 bytes total

<DEGAS Elite (Compressed)> *.PC1 (low resolution)
*.PC2 (medium resolution)
*.PC3 (high resolution)

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control/data bytes
4 words left color animation limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag [0 = left, 1 = off, 2 = right]
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

< 32066 bytes total

Compression Scheme:

PackBits compression is used (see below). Each scan line is compressed
separately; i.e., all data for a given scan line appears before any data
for the next scan line. The scan lines are specified from top to bottom
(i.e., 0 is first). For each scan line, all the data for a given bit plane
appears before any data for the next higher order bit plane. Note that this
is identical to the IFF 'BODY' image data.
To clarify: The first data in the file will be the data for the lowest
order bit plane of scan line zero, followed by the data for the next higher
order bit plane of scan line zero, etc., until all bit planes have been
specified for scan line zero. The next data in the file will be the data
for the lowest order bit plane of scan line one, followed by the data for
the next higher order bit plane of scan line one, etc., until all bit planes
have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on
compressed DEGAS files:

o Elite uses a 40-byte buffer to store data being decompressed.

o Whenever a control command is encountered, bytes are stuffed
in this buffer.

o The buffer is only emptied when there are EXACTLY 40
characters in it.

The important conclusion here is that

No control command may cause the buffer to have more than 40
bytes in it. In other words, all control commands must end on
or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus error when the picture is loaded.

<Tiny> *.TNY (any resolution)
*.TN1 (low resolution)
*.TN2 (medium resolution)
*.TN3 (high resolution)

Several people have reported sightings of mutated Tiny pictures that do not follow the standard format, so let's be careful out there. What is described here is the format that David Mumper's original TNYSTUFF.PRG produces.

1 byte resolution (same as NEO, but +3 indicates rotation information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits hold left (start) limit; low 4 bits hold right (end) limit
1 byte direction and speed of color animation (negative value indicates left, positive indicates right, absolute value is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies the number of times to repeat the next data word (from 128 to 32767)
x = 1 1 word is taken from the control section which specifies the number of unique words to be taken from the data section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead, the data is divided into four sets of vertical columns. (This results in better compression.) A column consists of one specific word taken from each scan line, going from top to bottom. For example, column 1

consists of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
The columns appear in the following order:

1st set contains columns 1, 5, 9, 13, ..., 69, 73, 77 in order
2nd set contains columns 2, 6, 10, 14, ..., 70, 74, 78 in order
3rd set contains columns 3, 7, 11, 15, ..., 71, 75, 79 in order
4th set contains columns 4, 8, 12, 16, ..., 72, 76, 80 in order

Note that Tiny partitions the screen this way regardless of resolution; i.e.,
these aren't bitplanes. For example, medium resoltion only has two bitplanes,
but Tiny still divides medium resolution pictures into four parts.

<Spectrum 512> *.SPU

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

Note that the Spectrum 512 mode's three palette changes per scan
line allow more colors on the screen than normally possible, but a
tremendous amount of CPU time is required to maintain the image.

The Spectrum format specifies a palette of 48 colors for each scan line.
To decode a Spectrum picture, one must be know which of these 48 colors
are in effect for a given horizontal pixel position.

Given an x-coordinate (from 0 to 319) and a color index (from 0 to 15),
the following C function will return the proper index into the Spectrum
palette (from 0 to 47):

```
/*
* Given an x-coordinate and a color index, returns the corresponding
* Spectrum palette index.
*
* by Steve Belczyk; placed in the public domain December, 1990.
*/
int
FindIndex(x, c)
int x, c;
{
int x1;

x1 = 10 * c;

if (1 & c) /* If c is odd */
x1 = x1 - 5;
else /* If c is even */
x1 = x1 + 1;
```

```
if (x >= x1 && x < x1 + 160)
c = c + 16;
else if (x >= x1 + 160)
c = c + 32;

return c;
}
```

<Spectrum 512 (Compressed)> *.SPC

```
1 word flag word [$5350 or "SP"]
1 word reserved for future use [always 0]
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map
--------------
<= 50014 bytes total
```

Data compression:

Compression is via a modified run length encoding (RLE) scheme, similar to DEGAS compressed and Tiny. The data map is stored as a sequence of records. Each record consists of a header byte followed by one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x:

```
0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= -1 Use the next byte -x + 2 times
```

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three palettes for each scan line (597 total). The color map is stored as a sequence of records. Each record starts with a 1-word bit vector which specifies which of the 16 palette entries are included in the data following the bit vector (1 = included, 0 = not included). If a palette entry is not included, it is assumed to be zero (black). The least significant bit of the bit vector refers to palette entry zero, while the most significant bit refers to palette entry 15. Bit 15 must be zero, since Spectrum 512 does not use palette entry 15. Bit 0 should also be zero, since Spectrum 512 always makes the background color black. The words specifying the values for the palette entries indicated in the bit vector follow the bit vector itself, in order (0 - 15).

NOTE: Regarding Spectrum pictures, Shamus McBride reports the following:

"... [The Picture Formats List] says bit 15 of the color map vector
must be zero. I've encountered quite a few files where [bit 15] is
set (with no associated palette entry)..."

<Spectrum 512 (Smooshed)> *.SPS

This format compresses Spectrum 512 pictures better than the standard
method. There are at least two programs that support this format, SPSLIDEX
and ANISPEC, although the two seem to differ slightly in their interpretation
of the format.
One point of interest: Shamus McBride deciphered this format without an ST!

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= ? bytes compressed data bit map
<= ? bytes compressed color bit map

< ? bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme,
similar to that used in Spectrum Compressed (*.SPC) pictures.

The data map is stored as a sequence of records. Each record consists of a
header byte followed by one or more data bytes. The meaning of the header
byte is as follows:

For a given header byte, x (unsigned):

0 <= x <= 127 Use the next byte x + 3 times
128 <= x <= 255 Use the next x - 128 + 1 bytes literally
(no repetition)

There are two kinds of *.SPS files.

The data may appear in the same order as *.SPC files (SPSLIDEX format?):

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

The second variant (ANISPEC format?) encodes the data as byte wide vertical
strips:

Picture data, bit plane 0, scan line 1, columns 0 - 7.
Picture data, bit plane 0, scan line 2, columns 0 - 7.
Picture data, bit plane 0, scan line 3, columns 0 - 7.
. . .
Picture data, bit plane 0, scan line 199, columns 0 - 7.
Picture data, bit plane 0, scan line 1, columns 8 - 15.

```
Picture data, bit plane 0, scan line 2, columns 8 - 15.
. . .
Picture data, bit plane 0, scan line 199, columns 312 - 319.
Picture data, bit plane 1, scan line 1, columns 0 - 7.
. . .
Picture data, bit plane 3, scan line 198, columns 312 - 319
Picture data, bit plane 3, scan line 199, columns 312 - 319.
```

A for loop to process that data would look like

```
for (plane = 0; plane < 4; plane++)
for (x = 0; x < 320; x += 8)
for (y = 1; y < 200; y++)
for (x1 = 0; x1 < 8; x1++)
image[y, x + x1] = ...
```

Color map compression:

Color map compression is similar to *.SPC color map compression, but the map is compressed as a string of bits, rather than words. There are 597 records (one for each palette). Each record is composed of a 14-bit header followed by a number of 9-bit palette entries. The 14-bit header specifies which palette entries follow (1 = included, 0 = not included). The most significant bit of the header refers to palette entry 1, while the least significant bit refers to palette 14. Palette entries 0 and 15 are forced to black (zero). Each palette entry is encoded as "rrrgggbbb".

The format of the palette is described above in the section on uncompressed Spectrum pictures (*.SPU).

<Art Director> *.ART (low resolution only)

```
16000 words picture data (screen memory)
16 words palette
15 * 16 words 15 more palettes for animation
-------------
32512 bytes total
```

<C.O.L.R. Object Editor Mural> *.MUR (low resolution only)

```
16000 words picture data (screen memory)
(palettes are stored in separate files)
-----------
32000 bytes total
```

<Doodle> *.DOO (high resolution only)

```
16000 words picture data (screen memory)
-----------
32000 bytes total
```

<Cyber Paint Sequence> *.SEQ (low resolution only)

This format, while fairly complex, yields excellent compression of animated images while offering reasonably fast decompression times.

```
1 word magic number [$FEDB or $FEDC]
1 word version number
1 long number of frames
1 word speed (high byte is vblanks per frame)
118 bytes reserved
---------
128 bytes total for .SEQ header

for each frame {
1 word type (ignored?)
1 word resolution [always 0]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits [not used]
1 word color animation speed and direction [not used]
1 word number of color steps [not used]
1 word x offset for this frame [0 - 319]
1 word y offset for this frame [0 - 199]
1 word width of this frame, in pixels (may be 0, see below)
1 word height of this frame, in pixels (may be 0, see below)
1 byte operation [0 = copy, 1 = exclusive or]
1 byte storage method [0 = uncompressed, 1 = compressed]
1 long length of data in bytes (if the data is compressed, this
will be the size of the compressed data BEFORE decompression)
60 bytes reserved
--------
128 bytes total for frame header

? bytes data
}
```

Frames are "delta-compressed," meaning that only the changes from one frame to the next are stored. On the ST, .SEQ files are always full-screen low resolution animations, so the sequence resulting from expanding all the data will be n 320 by 200 pixel low resolution screens, where n is given in the .SEQ header.

Since only the changes from frame to frame are stored, image data for a frame will rarely be 320x200 (except for the very first frame, which will always be a full screen). Instead what is stored is the smallest rectangular region on the screen that contains all the changes from the previous frame to the current frame. The x offset and y offset in the frame header determine where the upper left corner of the "change box" lies, and the width and height specify the box's size.

Additionally, each "change box" is stored in one of five ways. For each of these, the screen is assumed to have the full-screen image from the last frame on it.

o uncompressed copy: The data for this frame is uncompressed image data, and is simply copied onto the screen at position (x, y) specified in the frame header.

o uncompressed eor: The data for this frame is exclusive or'ed with the screen at position (x, y).

o compressed copy: The data for this frame must be decompressed (see below), and then copied onto the screen at position (x, y) specified in the frame header.

o compressed eor: The data for this frame must be decompressed (see below), and then exclusive or'ed with the screen RAM at position (x, y).

o null frame: The width and/or height of this frame is 0, so this frame is the same as the previous frame.

Of the 5 methods above, the one that results in the smallest amount of data being stored for a particular is used for that frame.

Compression Scheme:

Compression is similar to that employed by Tiny, but is not quite as space-efficient.

Control word meanings:

For a given control word, x:

x < 0 Absolute value specifies the number of unique words to take from the data section (from 1 to 32767).
x > 0 Specifies the number of times to repeat the next word taken from the data section (from 1 to 32767).

Note that a control word of 0 is possible but meaningless.

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead the four bitplanes are separated, and the data within each bitplane is presented vertically instead of horizontally. (This results in better compression.)

To clarify, data for a full screen would appear in the following order:

```
bitplane 0, word 0, scanline 0
bitplane 0, word 0, scanline 1
...
bitplane 0, word 0, scanline 199
bitplane 0, word 1, scanline 0
bitplane 0, word 1, scanline 1
...
bitplane 0, word 1, scanline 199
...
bitplane 0, word 79, scanline 199
bitplane 1, word 0, scanline 0
...
```

bitplane 3, word 79, scanline 199

Note however, that the data does not usually refer to an entire screen, but
rather to the smaller "change box," whose size is given in the frame header.

<Animatic Film> *.FLM (low resolution only)

1 word number of frames
16 words palette
1 word speed (0 - 99; value is 99 - # vblanks to delay between frames)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse (change direction)
1 word width of film in pixels
1 word height of film in pixels
1 word Animatic version number (major) [< 2]
1 word Animatic version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved for expansion (should be all zeros)
----
32 words total for header

? words image data (words of screen memory) for each frame, in order

<Animaster Sprite Bank> *.ASB (low resolution only)

1 word number of frames - 1
1 word ?
1 byte maximum width, in pixels
1 byte maximum height, in pixels
16 words palette
----
38 bytes total for header

For each frame {
1 word width of this frame (in pixels) - 1
1 word height of this frame (in pixels) - 1
1 word ?
? words image data (words of screen memory)
}

<STOS> *.MBK

9 words ?
1 long $19861987 (magic number?)
1 long offset from this long to header for low resolution
parameter block (if past end of file, no low res frames)
1 long offset from this long to header for med resolution
parameter block (if past end of file, no med res frames)
1 long offset from this long to header for high resolution
parameter block (if past end of file, no high res frames)

```
1 word number of low resolution frames
1 word number of medium resolution frames
1 word number of high resolution frames

For each frame {
1 long offset to data (probably only used internally by STOS)
1 byte width in words (multiply by 16 to get width in pixels)
1 byte height in pixels
1 byte X hotspot location
1 byte Y hotspot location
}

(The format implies other stuff could be here.)

1 long ["PALT" $50414C54]
16 words palette

? words of data for each frame, in the order mentioned in the
header. Monoplanar mask data follows image data for each frame.
----------
? words total

The frames often seem to be in semi-random order, not necessarily in
the order they are to be animated.

<GEM Bit Image> *.IMG

1 word version number of image file [1]
1 word length of header in words [usually 8]
1 word number of color planes [1 for monochrome]
1 word pattern length in bytes [1-8, usually 2 for screen images]
1 word pixel width in microns (1/1000 mm, 25400 microns per inch)
1 word pixel height in microns
1 word line width in pixels
1 word number of lines
-------
? words header length defined in 2nd word of header

? bytes data

NOTES: If the image is a color image (planes > 1), the planes are stored
separately starting with plane 0. There is, however, no standard way of
storing the color palette. Some programs may save the palette in separate
files, some may extend the header. For this reason, you should never
assume the header is 8 words long, always get the header length from the
2nd word of the header. Also, the line width in the 7th word is the number
of pixels in a line. Since the data is encoded in byte-wide packets, the
actual unpacked line width is always a multiple of 8, and may be 1-7 pixels
longer than the length specified in the header.

For each byte x in the data section,

x = 0 Pattern/scanline run.
Read the next byte, n (unsigned).
```

If n > 0 then:
Read a number of bytes equal to the "pattern
length" word in the header. Repeat this
pattern n times.

If n = 0 then:
Scanline run. Data for the next scanline
is to be used multiple times. Read the
following record:

1 byte flag byte [$FF]
1 byte number of times to use
next scanline data

The data for the next scanline follows,
compressed normally.

x = 80 (hex) Uncompressed bit string. The next byte
determines the number of bytes to use
literally. The literal data bytes follow.

otherwise Solid run. The value of x determines
what to draw. The high bit specifies whether
the pixels are set or cleared. A 1 indicates
a byte-run using $FF, a 0 indicates a byte-run
using $00. The low 7 bits, taken as an unsigned
quantity, specify the length of the run in bytes.

<STAD> *.PAC (high resolution only)

4 bytes "pM86" (vertically packed) or "pM85" (horizontally packed)
1 byte id byte
1 byte pack byte (most frequently occuring byte in bitmap)
1 byte "special" byte
----
7 bytes total for header

? bytes data

The data is encoded as follows. For each byte x in the data section:

x = id byte Read one more byte, n. Use pack byte
n + 1 times.
x = "special" byte Read two more bytes, d, and n (in order).
Use byte d n times.
otherwise Use byte x literally.

<Imagic Film/Picture> *.IC1 (low resolution)
*.IC2 (medium resolution)
*.IC3 (high resolution)

4 bytes "IMDC"
1 word resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
1 word date (GEMDOS format)

```
1 word time (GEMDOS format)
8 bytes name of base picture file (for delta compression), or zeroes
1 word length of data (?)
1 long registration number
8 bytes reserved
1 byte compressed? (0 = no, 1 = yes)

If compressed {
1 byte delta-compressed? (-1 = no, > -1 = yes)
1 byte ?
1 byte escape byte
}
-------
65 bytes total for header (68 bytes if compressed)

? bytes data

Compressed data may be either stand-alone or delta-compressed (relative
to the base picture named in the header). Delta compression involves
storing only how the picture differs from the base picture (i.e., only
portions of the screen that have changed are stored). This is used to
to encode animated sequences efficiently.

Compressed data, stand-alone:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 2, use the next byte n times.
If n = 1, keep reading bytes until a
byte k not equal to 1 is encountered.
Then read the next byte d.
If the number of 1 bytes encountered is o,
use d (256 * o + k) times. I.e.,

if (n == 1) {
o = 0;
while (n == 1) {
o++;
n = next byte;
}

k = n;
d = next byte;

Use d (256 * o + k) times.
}
else {
d = next byte;
Use d (n) times.
}

x != escape byte Use x literally.
```

Compressed data, delta compressed:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 3, use the next byte n times.
If n = 1, do the same as for n = 1 in
stand-alone compression (above).
If n = 2, then set n = next byte.
If n = 0, end of picture.
If n >= 2, take n bytes from base
picture.
If n = 1, do the same as for n = 1
in stand-alone compression (above),
but take (256 * o + k) bytes from
base picture.

x != escape byte Use x literally.

<IFF Format> *.IFF

4 bytes "FORM" (FORM chunk ID)
1 long length of file that follows
4 bytes "ILBM" (InterLeaved BitMap file ID)

4 bytes "BMHD" (BitMap HeaDer chunk ID)
1 long length of chunk [20]
20 bytes 1 word = image width in pixels
1 word = image height in lines
1 word = image x-offset [usually 0]
1 word = image y-offset [usually 0]
1 byte = # bitplanes
1 byte = mask (0=no, 1=impl., 2=transparent, 3=lasso)
1 byte = compressed [1] or uncompressed [0]
1 byte = unused [0]
1 word = transparent color (for mask=2)
1 byte = x-aspect [5=640x200, 10=320x200/640x400, 20=320x400]
1 byte = y-aspect [11]
1 word = page width (usually the same as image width)
1 word = page height (usually the same as image height)

4 bytes "CMAP" (ColorMAP chunk ID)
1 long length of chunk [3*n where n is the # colors]
3n bytes 3 bytes per RGB color. Each color value is a byte
and the actual color value is left-justified in the
byte such that the most significant bit of the value
is the MSB of the byte. (ie. a color value of 15 ($0F)
is stored as $F0) The bytes are stored in R,G,B order.

4 bytes "CRNG" (Color RaNGe chunk ID)
1 long length of chunk [8]
8 bytes 1 word = reserved [0]
1 word = animation speed (16384 = 60 steps per second)

1 word = active [1] or inactive [0]
1 byte = left/lower color animation limit
1 byte = right/upper color animation limit

4 bytes "CAMG" (Commodore AMiGa viewport mode chunk ID)
1 long length of chunk [4]
1 long viewport mode bits (bit 11 = HAM, bit 3 = interlaced)

4 bytes "BODY" (BODY chunk ID)
1 long length of chunk [# bytes of image data that follow]
? bytes actual image data

NOTES: Some of these chunks may not be present in every IFF file, and may not be in this order. You should always look for the ID bytes to find a certain chunk. All chunk IDs are followed by a long value that tells the size of the chunk (note that "ILBM" is not a chunk ID). This is the number of bytes that FOLLOW the 4 ID bytes and size longword. The exception to this is the FORM chunk. The size longword that follows the FORM ID is the size of the remainder of the file. The FORM chunk must always be the first chunk in an IFF file.

The R,G,B ranges of AMIGA and ST are different (AMIGA 0...15, ST 0...7), as is the maximum number of bitplanes (AMIGA: 5, ST: 4).

Format of body data

An expanded picture is simply a bitmap. The packing method is PackBits (see below), and is identical to MacPaint and DEGAS Elite compressed.

The (decompressed) body data appears in the following order:

line 1 plane 0 ... line 1 plane 1 ... ... line 1 plane m
[line 1 mask (if appropriate)]
line 2 plane 0 ... line 2 plane 1 ... ... line 2 plane m
[line 2 mask (if appropriate)]
...
line x plane 0 ... line x plane 1 ... ... line x plane m
[line x mask (if appropriate)]

The FORM chunk identifies the type of data:

"ILBM" = interleaved bit map
"8SVX" = 8-bit sample voice
"SMUS" = simple music score
"FTXT" = formatted text (Amiga)

<MacPaint> *.MAC

1 long version number [0=ignore header, 2=header valid]
38 * 8 bytes 8x8 brush/fill patterns. Each byte is a pattern row, and the bytes map the pattern rows top to bottom. The patterns are stored in the order they appear at the bottom of the MacPaint screen top to bottom, left to right.
204 bytes unused

```
-------------
512 bytes total for header

< 51200 bytes compressed bitmap data
-------------
< 51712 bytes total
```

NOTE: The version number is actually a flag to MacPaint to indicate if the brush/fill patterns are present in the file. If the version is 0, the default patterns are used. Therefore you can simply save a MacPaint file by writing a blank header (512 $00 bytes), followed by the packed image data.

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image. The packing method is PackBits (see below). There are 72 bytes per scan line. Each bit represents one pixel; 0 = white, 1 = black.

<RGB Intermediate Format> *.RGB (low resolution only)

This format was invented by Lars Michael to facilitate conversions between standard ST picture formats and higher resolution formats like GIF and IFF. It supports 12 bits of color resolution by keeping the red, green and blue components in separate bit planes.

```
1 word resolution (ignored)
16 word palette (ignored)
16000 words red plane (screen memory)
1 word resolution (ignored)
16 word palette (ignored)
16000 words green plane (screen memory)
1 word resolution (ignored)
16 word palette (ignored)
16000 words blue plane (screen memory)
------------
96102 bytes total
```

The format was derived by concatenating three DEGAS .PI1 files together -- one for each color gun. The RGB value for a pixel is constructed by looking at the appropriate pixel in the red plane, green plane, and blue plane. The bitplanes are in standard ST low resolution screen RAM format, but where pixel values in screen RAM refer to palette entries (0 through 15), pixel values here correspond to absolute R, G, and B values. The red, green, and blue components for each pixel range from 0 to 15 (4 bits), yielding a total of 12 bits of color information per pixel. Not coincidentally, this is exactly the format of ST palette entries (although on ST's without the extended palette only the lower 3 bits of each color component are used).

You can view a single bit plane on a standard ST by splitting the .RGB file into its three DEGAS .PI1 components and setting the palette to successively brighter shades of gray.

<ComputerEyes Raw Data Format> *.CE1 (low resolution)
*.CE2 (medium resolution)

1 long [$45594553 or "EYES"]
1 word resolution [0 = low res, 1 = medium res]
8 words ?
If resolution = 0 {
64000 bytes red plane, 320 x 200, 1 pixel per byte
64000 bytes green plane, 320 x 200, 1 pixel per byte
64000 bytes blue plane, 320 x 200, 1 pixel per byte

192022 bytes total
}
else If resolution = 1 {
128000 words 640 x 200, 1 pixel per word

256022 bytes total
}

This is almost two formats in one:

Low resolution:

The planes are arranged vertically, instead of horizontally.
The first byte is the red component of pixel (0,0), the second is (0,1),
and the third (0,2). The 201st corresponds to (1,0), etc. The 64001st
byte is the green component of (0,0).
Only the low six bits of each byte are used.

Medium resolution:

The picture is arranged vertically, instead of horizontally.
The first word is pixel (0,0), the second is (0,1), and the third
(0,2). The 200th is (1,0) etc.
Each word is divided up into the RGB values for the corresponding
pixel, as follows:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 B4 B3 B2 B1 B0 G4 G3 G2 G1 G0 R4 R3 R2 R1 R0

Bit 15 is not used.

<PackBits Compression Algorithm>

The following packing algorithm originated on the Mac, was adopted by
Electronic Arts/Commodore for use in the IFF standard, and then by Tom
Hudson for use in DEGAS Elite. The algorithm is currently used in
MacPaint, IFF, and DEGAS Elite compressed file formats. Each scan line
is packed separately, and packing never extends beyond a scan line.

For a given control byte 'n':
0 <= n <= 127 : use the next n + 1 bytes literally (no repetition).
-127 <= n <= -1 : use the next byte -n + 1 times.
n = -128 : no operation, not used.

---

* Roland Waldi contributed extensive information on the following formats:

GEM, IMG, Doodle, STAD, Imagic Film/Picture, Art Director, IFF

** John Brochu, ST picture formats guru, provided sage advice and many corrections to the following formats:

NeoChrome, DEGAS Elite Compressed, Spectrum 512 Compressed,
GEM Bit Image, IFF, MacPaint

Version of Wed Jun 26 22:53:08 EDT 1991

2794. Flickering B/W monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-27 07:50:05 UTC
From: vic@sci.kun.nl
Message-ID: <vic.678009005@caligula>
Source record: 47734

Hi.
A couple of weeks ago my B/W monitor started to flicker. The size of the 'lit-up' part varied in size about 1 cm with a frequency of 1-4 Hz, and things are getting worse all the time. Sometimes there's an irregular shimmering too. These are all the symptoms. No extra (high frequent) noise, no ... Since I'm not afraid to handle a soldering iron, even with high voltage circuits, I'd like to have some ideas about what might be going on.
Thanx.

+------------------------+------------------------------+------------------+
	,--__	
V.Langeveld	/) ( )	e-mail:
Med & Bio physics	/ `-'_/ Holland	vic@mbfys.kun.nl
University of Nijmegen	(____(Forever	voice:
The Netherlands	==/ ()	+31-80-617139
+------------------------+------------------------------+------------------+

2795. IDE Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-27 07:53:49 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3306@odin.cs.hw.ac.uk>
Source record: 47738

Most IDE drives for PC's are quite cheap these days. Can these drives be connected to the ST in any way? eg. IDE->ACSI or IDE->SCSI.

What sort of interface is IDE? Is it a low or high level one?

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 cylinders!" !
+---+

2796. HD appears sluggish

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-27 14:11:55 UTC
From: marc@sequoia.cray.com
Message-ID: <075027.10071@timbuk.cray.com>
Source record: 47737

Hi ST-people,

Now that I have my HD spinning away without zorching my video display [:-)]
I notice that writing to the HD is getting a bit sluggish. I was wondering why?

The drive is Toshiba, host adaptor is ICD. I run NeoDesk 2.0 on TOS 1.0 (yeah,
yeah, I know I ought to fit some new ROMs...). Setting write verify and cache
on or off makes no difference. Now, if I use ICD's RATEHD program, it tells me
the thing is shunting data at 589kB/s with a 25ms access time. That looks to me
to be FAST!!! So any clues why writing is a drag? Has the drive just become
monumentally fragmented?

Any help much appreciated. :-)

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

2797. Quantum Datapulse Hard Drives - any good ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-27 15:03:54 UTC
From: cmp8157@sys.uea.ac.uk
Message-ID: <1291@sys.uea.ac.uk>
Source record: 47735

I'm just about to (at very long last) get a TT and instead of the
normal hard drive I'm having a 105Mb Quantum Datapulse (as used by the US
military or so the shop tells me) installed instead. I was just wondering
whether anybody has had any problems using one with an ST or TT. It may
get occassionally attached to my ST (which I can't bear to part with as I
want to keep all my games) so the ST part is important.
As well as problems I also wouldn't mind any other comments such as
"Yes it's very nice... it's completely silent, hardly uses any electric,
never crashes" (maybe a bit of wishful thinking there :-)) or "I've used
6 different hard drives and compared to all the others it's..."

Please EMAIL any comments on these drives to:

cmp8157@sys.uea.ac.uk

Thanks in advance (assuming anybody bother to reply),

Steve Sowerby B.Sc.(Hons) - I've just got my degree (WAHAAY!!!)
School of Information Systems, and I don't care if I haven't actually
University of East Anglia, graduated yet!!! :-)
Norwich, England.

2798. Re: 1024-byte floppy sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-27 15:20:51 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91177.114346ONM07@DMSWWU1A.BITNET>
Source record: 47736

In article <2969@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) says:
>
>Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>>> ...and hard-disk partitions larger than
>>> 16MB are implemented using large logical sectors...
>> ^^^^
>>Correct me if I am wrong, but should this not read 32MB ?, I thought
>>that this was a typo that caused this problem and was fixed in TOS 1.4
>
>It may or may not have been fixed, but because even people with TOS 1.2 and
>(gasp!) TOS 1.0 want to be able to use large partitions, HDX goes to BGM at
>16MB for maximum compatibility. Otherwise you could take a 31MB, non-BGM
>partitioned disk to a machine running TOS 1.2 and not be able to get at
>the files.
>
But I really would like to know, whether such partitions DO work under TOS 1.04
(GEMDOS 0.15). I think they do, but how can I be sure?
Reason: my harddisk partitioning utility automatically switches to larger
sectors (and BGM) for partitions larger than 16 MB. But when manually editing
partition and sector sizes, it allows for 32MB partitions with 512 byte
sectors (warning, that these partitions can't be used under old GEMDOS
versions).
Is this behaviour tolerable, or should I remove this 'feature'?

>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

2799. Re: UPDATE: Atari ST Parting out Sale!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-27 16:52:54 UTC
From: malay@sae.com
Message-ID: <1991Jun27.165254.29601@sae.com>
Source record: 47739
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
|> $35 CAD 3D 2.0 w/ CyberMate and Architect Design Disk
|> Please make all offers/inquiries to crouland@gmuvax2.gmu.edu

I want this!

Robert M. Malay
HCR 61 Box 464
Sumerduck, VA 22742
(703)439-1105

Thanks
Bob Malay
```

2800. SCSI Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-27 16:54:03 UTC
From: malay@sae.com
Message-ID: <1991Jun27.165403.29661@sae.com>
Source record: 47740

Whats the story, anybody heard of it? Does this animal exist?

Bob Malay

2801. Re: HD appears sluggish

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-27 20:02:46 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jun27.200246.23209@informatik.uni-erlangen.de>
Source record: 47641

marc@sequoia.cray.com (Marc Bouron) writes:

>The drive is Toshiba, host adaptor is ICD. I run NeoDesk 2.0 on TOS 1.0 (yeah,
>yeah, I know I ought to fit some new ROMs...). Setting write verify and cache
>on or off makes no difference. Now, if I use ICD's RATEHD program, it tells me
>the thing is shunting data at 589kB/s with a 25ms access time. That looks to me
>to be FAST!!! So any clues why writing is a drag? Has the drive just become
>monumentally fragmented?

Get TOS 1.04. This will speed up HD access dramatically.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2802. MEGA bus expansion slot card

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-28 03:21:00 UTC
From: jhp@sactoh0.sac.ca.us
Message-ID: <1991Jun28.032100.20944@sactoh0.sac.ca.us>
Source record: 47642

Does anyone know where I can find the plug in card for
the MEGA bus expansion slot? I've been trying to find
one and can't seem to locate one. Any and all help
will be greatly appreciated.

Thanks.

--

- Usenet : jhp@sactoh0.SAC.CA.US -
- UUCP : ames!pacbell!sactoh0!jhp (or so I've been told) -
"There's a lesson here somewhere." --Space Ghost

2803. Microsoft Mouse (Variation on FAQ)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-28 08:52:40 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3323@odin.cs.hw.ac.uk>
Source record: 47644

I had a look at a Microsoft compatible mouse yesterday and since it plugs into a PC serial port I thought why not bung it in an ST serial port. I checked the wiring first and it uses GND, TX, RX and RTS (for power).

Sure enough. Wiggling the mouse while running Uniterm gave loads of garbage on the screen. So the questions are:-

* What is the correct BAUD rate?
(I was getting 'reasonable' garbage at 1200)

* How may databits and stopbits?

* What does the 'garbage' mean?

If I get good answers to the above then I'll write a driver to replace the standard mouse with the MS Mouse and/or support two mice.

Why am I doing this? Well I just thought it might be fun to have two mice on one machine. I might even write a weird game to use them. Two player Missile Command anyone?

Neil

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "I hate those meeces to peeces!" !
+---+

2804. New Control Panel: xcontrol.tos

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-28 14:08:57 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jun28160857@orion.laas.fr>
Source record: 47643

Since there have been two article mentions of XCONTROL.ACC being available on
the net (in the US and Germany), I hereby make available xcontrol.tos
the self-extracting version of XCONTROL.ACC together with some demo
CPX files. It is available from laas.laas.fr [140.93.0.15] in
directory /pub/atari/. Login as anonymous or ftp, following usual
net-iquette.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

2805. Re: File format for Microsoft Write

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-28 15:31:44 UTC
From: Thierry.Bousch@linn.fidonet.org
Message-ID: <fido_2_320/100.9_286b566c@linn.fidonet.org>
Source record: 47651

In a message of <19 Jun 91 13:52:04>, podacc@rigel1.concordia.ca
(2:320/100.1) writes:

p> I would greatly appreciate it if someone could tell me where I can
p> find the file format for Microsoft Write for the Atari ST. Also, can
p> someone tell me if there is a bug with Microsoft Write's print
p> Metafile option? (I have a utility to convert a Metafile to
p> postscript, but I always get a metafile corruption error.
p> Unfortunately, I do not know whether it is a problem with the utility
p> or Write and I do not have another application that generates
p> metafiles!). Thank you in advance.

The 'mfps' utility by Axel Mahler only treats Metafiles with some conventions,
such as the ones created by GemDraw or EasyDraw : for instance, the 'metafile
extents' *must* be set, and there are other restrictions.

A possibility would consist in printing the Metafile with the old OUTPUT.APP
with a GDOS PostScript driver (it exists, but I don't remember where I've seen
it). Let me know if it works.

Thierry

Le Chiffre, Paris, France
Thierry.Bousch@linn.fidonet.org
or tfd.com!afp!gna!linn!linn.fido!Thierry.Bousch

2806. getting TeX up and running on your ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-28 15:58:06 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1991Jun28.155806.1@simvax.labmed.umn.edu>
Source record: 47645
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Basic Installation of a working TeX/LaTeX on an Atari ST.

The following is a description of what I did in order to install TeX and LaTeX on my Mega4 ST with a 20 megabyte hard drive and an Epson LX-86 printer, using files available on the atari.archive.umich.edu server. The basic system described occupies a bit over 4 megabytes on my 'd:\' partition, and I still need more fonts ...

WARNING
=======

If you don't have more than 1 megabyte of memory, you'll need one of the special shells available in /atari/tex/shells. Otherwise, GULAM or MUPFEL or OKAMI might work just swell. And don't even think about running undump.ttp on anything less than a 2.5 meg machine. The following is informational ... don't blame me if you become a TeX addict.

Some setup stuff
================

Directory structure:

\tex
\tex\fonts
\tex\formats
\tex\inputs

Environmental variables:

TEXFONTS \tex\fonts
TEXFORMATS \tex\formats
TEXINPUTS \tex\inputs
TEXPOOL \tex

Files used in installation (all are available from atari.archive.umich.edu):

TEXBIN.LZH INPUTS.LZH TFMFONTS.LZH BIBTEX.LZH
FORMAT31.LZH MANPAGES.LZH DVIFNTS1.ZOO DVIFNTS2.ZOO
DVIFNTS.HLP DVIATARI.ZOO DVIEPS.ZOO

"How I did it"
==============

1. Unarchive MANPAGES.LZH and place the files where you usually keep man pages. (I put them in \usr\man\man1)

2. Unarchive the fonts files DVIFNTS1.ZOO and DVIFNTS2.ZOO.

```
cd \
zoo -restore dvifnts1
zoo -restore dvifnts2
```

Notes: The commands above restore the fonts in a root directory '\fonts'. Use whatever methods you have (I used UIS 3) to move the directories under '\fonts' to \tex\fonts.

3. Unarchive TEXBIN.LZH and place the files in \tex.

4. Unarchive BIBTEX.LZH and place the files in \tex.

5. Unarchive INPUTS.LZH and place the files in \tex\inputs.

Notes: There are some longer-than-8-character file names in the archive. Fortunately, they're all first-8-character-unique.

6. Unarchive FORMAT31.LZH and place the files in \tex\formats.

7. Unarchive TFMFONTS.LZH and place the files in \tex\fonts.

Notes: There are some longer-than-8-character file names in the archive. Unfortunately, several of these are NOT first-8-character-unique. I did nothing beyond answering 'no' to LHarc queries about overwriting files. The long file names appear to be present in a shorter form as well -- and they're all PostScript font names anyway...

8. Unarchive DVIATARI.ZOO and place the files in \tex.

9. Unarchive DVIEPS.ZOO. You only need the following files from the archive:

DVIE72.TTP DVIEPS.TTP EPS.TTP SETUPTEX.G

Notes: Some 'nice to have' files include: README.TEX and DVIST.DVI. Most of the files in this archive are source code, and you don't really need them to make the TeX and LaTeX work.

10. Set the environmental variables. There is a gulam script called SETUPTEX.G works quite nicely once you've edited it to reflect proper disk partitions (ignore the aliases though).

11. Test the setup using README.TEX from the DVIEPS.ZOO archive:

```
cd \tex
virtex \&lplain readme.tex
dviatari readme
dvieps -z readme
```

Notes: The gulam CLI requires the '\' before the '&' -- the CLI I use works nicely with 'virtex &lplain'. HOWEVER, LaTeX was unable to find the file 'readme.tex', and I had to enter the filename at the prompt as '.\readme.tex'. If anyone has any idea why this might be, please let me know. It -might- be because of ARGV vs. xARG problems...

dviatari.ttp worked nicely on my color monitor, although it had to substitute some 300dpi fonts because I was missing 240dvi fonts, so

some things look a little funny.

dvieps.ttp worked nicely for my Epson LX-86 9-pin printer. It takes
a looooooong time to print, though the output is truly 'TeX' standard.
Without the '-z', a file will be created -- but beware! The file takes
about 350K disk space per page!!

OK, so what next?
==========

There are other device drivers, including PostScript and HP Deskjet drivers
available. I don't have anything to test these with (yet... I just got the
GhostScript drivers.)

There is a definite need for more 1200 magnification (240dpi) fonts, since
both dviatari.ttp and dvieps.ttp use this magnification of fonts. So, it
looks like I'll have to get hold of MetaFont and spend some time creating
more fonts.

I tried using the 'undump' program, also available on atari.archive.umn.edu.
It produced an 850K LaTeX executable. I decided that virtex.ttp and the
lplain.fmt file were fine, since they didn't take up 850K together. and
to produce executables for TeX, LaTeX and SliTeX would take up nearly 2.5
megabytes of space on my 20 meg hard disk.

I also ran a LaTeX file called 'layout.tex' through, and it produced very
nice output, although the fonts were off because they were 300dpi rather
than 240dpi.

There are, of course, more files in the /atari/tex/tex31 directory, but they're
not necessary for a basic working system (ie. nice to have, so if you have
the disk space, unarchive them in your \tex directory). By the way, just what
is VF_FONTS.LZH useful for anyway???

Oh yes ... don't bother with the other font archives in the directory
/atari/tex/fonts on the atari.archive.umich.edu server. They don't contain
any =different= fonts from those in the two Zoo archives mentioned above.

Fonts. Did I mention fonts?

That's all folks
==========

I hope this helps someone out there who's been dying to try TeX and LaTeX
but couldn't figure out what was needed to set up a workable system.

Please feel free to write to me with your experiences, advice on getting
more 240dpi fonts, alternative methods of putting things together, etc.

-- David Paschall-Zimbel davidli@simvax.labmed.umn.edu

2807. Mono monitor blacking

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-29 19:54:08 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91180.155408JJL101@psuvm.psu.edu>
Source record: 47650

Previously I had thought that this problem I was having with my monitor
was due to interference although now I am not too sure. Here are the
symptoms:
Often when I turn the monitor on after a period of non-use the screen
is almost completely black. Any letters on the screen though are somewhat
visible but in an inverse shadowed kind of way. Then the longer it remains
on the blackness seems to dissappear, into vertical bands of horizontal
lines like this across the screen

```
== == == ===
== == == ===
== == == ===
== == == ===
== == == ===
== == == ===
```

These lines fade in and out a lot until after a period of time.

Does any one have any ideas on this?

J.J.


```
**************************************************************************
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
**************************************************************************
* Atari ST's!, Puzzles, Cryptos, Games, Diplomacy, Synths + Midi *
**************************************************************************
```

2808. 68000 socket adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-30 01:33:22 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Jun30.013322.26556@jato.jpl.nasa.gov>
Source record: 47646
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Howdy - could someone please remind me where to get an adapter for fitting a standard DIP 68000 into the socket in an STe? (Not a Mega STe, if it matters.)

Also, a while ago, someone mentioned seeing a board for sale that adapted a 68020+FPU to run in a 68000 socket. I contacted the company, and found that they make accelerators for Amigas. The 68020 product uses a 12MHz 020 running off the standard system clock (e.g., 8MHz in ST) and an FPU running as fast as you want, up to 50MHz.

I didn't get a price on this item... However, they sell other models of accelerators - I've ordered a 25MHz 68030 for $600, to test in my STe. It would be great if I could run it at 16 or 32MHz, but I guess I'm just going to see if it runs at 8 first. Should be interesting.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

2809. Re: Screen dumper for HP LJ-II or Oki OL-400

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-30 01:39:05 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Jun30.013905.26753@jato.jpl.nasa.gov>
Source record: 47647
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody know where to find a screen dumper (hooks $502 or $506 or something like that) that will work with an Okidata OL-400? The manuals say its command language is HP-PCL, so a HP LJ-II screen dumper ought to work.

Thanks in advance.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2810. Re: Incompatibilities with Overscan

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-30 01:47:13 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Jun30.014713.26944@jato.jpl.nasa.gov>
Source record: 47648
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've observed the following incompatible things about using overscan.
I'd like to know if anybody has fixes or work-arounds for them:

1. The VT52 emulator (the one used for .TOS and .TTP programs) doesn't
scroll correctly. Once the screen fills, it just copies the bottom line
forevermore.
2. If I setup a desktop.inf to make my windows tall, and put some icons
(e.g. trash) far down the screen, and then re-boot with overscan off, the
icons are all on the screen, but the windows aren't. In particular, the
size box is off-screen. One CAN re-size by making the windows FULL, and then
dragging to the right size, but it would be easier if the desktop just made
sure it's windows would fit when they're opened.
3. TrboDemo crashes the system.
4. v_clrwk doesn't clear all the screen, and it somehow mahes what it DOES
clear jitter (a lot).
5. Uniterm doesn't work :-(.
6. OSCAN_60 doesn't let me run in either low or medium rez. The first
setup screen seems OK, the second (with the lines around and across the
screen) is a little screwy (the diagonal lines are triple, in different
colors), and when I finish setup, I've got hash. I'm using the one
called 1.6b. I forgot who "improved" it.

Other stuff I'm using includes:
VDIFIX version 30.01.91
PoolFix3, improved by Claus Brod, 27 Mar 90
Foldr 100.

Thanks in advance for any advice.
--
vsnyder@jato.Jpl.Nasa.Gov
ames!elroy!jato!vsnyder
vsnyder@jato.uucp

2811. Re: Incompatibilities with Overscan

Newsgroup: comp.sys.atari.st.tech
Date: 1991-06-30 12:49:53 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <4041@quepasa.cs.tu-berlin.de>
Source record: 47649
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jun30.014713.26944@jato.jpl.nasa.gov> vsnyder@jato.Jpl.Nasa.Gov (Van Snyder) writes:
>I've observed the following incompatible things about using overscan.
>I'd like to know if anybody has fixes or work-arounds for them:
>
>1. The VT52 emulator (the one used for .TOS and .TTP programs) doesn't
>scroll correctly. Once the screen fills, it just copies the bottom line
>forevermore.

This is an error in the OS. Scrolling only works if the bytes per line value diveded by 16 does not give a remainder. With the new AutoSwitch-Overscan the bytes per line value is 96 in mono or 224 in the color resolutions, so there is no scrolling problem.

>2. If I setup a desktop.inf to make my windows tall, and put some icons
>(e.g. trash) far down the screen, and then re-boot with overscan off, the
>icons are all on the screen, but the windows aren't. In particular, the
>size box is off-screen. One CAN re-size by making the windows FULL, and then
>dragging to the right size, but it would be easier if the desktop just made
>sure it's windows would fit when they're opened.

This again is a problem of the OS. It was fixed in the new TOS-version. You get the same problems, if you save your Desktop.Inf in high-res and reboot in low-res.

>3. TrboDemo crashes the system.

If you mean a demo of TurboST, then you are right. TurboST does not work with overscan. QuickST works, but has some problems with the TOS scrolling (fillding with the right black border). Darek is working on it (I hope so ;-). The NVDI software has no problems with OverScan or AutoSwitch-OverScan.

>4. v_clrwk doesn't clear all the screen, and it somehow mahes what it DOES
>clear jitter (a lot).

This is a very old bug, that is fixed in the autoswitch-OverScan driver. There were about 52 versions between the old PD/ShareWare version of OverScan and the new driver.

>5. Uniterm doesn't work :-(.

AutoSwitch-OverScan switches back to the normal screen, if you start incompatible programs. So you can use lots of 'old' software that did not work with the overscan mod.

>6. OSCAN_60 doesn't let me run in either low or medium rez. The first
>setup screen seems OK, the second (with the lines around and across the
>screen) is a little screwy (the diagonal lines are triple, in different
>colors), and when I finish setup, I've got hash. I'm using the one
>called 1.6b. I forgot who "improved" it.

The autoswitch-OverScan driver works in all resolutions.

>Other stuff I'm using includes:
>VDIFIX version 30.01.91
>PoolFix3, improved by Claus Brod, 27 Mar 90
>Foldr 100.

The driver includes most of my patches (VdiFix, Tos14Fx5, GemEnv, Shell0,
ConsFix), so you don't have to load them in the auto-folder. If you don't
want the patches, you can disable them.

AutoSwitch-OverScan will be available in the US in the near future, we
have already contaced some dealers for the distribution. In the UK you
can by AS-OverScan at Atari Workshop.

>Thanks in advance for any advice.

I could not give you any direct hint how to get rid of your problems, but
i hope i explained why the things happen in this way...

>vsnyder@jato.Jpl.Nasa.Gov

Sincerly, Karsten <ki@opal.cs.tu-berlin.de>

2812. Re: Mono monitor blacking

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-01 02:41:06 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul01.024106.1912@actrix.gen.nz>
Source record: 47652

In article <91180.155408JJL101@psuvm.psu.edu> JJL101@psuvm.psu.edu (J.J. Lehett) writes:
>
> Previously I had thought that this problem I was having with my monitor
> was due to interference although now I am not too sure. Here are the
> symptoms:
> Often when I turn the monitor on after a period of non-use the screen
> is almost completely black. Any letters on the screen though are somewhat
> visible but in an inverse shadowed kind of way. Then the longer it remains
> on the blackness seems to dissappear, into vertical bands of horizontal
> lines like this across the screen
>
> == == == ===
> == == == ===
> == == == ===
> == == == ===
> == == == ===
> == == == ===
>
> These lines fade in and out a lot until after a period of time.
>
> Does any one have any ideas on this?
>
> J.J.
>
> **
> * J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
> * * * Center for *
> * John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
> **
> * Atari ST's!, Puzzles, Cryptos, Games, Diplomacy, Synths + Midi *
> **

I don't think that this is a monitor problem,
try reseating the Glue and MMU IC's, dirty
contacts with these IC's cause this kind of problem.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

2813. Re: HD appears sluggish

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-01 07:44:53 UTC
From: scale@abode.ttank.com
Message-ID: <1991Jul1.074453.6505@abode.ttank.com>
Source record: 47653

In article <075027.10071@timbuk.cray.com> marc@sequoia.cray.com (Marc Bouron) writes:
>
>Hi ST-people,
>
>Now that I have my HD spinning away without zorching my video display [:-)]
>I notice that writing to the HD is getting a bit sluggish. I was wondering why?
>
>The drive is Toshiba, host adaptor is ICD. I run NeoDesk 2.0 on TOS 1.0 (yeah,
>yeah, I know I ought to fit some new ROMs...). Setting write verify and cache
>on or off makes no difference. Now, if I use ICD's RATEHD program, it tells me
>the thing is shunting data at 589kB/s with a 25ms access time. That looks to me
>to be FAST!!! So any clues why writing is a drag? Has the drive just become
>monumentally fragmented?
>
>Any help much appreciated. :-)
>
>[M][a][r][c]
>

>
>###
># # marc@sequoia.cray.com # . . #
># Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_ #
># Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_) #
># +44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | | #
># # ...!ukc!crayuk!M.Bouron (UUCP) # #
>###

Hi Mark,
Well I would say that the major reason that the "writes" are so
slow on your hard drive has to do with you still using TOS 1.0. TOS 1.04 (1.4)
would make a big difference. If you cannot afford to upgrade to TOS 1.04, put
FATSPEED.PRG in the AUTO folder of your boot drive (FATSPEED should be first in
the AUTO folder, even before PINHEAD.PRG). Bye.................

Luis

2814. Re: 1024-byte floppy sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-01 17:17:43 UTC
From: pegram@kira.UUCP
Message-ID: <1991Jul1.171743.6611@uvm.edu>
Source record: 47654

Alan Pratt sez:
>>It may or may not have been fixed ... [the 512K sector, 32MB
partition bug. RBPIII]

If it isn't, the bug is *REALLY* RARE with TOS 1.4 and up. The ICD
formatter for my previous HA allowed 32Meg 512Byte sector partitions
once I got Tos 1.4. I never lost data for any unexplained reasons
(only because of my own error, just once I believe).

> But I really would like to know, whether such partitions DO work under TOS 1.04
> (GEMDOS 0.15). I think they do, but how can I be sure?
> Reason: my harddisk partitioning utility automatically switches to larger
> sectors (and BGM) for partitions larger than 16 MB. But when manually editing
> partition and sector sizes, it allows for 32MB partitions with 512 byte
> sectors (warning, that these partitions can't be used under old GEMDOS
> versions).
> Is this behaviour tolerable, or should I remove this 'feature'?
>
> _____________________________ cut here _____________________________________
> Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
> fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
> _____________________ correct me if I'm wrong ______________________________

Question:

vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv

How can I get a hold of your hard disk partitioning utility, or
something similar?

Can I get and use the Supra formatter/partitioner? Would it work with
a non-Supra adaptor? ICD software *only* works with ICD HAs.

I want 32Megabyte GEM partitions (*not* BGM), Tos 1.0 compatibility be darned!

^^^

Now that I have a BMS 200 Host Adaptor running my Seagate 296N, with
AHDI talking to it, I can't use Diamond Cache on the BGM partitions,
and could use the extra space that small sectors make available. I
had too many small files to restore, and the 32M BGM partition filled
before I reached the 29 - 30 MB that I had in the old 32M ICD partition.
That's at least proof that the ICD partition *was* using 512 byte
sectors.

Oh yeah, the BMS ads are for real, ICD's RateHd now says that I get
682KB/sec with my 1-1 interleaved 296N, rather than the ~420 -

430KB/sec I got with the old ICD adaptor, running the 296N in 2-1 interleave. That's one in the eye for that annoying ICD tech who told me that there was nothing wrong with their HA, just "some 2XXNs can run with 1-1 interleave and others can't". Wrong! BMS handles these admittedly ancient drives better than ICD, and ICD won't admit it (or at least not that guy)! BTW, your mileage may vary, my 296N is ~1.5 years old, certain versions may not runn at 1-1 interleave at all.

One gripe with BMS: The instructions for setting up with AHDI >= 3.01 is sketchy at best and many embedded SCSI drives will need extra formatting software to be formatted/partitioned correctly.
Otherwise, except for the built in cacheing and the much missed error checking and display, I'm quite happy with my new setup. The shoebox is as loud as my old box, but the mechanical-electrical work is first rate.

Hope someone can answer this,
Cheers,

Bob Pegram

pegram@{griffin,sadye,newton,kira}.uvm.edu
or
...!uvm-gen!pegram

2815. Atari Japan is on the move.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-02 08:30:56 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <5955@wucc.waseda.ac.jp>
Source record: 47655

This is one of my farewell messages to my dearest Atari ST community.
I am very, very sorry that I have had to sell all my Atari lot and leave this community. Not that I have been unhappy with Atari, but I just could not afford to place two computers on my desk and Atari had to go.

Surprises come at the last moment, indeed! As soon as I posted a 'for sale' to Junet (kind of local internet in Japan, like Janet in UK), I had a great response and within two days the whole lot have gone! There are certainly people who would like to use Atari as a Post Script machine (mega4+slm804+ emulator), a GNU machine (mega4 + 66 mb disk), or as a simple vt102 terminal (UniTerm). I sold the whole lot (mega4,one internal high density drive, one external high density drive, an ICD SCSI adaptor, 50-pin ribbon cable connector to 50-pin Amphenol connector, an SM124 monitor, a megafile30 with 65 MB NEC disk inside, SLM804 laser printer, plus all the software I had) for US$1,500. This has enabled me to buy 20 megabytes of 80-ns SIMMs and ten QIC150 tapes for my new machine. So far a rather sad story.

The thing is that I just had a call from a gentleman who wished to buy the lot. Sorry, they are gone, but may I ask what you are interested in? The gentleman told me he is porting ATARI ST to the Japanese language environ-ment! Yes, Atari Japan is on the move. It's not sitting here viewing Apple taking advantage of the horrible quality of Japanese software market.
He said the low-end Amiga cannot print Japanese character on the screen due to poor resolution, but Atari's 640x400 was so easy to cope with.

Let's hope that I might be seeing Calamus handling Japanese characters soon.

There's actually a superb Japanese language front end processor in the public domain, which I am using now on my new machine. It is called Wnn and is better than any other front end processor (Japanese characters are an array of 16 bit code) available for less than US$7,000. Unfortunately mega4 could not compile Wnn because of the limited memory. And moreover, it is designed to be run in X window environment as well. X is again PD, but again mega4 cannot cope with it.

I'll be buying an Atari if I could have a larger house (which costs at least US$2,000,000!).

Bye.
Tsuji

P.S.
I might be popping in to my old friends. Till then, good bye.

2816. GAL 1.44M hack...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-02 11:26:34 UTC
From: yonder@netcom.COM
Message-ID: <1991Jul2.112634.18259@netcom.COM>
Source record: 47656

I am very intrigued by the GAL hack that was posted here. I must admit that my experience with GALs (and PALs) for that matter are not what they should be.

The GAL hack uses a 16V8-25 GAL. I have a friend who has a PAL programmer. I don't have any programmable logic databooks, so I stopped by a local electronics shop today that keeps a collection of books handy. Looking thru this book very quickly (I didn't have much time) I got the idea that the GAL can emulate on of several PAL's. Would it be possible to use an equivalent PAL for the GAL in this hack? Both the GAL & PAL sections of the databook meantioned that programmers use Jedec files (included with the hack).

My Q: If it is possible to use a PAL for the GAL, which one will work.
My Q2: Assuming it is possible to use a PAL, which PAL?
My Q3: Will the GAL Jedec file (included with the text file) work with the PAL. My friend said that he could not use the Jedec file and that he needed the "source" file. He meantioned an equivalent "fuse map". From what I remember from school, programming PALs is usually done by setting up logic statements relating the inputs to the outputs. Then the file is compiled into a fuse map and the PAL is programmed. Where does the Jedec file fit into this.

thanks......
--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

2817. 3.5" Drive woes...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-02 12:13:33 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <8892@jhunix.HCF.JHU.EDU>
Source record: 47658
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HELP!

I just hooked up a Mitsumi 1.44MB drive to my ST. Now, if haven't fixed the controller yet to format 1.44MB's, but that isn't the problem.

It seems that my ST thinks both Drive A and B exist even though I only have one drive! What ever do I do to fix this? Also, I've gotten bombs when trying to delete stuff on a write protected disk. I think something is afoot!

The drive works otherwise. Please help me.

Dom

P.S. Has anybody seen or heard of a program that'll let you selectively turn on or off Drive B? i.e. you forgot to turn on Drive B and powerup, so you need to let the ST know it exists, or you are having problems with Drive B so you want the ST to think it isn't there.

2818. Re: Atari Japan is on the move.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-02 12:42:32 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul2.124232.16378@informatik.uni-erlangen.de>
Source record: 47657

ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:

>This is one of my farewell messages to my dearest Atari ST community.
>I am very, very sorry that I have had to sell all my Atari lot and leave
>this community. Not that I have been unhappy with Atari, but I just could
>not afford to place two computers on my desk and Atari had to go.

Too bad. What's the other computer?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2819. Electrohome ECM1311 and ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-02 14:07:21 UTC
From: monck@ibmpcug.co.uk
Message-ID: <1991Jul2.140721.25253@ibmpcug.co.uk>
Source record: 47660
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,connect.audit

Hi,

I have seen (in the UK) the Electrohome ECM11311 multisync monitor for sale
at a price of 149UKP.

Can anyone tell me anything about this monitor, and especially if it will
work in all three ST graphics modes.

I'm also thinking of getting an NEC 3D but this Electrohome monitor offer is
much cheaper, so I'd like to go for it if someone can tell me it will
work.

Thanks,
Paul

--
Automatic Disclaimer:
The views expressed above are those of the author alone and may not
represent the views of the IBM PC User Group.
--
"I'm minuspeptic, frasmotic,
compunctuous even, to have caused you such pericombobulation" .. Black Adder

2820. FIRSTWORD PLUS DICTIONARY - HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-02 15:12:37 UTC
From: as_radfo@g2.brispoly.ac.uk
Message-ID: <1991Jul2.151237.6076@g2.brispoly.ac.uk>
Source record: 47661

I need to make use of the dictionary entries in FirstWord Plus, but
do not know how the words are stored in the file structure.

Please can anyone help?

--

Arthur S. Radford Tel: (+44) 272 763859
Bristol Polytechnic Fax: (+44) 272 763860
Dept. of Computer Studies and Mathematics
Coldharbour Lane E-mail:
Frenchay, BRISTOL, BS16 1QY as_radfo@uk.ac.brispoly.g2
United Kingdom asr@uk.ac.brispoly.p2

Ici on parle Esperanto - Esperanto spoken here - Mann spricht Esperanto
Esperanto parliamo - Se habla Esperanto

2821. XCONTROL MODEM ACC BUG

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-02 15:32:50 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3338@odin.cs.hw.ac.uk>
Source record: 47659

I just got the new XControl panel from Bart.
The modem accessory crashes the machine if TOS14FIX.PRG is installed.
Bummer! I want both so when is the fix comin' out?

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 accessories!" !
+---+

2822. Help with altboot4.0e

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-02 20:15:18 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <43907@cup.portal.com>
Source record: 47663
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need HELP with Altboot 4.0e.

If you know what this program is (it lets you boot alternate configurations when you hold down ALTERNATE) then please attempt to assist me.

When executing my configuration files, all works well until I try to add a modifier for another type of file. Ex: To load a different desktop.inf, you enter a single-digit, such as "0" or "1" followed by return. ALTBT will then rename DESKTOP.IN0 to DESKTOP.INF and the previous DESKTOP.INF will have been renamed to what it was previously (DESKTOP.IN1 or some other).

I cannot get it to do this with a list of data (FILE.LST). This data file tells my Ramdisk copier what files to copy to Ramdisk upon bootup. I maintain many lists of FILE.LST (so they will give me flexibility with this programme). One will go with a 52K configured RAMdisk and copy UUD/UUE to RAM. another FILE.LST copies GIF viewers to RAM.

Here is an example of a configuration file which works.

```
hd_reset.prg enable hdreset
hdstrt10.prg Pick progs from a menu
codekeys.prg Install codekeys
lgselect.prx Don't want a file selector now
1 desktop.in1 = current desktop.inf
codekeys.acc Make codekeys work too
```

Now, according to the documentation, I should enter a "#" on an empty line; then the files with their path in order to rename 'em. So, I add:

```
#
a \ file.lst 1 file.ls1 will be current file.lst
```

However -- With these two additional lines, Alt-Boot ignores my configuration file completely. EXCEPT for the fact that it *does* say, "FILE.LS1 current FILE.LST" That is, it does *not* modify my programs/accs as specified in the beginning of the configuration file.

HELP!!!!

Any comments?
(I tried sending mail to author via Internet but frigger mail bounced)
Mail me at: Bryan_Jones_Woodworth@cup.portal.com

2823. Re: XCONTROL MODEM ACC BUG

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-02 20:33:34 UTC
From: steve@thelake.mn.org
Message-ID: <A2083591906@thelake.mn.org>
Source record: 47664

[neil@cs.hw.ac.uk (Neil Forsyth) writes ...]

> I just got the new XControl panel from Bart.
> The modem accessory crashes the machine if TOS14FIX.PRG is installed.
> Bummer! I want both so when is the fix comin' out?

I'm running Xcontrol and TOS14FIX without difficulties on an old 520,
TOS 1.04, monochrome.

I removed the window colors, sound and mouse accelerator CPX files. Did
you try that?

Steve Yelvington <steve@thelake.mn.org>
If mail fails, try steve%thelake@cs.umn.edu ... the Minnesota domain
MX site jhereg.osa.com apparently has been having difficulties.

2824. Re: XCONTROL MODEM ACC BUG

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-03 00:18:50 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0b7yoze@nathan.ruhr.de>
Source record: 47666

In <3338@odin.cs.hw.ac.uk>, Neil Forsyth writes:
>
>I just got the new XControl panel from Bart.
>The modem accessory crashes the machine if TOS14FIX.PRG is installed.
>Bummer! I want both so when is the fix comin' out?
Try to get TOS14FX5 (this is not an official atari patch, it was written by
Karsten Isakiovic). There's a small typo with TOS14FIX.PRG (RTE instead of
RTS), that has been fixed in TSO14FX5...
/s/
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

2825. Re: XCONTROL MODEM ACC BUG

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-03 02:15:08 UTC
From: rcb@netcom.COM
Message-ID: <1991Jul3.021508.2132@netcom.COM>
Source record: 47662

In article <3338@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>I just got the new XControl panel from Bart.
>The modem accessory crashes the machine if TOS14FIX.PRG is installed.

Hmmm ... it doesn't seem to happen with me. Some differences might be
that I have an STe (TOS 1.6) and TOS14FX5. It stands for 'fix 5' of
TOS 1.4 fix and apparently it is an update. You can get it from
atari.archive under 'utilities/tosfixes/tos14fx5.lzh' - sounds like
it's worth a try.

>Bummer! I want both so when is the fix comin' out?
>
>+---+
>! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
>! !
>! Neil Forsyth JANET: neil@uk.ac.hw.cs !
>! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
>! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
>! Edinburgh, Scotland, UK "That was never 5 accessories!" !
>+---+

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!apple!netcom!rcb
"Just when you think you know it all, it changes!"

2826. Re: GAL 1.44M hack...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-03 07:43:06 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <1485@idcapd.idca.tds.philips.nl>
Source record: 47665

In article <1991Jul2.112634.18259@netcom.COM> yonder@netcom.COM (Christopher Russell) writes:
[stuff deleted]
>PAL's. Would it be possible to use an equivalent PAL for the GAL
>in this hack? Both the GAL & PAL sections of the databook meantioned
>that programmers use Jedec files (included with the hack).
>
>My Q: If it is possible to use a PAL for the GAL, which one will work.

GALs are more flexible with regard to pin-out, it is possible to use
a 20V8 GAL for every 24pin PAL, and a 16V8 for every 20 pin PAL. The
GALs accept the PAL JEDEC files (assuming a good programmer, smart
enough to understand this all; our DataIO Unisite does just fine)
The other way around, using a PAL for a GAL is more difficult, one could
imagine a strange GAL pinout (using the aformentioned flexibility) for which
there is no equivalent PAL.

>My Q2: Assuming it is possible to use a PAL, which PAL?
See above, this depends...

>My Q3: Will the GAL Jedec file (included with the text file) work with the
>PAL. My friend said that he could not use the Jedec file and that he
>needed the "source" file. He meantioned an equivalent "fuse map". From
>what I remember from school, programming PALs is usually done by setting
>up logic statements relating the inputs to the outputs. Then the file
>is compiled into a fuse map and the PAL is programmed. Where does the
>Jedec file fit into this.

Normally the JEDEC file is produced by some sort of logic synthesis program
like ABEL (from DataIO) or PALASM. The JEDEC file is used by the actual
programmer to program the device. Since GALs emulate PALs on JEDEC file
level, but not the other way around, you cannot use the JEDEC file directly.
There are tools (for instance included in the ABEL package) who can convert
JEDEC back to ABEL or PALASM source or to fusemaps.

If you send me the JEDEC file, I can try to convert it back to source form
for you.

_ --
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) System Engineering uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: +31 55-432372 fax: +31 55-432103
"Do, or do not. There is no 'try'" Yoda - The Empire Strikes Back
----

2827. Re: Acc's which can be Prgs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-03 07:51:18 UTC
From: steve@thelake.mn.org
Message-ID: <A375985891@thelake.mn.org>
Source record: 47677

[mpl44572@uxa.cso.uiuc.edu (Grayson) writes ...]

> In article <1991Jul2.221503.29922@kodak.kodak.com> nelson@cygnus.Kodak.COM (Bruce D. Nelson) writes:
>>There was once posted on the net some code which showed how to write
>>code which could determine if it was an accessory or a program and to
>>initialize the program correctly. I would appreciate a copy of that
>>note if anyone has it.
>>Bruce Nelson | Phone: (716) 726-7890
>
> I've been wondering about this too. I'd also like to see it, email it
> if neccessary.

On atari.archive.umich.edu is this file:
languages/sozoinit.zoo

I think this contains a Sozobon C startup module that will detect whether it is a program or a desk accessory. (If this is not the correct file, let me know and I'll do some rooting around.)

Bruce also asked about including a resource in the program. Some resource editors will produce a .C file, but the one I use doesn't, so I am grateful to Bob Silliker for RSC2C.TTP, which does the trick nicely.

programming/rsc2c1.arc contains the binary
programming/rsc2c2.arc contains the source code

The twitterpater binaries index includes
volume13/rsctoasm Convert .RSC files to assembly source

On Delphi, I've seen references to including resource files in GFA BASIC programs, but I don't do BASIC, so I didn't pay much attention.

Steve Yelvington <steve@thelake.mn.org>
If mail fails, try steve%thelake@cs.umn.edu ... the Minnesota domain MX site jhereg.osa.com apparently has been having difficulties.

2828. NEED SM125 line transformer! URGENT!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-03 08:22:53 UTC
From: juel@hpbbm.HP.COM
Message-ID: <21450001@hpbbm.HP.COM>
Source record: 47690

A while ago i purchased an SM125 b/w monitor for only 150DM (about 85$, it was determined for use in UK), but w/o any warranty. As i connected it to my good old 1040, i realized that the missing warranty for this thing had a reason:

Nothing appeared on the screeeeeeeeEEEEEEEEEN :-(:-(:-(

After examining the monitor, i found the line transformer (i hope this is the right word; i mean the high voltage transf. for the CRT) defect. I contacted a few adresses i knew here in Germany and tried to get this essential part but had no success. :-(again

Now my question/request/entreaty/prayer/supplication to you:

- Does anybody know where i can get this transformer? It's really urgent!!!
- What does this thing cost???
- Can anybody provide adresses of MAIL orders which sell this thing???
- Could anybody possibly be so kind and purchase this thing and send it to me to Germany????

PLEASE HELP ME!!!!!!!!!!!!!!!!!!!!

Thanx
Juergen


```
_____________________________________________________________________________
| _____ ______ | |
| / / /\ /\ \ \ | Address: Hewlett-Packard GmbH |
| / / / \ / \ \ \ | Herrenberger Strasse 110 |
| ----- / \/ \ \ \ | Attn to: Juergen Letsch |
| / / / \ \ \ | D-7030 Boeblingen |
| _/___ / / \ _\____\ | Germany |
| | Phone: {49|0}-7031-14-3551 |
| Boeblingen Medical Division | |
| CAE Computer Aided Engineering | E-mail: juel@hpbbms1.bbn.hp.com |
| PSI Processes & Systems Integration | HP-DESK: JUERGEN_LETSCH%AZ@HP1200 |
|_____________________________________|_____________________________________|
```

2829. CITIZEN 1.44 drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-03 11:41:34 UTC
From: hb9zz@bernina.ethz.ch
Message-ID: <1991Jul3.114134.20572@bernina.ethz.ch>
Source record: 47668

I bought a CITIZEN drive to use with the HD 16MHz hack. The drive works
fine, and can read and write discs at 1.44 Mb. THe only problem is that
have to switch the clock per hand since I can't get the drive to output
the HD signal on the SASI bus. Does somebody have a solution to this
problem (ie. jumper setting, alternate output pin instead of 2...)

Ok, thanks in advance for the help

Ciao --- Rick

--

Opinion expressed here are mine, and I'm proud of them !!!
And don't forget that: "No problem is so big or so complicated that it can't

2830. Re: 1024-byte floppy sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-03 11:58:23 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91184.122616ONM07@DMSWWU1A.BITNET>
Source record: 47667

```
In article <1991Jul1.171743.6611@uvm.edu>, pegram@kira.UUCP (Robert B. Pegram)
says:
>editing
>Question:
>
>vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv
>
>How can I get a hold of your hard disk partitioning utility, or
>something similar?
>

It's a commercial product, available from Hard & Soft, Castrop-Rauxel,
Germany. Sorry, there is no english version.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________
```

2831. Re: XCONTROL MODEM ACC BUG

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-03 14:06:45 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul03.140645.27313@actrix.gen.nz>
Source record: 47669

```
In article <3338@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
> I just got the new XControl panel from Bart.
> The modem accessory crashes the machine if TOS14FIX.PRG is installed.
> Bummer! I want both so when is the fix comin' out?
> ! Neil Forsyth JANET: neil@uk.ac.hw.cs !
> ! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
> ! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
> ! Edinburgh, Scotland, UK "That was never 5 accessories!" !
> +-------------------------------------------------------------------------+

Well I gave it a try the other day, and I did not get a grash,
but then again I am using the Patched version of TOS14FIX
from atari.archive [tos14fx5.lzh] why not give that one a try ??.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***
```

2832. Re: 1024-byte floppy sectors?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-03 16:21:57 UTC
From: bill@mwca.UUCP
Message-ID: <1882@mwca.UUCP>
Source record: 47672

In article <1991Jul1.171743.6611@uvm.edu> pegram@kira.UUCP (Robert B. Pegram) writes:
[good comments about BMS adaptor vs. ICD deleted]
>One gripe with BMS: The instructions for setting up with AHDI >= 3.01 is
>sketchy at best and many embedded SCSI drives will need extra
>formatting software to be formatted/partitioned correctly...

I have had a BMS-200 since they came out - has worked flawlessly for me, and BMS' support has been excellent, though they admittedly don't have system software for it. I've used the Supra utilities (available at most ST software stores, or direct from Supra, ~$25) and they work very well, including the ability to use large and/or >4 partitions.

Frankly, I'm amazed at how much people rave about the ICD software - it seems that an inordinately large number of incompatibilities with various software seems to be from the ICD driver (cacheing, etc.). I've _never_ seen the Supra software as the cause of an incompatibility, and I can't imagine that the ICD extras can't be equally well achieved by use of Cold Hard Cache, folderxxx.prg, etc. I don't mean to flame the ICD software, I'd just like to hear what makes it better.

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
Opinions expressed are my own, though you'd be wise to adopt them!

2833. Sluggish HD

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-03 16:31:15 UTC
From: marc@sequoia.cray.com
Message-ID: <040049.3230@timbuk.cray.com>
Source record: 47670

Hi People,

Many many thanks to the *zillion* people who replied to my enquiry about slow HD writes :-) I've downloaded FATSPEED, and when I get the chance I shall try it out. I shall also look into getting TOS 1.4 ;-)

Cheers,

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

2834. ST interfacing

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-03 18:38:17 UTC
From: todd@NISC.SRI.COM
Message-ID: <30455@fs2.NISC.SRI.COM>
Source record: 47671

I would like to interface some breadboarded circuits to my 1040ST.
Looking over "ST Internals" I see that I can't use the cartridge slot
or the printer port, but looks like the DMA port is the only way to go.
Does anyone have some advice or good detailed explanation of using
the DMA port to interface an arbitrary device? The stuff I want to build
will not need to do DMA transfers asynchronously from the CPU, but rather
the CPU can do the transfer when the device signals an interrupt, if that
makes the interfacing easier.

Todd Koumrian

2835. Re: XCONTROL MODEM ACC BUG

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-04 07:59:27 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3351@odin.cs.hw.ac.uk>
Source record: 47674

In article <A2083591906@thelake.mn.org> steve@thelake.mn.org
(Steve Yelvington) writes:
>[neil@cs.hw.ac.uk (Neil Forsyth) writes ...]
> > I just got the new XControl panel from Bart.
> > The modem accessory crashes the machine if TOS14FIX.PRG is installed.
> > Bummer! I want both so when is the fix comin' out?
>I'm running Xcontrol and TOS14FIX without difficulties on an old 520,
>TOS 1.04, monochrome.
>
>I removed the window colors, sound and mouse accelerator CPX files. Did
>you try that?

No, I confess I didn't. I just killed off the AUTO folder and it worked.
I then went through the AUTO folder 1 PRG at a time until I found the culprit.
I was quite surprised. I have since been told of TOS14FX2 (Atari US) and
TOS14FX5 (Germany). Both of which I will try ASAP.

> Steve Yelvington <steve@thelake.mn.org>

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2836. Re: XCONTROL MODEM ACC BUG

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-04 13:13:32 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <4113@trick.cs.tu-berlin.de>
Source record: 47673

In article <1991Jul3.021508.2132@netcom.COM> rcb@netcom.COM (Roy Bixler) writes:
>In article <3338@odin.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>>
>>I just got the new XControl panel from Bart.
>>The modem accessory crashes the machine if TOS14FIX.PRG is installed.
>
>Hmmm ... it doesn't seem to happen with me. Some differences might be
>that I have an STe (TOS 1.6) and TOS14FX5. It stands for 'fix 5' of
>TOS 1.4 fix and apparently it is an update. You can get it from
>atari.archive under 'utilities/tosfixes/tos14fx5.lzh' - sounds like
>it's worth a try.

You should have mentioned that TOS14FX5 is not an original ATARI patch
program. I send my bug report to ATARI about 2 years ago, but there was
no reaction. Nowadays, the communication to ATARI is much better and
bug reports realy reach the developer.

Here is what happens: In TOS14FIX there is a 'heavy' bug in the Rsconf()
routine. If you ask for the baud rate, the trap handler terminates with
RTS instead of RTE.

I fixed it (also used the XBRA standard...) and put it out as TOS14FX2 up to
TOS14FX5. Now that XCONTROL is PD, ATARI themself reacted to the bug-report
and made a new TOS14FIX, also called TOS14FX2. I think you should get this
one, since it is an official patch! I already changed the name of my version
to T14FIX5, to avoid confusion with the official TOS14FX2.

>>Bummer! I want both so when is the fix comin' out?

ATARI already put out the TOS14FX2.PRG as i already mentioned.

Sincerly, Karsten Isakovic <ki@opal.cs.tu-berlin.de>

2837. Problem w/ TeX 3.1 at atari.archive (was Re: getting TeX up and running on your ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-04 16:51:58 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul4185158@orion.laas.fr>
Source record: 47675
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

First of all, it is true that with the new TeX 3.1, undump would
probably not run on a 1040 since the undumped file is approx. 800 Kb!!
(as David Paschall-Zimbel stated). The older Tex 2.9, I was able to
undump on my old 1040 ST and it produced something a lot smaller.
[That's for information only.]

A related question: has anyone ported BigTeX to the ST? I use the
above undumped LaTeX and it blows up since I exhaust TeX's pool!!

Now to the problem that prompted this posting: it seems that TeX and
BibTeX under the TeX 3.1 directory at atari.archive use incompatible
TEXINPUTS environment variables. For TeX/LaTeX, concerning my
application, I need the following:

```
setenv TEXINPUTS '.\acm;.;e:\tex\inputs\local;e:\tex\inputs'
```

But unfortunately BibTeX requires this to be translated to emacs'
style:

```
setenv TEXINPUTS './acm:.:/dev/E/tex/inputs/local:/dev/E/tex/inputs'
```

I would appreciate BibTeX being re-uploaded to a.a if it would use the
more std. (this is only an opinion!) TeX/LaTeX style of paths. If it
would accept both, so much the better.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

2838. Re: Gnu-emacs under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-04 16:59:57 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul4185957@orion.laas.fr>
Source record: 47676
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jul3.115654@geog.ubc.ca> peter@geog.ubc.ca (Peter Jackson) writes:
| >From: erlingh@idt.unit.no (Erling Henanger)
| >Newsgroups: comp.sys.atari.st
| >Subject: Re: MiNT/MGR questions
| >Date: 5 May 91 19:17:01 GMT
| >
| >just nicely. I can fork shell commands, I can suspend emacs, it's all
| there except one thing :
| >I haven't been able to "dumpfix" xemacs, (Make a final dumped emacs) so
| I have to use
| >temacs -l loadup.el, whitch is no big deal if you have a TT, but on an
| ST....

I do not see why the above configuaration should be more difficult
than the original port of GNU emacs to the ST. From the latter I have
learned that it is not easy to `dumpfix' ordinary xemacs. I suggest
to Erling Henanger to save 2 emacs images from say the gulam shell:
save one, then do a recursive call of gulam and then save the second.
Then dumpfix should work, or so I would think. This advice was sent
to me by Edgar Roeder at a time (quite some time ago) when he was more
talkative on the net.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

2839. Mega Bus Slot Specs...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-05 00:43:50 UTC
From: cmedley@wam.umd.edu
Message-ID: <1991Jul5.004350.25279@wam.umd.edu>
Source record: 47678

Does anyone have the official documentation on the Atari MEGA buss slot in the
Mega ST 2/4 series? I remember having a copy of a text file detailing the specsand pinouts,
etc... which I recieved from Atari USA as a developer, but I do
not have all the other materials (they go to my "partner") they would send by
mail. If you have it, please Email me a copy of it, or if you know the specs,
please send me any info on what you know...

2840. Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-05 17:03:02 UTC
From: ZVD007@DMSWWU1C.BITNET
Message-ID: <91186.104812ZVD007@DMSWWU1C.BITNET>
Source record: 47679

Yesterday, I discovered that maccel3, the mouse-accelerator of atari, which saves the configuration in its program-file, uses Fopen with the mode readonly to open that file and writes then the data via Fwrite into it. Is that the correct way???? And why is there no error returned by GemDos?

BTW, if atari fixes this, they can do two more things: use the XBRA-method (maybe the do in maccel3, but I dont remember at the moment) and give maccel a cookie-name in ASCII, so that one can read it.

Ulrich Kuehn

2841. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-06 10:02:54 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0b8500u@nathan.ruhr.de>
Source record: 47680

In <91186.104812ZVD007@DMSWWU1C.BITNET>, U.Kuehn writes:

>Yesterday, I discovered that maccel3, the mouse-accelerator of atari,
>which saves the configuration in its program-file, uses Fopen with the
>mode readonly to open that file and writes then the data via Fwrite into
>it. Is that the correct way???? And why is there no error returned by GemDos?
Nope, that's not the correct way. GemDos doesn't care about it and fixes this
internally, KAOS won't accept it...
/s/
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

2842. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-06 17:13:29 UTC
From: danny@fiction.ms.sub.org
Message-ID: <rsm381@fiction>
Source record: 47685

ue@nathan.ruhr.de (Udo Erdelhoff) writes:

> In <91186.104812ZVD007@DMSWWU1C.BITNET>, U.Kuehn writes:

> >Yesterday, I discovered that maccel3, the mouse-accelerator of atari,
> >which saves the configuration in its program-file, uses Fopen with the
> >mode readonly to open that file and writes then the data via Fwrite into
> >it. Is that the correct way???? And why is there no error returned by GemDos?
> Nope, that's not the correct way. GemDos doesn't care about it and fixes this
> internally, KAOS won't accept it...

Some networks also can be crashed with this. They just check for read/write
permissions when *opening* the file. If you have read-only access, open the
file for reading (correct so far) and write something into it, some programs
(PAMs Net... :-) won't recognize it.

Even worse: You can manipulate files marked as read-only if you just open
'em for reading and then write...

BTW: Are you allowed to change the date/time stamp with Fdatime() when
you open a file just for reading? GEMDOS allows it, but is it logically
correct?

Daniel

2843. help!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-06 23:03:30 UTC
From: denny@lilac.cs.odu.edu
Message-ID: <1991Jul6.230330.18142@cs.odu.edu>
Source record: 47682

A friend of mine is looking to get a new machine. He will consider ST or TT if he can get some info. please forward as much info on TT030 and ST with T800 interface to me by Email including name and address of companies that sell such thank you in advance for your support of informed computer buying.

God Bless in Jesus Name.

2844. Need hertz switcher..

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-07 02:01:40 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <44046@cup.portal.com>
Source record: 47684
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Could at least one person uuencode and send me a 50 hz program ?

I try to run the "acid2" demo on my Atari 1040STf but it gives me nine bombs. I assume that I need to switch the monitor to 50hz.

If someone would fmail it to me I would be most cheerful. Seems Bart is broken and I can't get it from there (Hi Weiner! I saw the mail.shucks)

Bryan_Jones_Woodworth@cup.portal.com

2845. GNU emacs, can't get it to work... Anyone know how?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-07 02:57:00 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <5485@ryn.mro4.dec.com>
Source record: 47683
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I grabbed all 29 parts of the GNU emacs archive. I can't get it to work. It says in the "read_me" file that the termcap library is used, and that a sample file is included. I didn't see one!

I logged onto Genie, pulled the TERMCAP archive, and it has a TERMCAP file in it. It seems to define "st52" and "st52l" (50 lines). I tried setting the TERM environmental to st52, but it still complains that st52 is not powerful enough to run emacs, and it lacks the ability to move the cursor.

It hasn't been a fun Saturday! If anyone knows how to get this working I'd love some help!

Thanks!

John

2846. Determining available font sizes

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-07 03:46:16 UTC
From: jlf@cs.wvu.wvnet.edu
Message-ID: <1692@h.cs.wvu.wvnet.edu>
Source record: 47681

Is there any legally approved way of determining the sizes of the fonts
that are available when using GDOS? In particular, I want to determine the
sizes for the screen fonts. If it's important, I'm using Laser C.

Thanks!

--
Jack Forester, Jr. * #ifndef SERIOUS *
jlf@cs.wvu.wvnet.edu * # include <smileys.h> *
West Virginia University * #endif *
Dept. of Computer Science * *

2847. Re: Problem w/ TeX 3.1 at atari.archive (was Re: getting TeX up and running on your ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-07 16:48:25 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Jul7184825@acae127.cadence.com>
Source record: 47686
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <RALPH.91Jul4185158@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:

> First of all, it is true that with the new TeX 3.1, undump would
> probably not run on a 1040 since the undumped file is approx. 800 Kb!!
> (as David Paschall-Zimbel stated). The older Tex 2.9, I was able to
> undump on my old 1040 ST and it produced something a lot smaller.
the size of the undumped executable depends on the
configuration you use to compile TeX to size the arrays. for TeX 2.9 i
made up three configurations, for 1, 2 and 4M machines (see "tex.h").
similar sizing of the arrays can be done for TeX 3.0. The size in
memory of either the undumped or straight executable is no different.
Only the size on disk differs because the BSS section is now stored as
initialized data.

>
> A related question: has anyone ported BigTeX to the ST? I use the
> above undumped LaTeX and it blows up since I exhaust TeX's pool!!

dont need to port anything, just size up the arrays, and
re-compile. make sure that you size them so that you can still fit the
executable in memory.

> BibTeX under the TeX 3.1 directory at atari.archive use incompatible
the source for bibTeX was never posted (jeff long???) unfortunately.
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2848. Hertz switcher recv'd

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-07 22:47:09 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <44069@cup.portal.com>
Source record: 47687
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thank you, Weiner sent me 50hzboot.prg. Now to try acid2.
Bryan_Jones_Woodworth@cup.portal.com

2849. Yet another dead st: HELP please!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-08 05:10:11 UTC
From: hysky@polaris.utu.fi
Message-ID: <hysky.678949811@polaris>
Source record: 47688

Hi!

I have just killed my beloved ST :-(I tried to build a 2.5M ram expansion
(a new board for SIPs) and something apparently went wrong.
Now I'd like to get some info what I should examine inside that thing. I
only have a multimeter and a logic probe so please keep the instructions
simple!
Mainly I'd just like to know what's wrong and what it would cost to replace.
Is there any way to tell from a chip whether it's fried or not (pin 1=low;
it's fried etc.)? The symptoms are: it doesn't do anything, only the power
led is on. (Screen black, floppy dead...)

Any suggestions appreciated,
/hysky
hysky@polaris.utu.fi j.h.husgafvel

PS. I only have .5M installed (decided to test it first) It says on one
of the chips:aaa2801 J-07 nmbs 8837; is that a 256K SIP?

2850. Re: Determining available font sizes

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-08 09:47:46 UTC
From: tolk@opal.cs.tu-berlin.de
Message-ID: <4158@opal.cs.tu-berlin.de>
Source record: 47689

jlf@cs.wvu.wvnet.edu (Jack L Forester) writes:

> Is there any legally approved way of determining the sizes of the fonts
>that are available when using GDOS? In particular, I want to determine the
>sizes for the screen fonts. If it's important, I'm using Laser C.

Jack,
you can do the following (written in turbo-c):

```
fonth[0]=vst_point(vdi_handle,INT_MAX,&dummy,&dummy,&dummy,&dummy);
i=fonth[0]-1;
sizes=0;
do
{
i=vst_point(vdi_handle,i,&dummy,&dummy,&dummy,&dummy);
fonth[++sizes]=i--;
} while (fonth[sizes]!=fonth[sizes-1]);
sizes--;
```

Afterwards you'll find in fonth[0..sizes] the available font-sizes
in reverse order (you'll have to swap the array). the idea
is that vst_point yields the next available font-size smaller-equal i.
But this does not work, when scalable fonts will be available.

ciao
Robert Tolksdorf - Koertestr. 30 - D-1000 Berlin 61
--

+------------------+-----------------------------------+
| Robert Tolksdorf | Tel: 030-694 55 97 |
| Koertestr. 30 | |

2851. TT memory allocation

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-08 13:19:38 UTC
From: martin@minster.york.ac.uk
Message-ID: <678979177.28538@minster.york.ac.uk>
Source record: 47542
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The Atari TT has two kinds of main memory, ST compatible ``ST RAM'', and faster, but incompatible ``TT RAM''. The developers' notes describe a new flag to an extended system malloc function to say which kind of memory should be used, and also says that there are two bits in the program header which say which sort of RAM the program should be loaded into, and which sort of memory should be returned by default, by the system malloc functions.

OK so far. My problem is that I can't find anywhere a description of *which bits* in the program header contain this information! If anyone could tell me which bits I should invert to get a program to load, and execute in TT RAM I would be very grateful.

Please mail any answers to me, and I will summarize to the net any solutions.

Many thanks,

Martin
usenet: ...!mcsun!ukc!minster!martin
JANET: martin@uk.ac.york.minster
INTERNET: martin%minster.york.ac.uk@nsfnet-relay.ac.uk
surface:
Dr. Martin C. Atkins
Dept. of Computer Science
University of York
Heslington
York YO1 5DD
ENGLAND

2852. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-08 19:00:16 UTC
From: apratt@atari.UUCP
Message-ID: <2978@atari.UUCP>
Source record: 47543

danny@fiction.ms.sub.org (Daniel Roedding) writes:

>ue@nathan.ruhr.de (Udo Erdelhoff) writes:

>> In <91186.104812ZVD007@DMSWWU1C.BITNET>, U.Kuehn writes:

>> >Yesterday, I discovered that maccel3, the mouse-accelerator of atari,
>> >which saves the configuration in its program-file, uses Fopen with the
>> >mode readonly to open that file and writes then the data via Fwrite into
>> >it. Is that the correct way???? And why is there no error returned by GemDos?
>> Nope, that's not the correct way. GemDos doesn't care about it and fixes this
>> internally, KAOS won't accept it...

>Some networks also can be crashed with this. They just check for read/write
>permissions when *opening* the file. If you have read-only access, open the
>file for reading (correct so far) and write something into it, some programs
>(PAMs Net... :-) won't recognize it.

>Even worse: You can manipulate files marked as read-only if you just open
>'em for reading and then write...

>BTW: Are you allowed to change the date/time stamp with Fdatime() when
>you open a file just for reading? GEMDOS allows it, but is it logically
>correct?

>Daniel

Sigh. As everybody knows by now, GEMDOS does not check the mode you opened the file in when you try to write to it. You can read from a file you've opened for write-only, too. This is a bug, but it's the kind of bug we can't really fix. Perfectly reasonable programs and programmers have made this mistake, and their programs work because GEMDOS has never checked this. Fixing this bug means these working programs will break. I don't think the win is bigger than the lose. Naturally, nobody should rely on this bug on purpose.

In the case of networking, where you implement access rights more strictly than GEMDOS does inherently, I think checking the open mode before allowing a read or write is perfectly reasonable. I am surprised that KAOS to "fixes" this bug because it can make an otherwise-OK program "KAOS incompatible." I would be interested to know how many programs actually rely on this bug, and break under KAOS for that reason.

(Of course, KAOS isn't sanctioned by Atari in any way, and my understanding is that it might be illegal; it certainly is if it's a hacked version of TOS, as opposed to a complete rewrite without any Atari code or influence.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2853. Re: XCONTROL MODEM ACC BUG

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-08 19:06:17 UTC
From: apratt@atari.UUCP
Message-ID: <2979@atari.UUCP>
Source record: 47544

steve@thelake.mn.org (Steve Yelvington) writes:

>[neil@cs.hw.ac.uk (Neil Forsyth) writes ...]

> > I was quite surprised. I have since been told of TOS14FX2 (Atari US) and
> > TOS14FX5 (Germany). Both of which I will try ASAP.

>Since it's a very short file and *lots* of people will need it, here
>is TOS14FX2 (the official Atari Corp. version). The doc file
>specifically mentions the problem you had with XCONTROL.ACC.

Thank you for posting this, Steve. I would have done it, but I have been on vacation. I approve of (re-)posting small, freely-copyable, important Atari fixes to the net when there is a demand like this.

If you ever wonder if something is freely copyable, the best place to check is GEnie: if it was uploaded to the Atari Roundtable (*not* the Atari Developer's Roundtable) by somebody like Mike Fulton or ATARIDEV (J. Patton) or Bill Rehbock, you can reliably say that it's official and freely copyable. XCONTROL itself falls in this category now, and it's available on Atari Archive.

(The A.A. people asked me about another XCONTROL version, ostensibly from Atari France, and I had to say that it should not be made available: even if XCONTROL is freely available, and even if it was the genuine article and not an older rev or something, this other archive was probably just a collection of stuff and not "the official release archive." It makes a difference.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2854. exception vectors on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-08 20:00:46 UTC
From: vspicer@ccu.umanitoba.ca
Message-ID: <1991Jul8.200046.5734@ccu.umanitoba.ca>
Source record: 47541

Hello net world. Forgive if this question has been asked before, but is there a way to re-map the exception vectors on a TT-030 (in particular, exception vector 02, bus error)? What I'm doing is trying to debug a VME interface adaptor on the TT; so far trying to access VME RAM ($FE000000-$FEFEFFFF, A24/D16) comes up 2 bombs, which i'm interpreting to mean the VME device isn't responding to the address presented on the bus. I've put a logic analyser on the VME bus lines and monitored the AS* and Address lines, but NOTHING comes across when I try to access the VME ram locations.

So what I had in mind was to cycle thru all of VME address space waiting for signals on the AS* and VME address lines. Difficult to do when every execution gives you a bus error. Ideally I'd like to map the exception vector into a return, so it just keeps going. Or is that too simple minded?

The way I tried it was as follows:

The ST internals book describes that $008 contains a 4 byte address that is jumped to when an exception vector 02 occurs.

I just defined a little piece of code with an return (tried both RTE and RTS) and put its address in $008. The exception vector 02 no longer gives 2 bombs, but the machine locks up.

What am I doing wrong?

Thanks in advance
Vic Spicer

2855. init.o in Laser C

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-09 05:42:15 UTC
From: archbold@bluemoon.uucp
Message-ID: <51ys53w164w@bluemoon.uucp>
Source record: 47545

Hello ST wackos out there (including this one)!

I got a question about Laser C's init.o and MiNT. My brother (who is on vacation, away from our beloved ST <--poor sap) told me that he has problems with using programs written in Laser C inside of MiNT (especially when he tries to load multiple programs running simultaneously). From what he says, the program doesn't initiate itself properly and takes up too much memory (bad m_shrink perhaps?), so other programs can't load in.

He asked me to write a new init.o for him in assembler (the language I primarily work in), so I decided to see what's in the file. Using MonST I disassembled the object file and looked at it. Unfortunately MonST doesn't load the labels from object files into place like it does with the executables and GST files (when they have a symbol table).

Now, IF somebody has a disassembled init.o WITH the labels in place, then please e-mail the code to me. If not, then perhaps someone has structure of the *.O files symbol table.

And if my brother is intrinsicly wrong about the misbehaviour of Laser C compiled programs at startup, then please tell me, so that I can kill him for making an A*S of myself on internet!

Replies, flames, whatever to:
archbold%bluemoon@nstar.rn.com
or ajaszcz@magnus.acs.ohio-state.edu
or ce_jaszcz@kcgl1.eng.ohio-state.edu

2856. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-09 15:27:34 UTC
From: kurto@cc.usu.edu
Message-ID: <1991Jul9.092734.48347@cc.usu.edu>
Source record: 47546

In article <2978@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
>
> (Of course, KAOS isn't sanctioned by Atari in any way, and my understanding
> is that it might be illegal; it certainly is if it's a hacked version of
> TOS, as opposed to a complete rewrite without any Atari code or influence.)
>
> ==
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Actually, if KAOS is what I think it is then it is perfectly legal. Here
is my understanding of what you get when you buy KAOS: a set of patches
and a program to apply those patches. This is legal, they are not distributing
TOS or anything that was derived from TOS, just patches to the TOS that the
buyer already owns. This type of thing has been going on for years, especially
when appleworks came out for the Apple IIe seris, people were patching
it to work on the older Apple II+s and Franklin ACE 1000s. In fact there
were companies that built 80 column cards for the Apple II series and
distributed programs to patch ... AAARRRGGGHHH ... that spreadsheet program
that came out a long time ago (one of the first, if not the first.)

Anyway that's my point. The buyer is allowed (unless I missed something
when I bought my ST) to make any changes to his/her computer as long as
they do not distribute it without permission from Atari/Apple/Commodore/etc.

Kurt Olsen
kurto@cc.usu.edu

PS - Allan, thanks for your input in this forum, it's always nice to
hear from somebody who knows.

2857. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-09 16:19:26 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul09.161926.16737@actrix.gen.nz>
Source record: 47547

In article <2978@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
> danny@fiction.ms.sub.org (Daniel Roedding) writes:
>
> >ue@nathan.ruhr.de (Udo Erdelhoff) writes:
>
[stuff removed]
>
> (Of course, KAOS isn't sanctioned by Atari in any way, and my understanding
> is that it might be illegal; it certainly is if it's a hacked version of
> TOS, as opposed to a complete rewrite without any Atari code or influence.)
>
> ==
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

From a legal point of view, I am allowed to do what I like with my Atari,
jump on it , burn it and change the code in the Roms.

All that KAOS does is to provide a bunch of patched that you can fix
your roms, after you copy the Roms to Ram and then apply patches , then
copy Ram to Eprom.

They are not selling Ataries code but there own.

What I do with my machine is my business.

Also if it is illegal why has Atari not shut them down, put up or shut
up I would say..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

2858. Re: TT memory allocation

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-09 17:04:46 UTC
From: apratt@atari.UUCP
Message-ID: <2984@atari.UUCP>
Source record: 47551
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

martin@minster.york.ac.uk writes:
>OK so far. My problem is that I can't find anywhere a description of
>*which bits* in the program header contain this information! [about
>allowing program load and malloc to come from TT RAM]

I think it's there somewhere, but it's easier to answer this than find
it myself and tell you where to look.

One of the previously-unused longwords in the program header has been
assigned a meaning as of TOS 1.4. The least significant bit of this
longword is a flag which, when set, says "don't bother to clear the whole
TPA, just my declared BSS." The next-least significant bit declares that
the program may be loaded into alternative RAM (that is, non-ST RAM) and
the next bit declares that alternative RAM is eligible to satisfy Malloc
calls. The high byte of the longword has another meaning (too arcane to go
into here) and the other bits are reserved.

This longword is at offset $16 from the start of the program file. Thus,
the program header looks like this:

```
struct prg_header {
short magic; /* always $601a */
long tsize, dsize, bsize, ssize; /* segment sizes */
long unused; /* unused */
long prgflags; /* described above */
short absflag; /* if nonzero then no fixups */
}
```

I think program appeared recently in c.[sb].a.st which lets you set the
bits in prgflags.

```
==========================================
```
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2859. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-09 19:46:23 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <7993@tekgen.BV.TEK.COM>
Source record: 47548

In article <2978@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>
>Sigh. As everybody knows by now, GEMDOS does not check the mode you opened
>the file in when you try to write to it. You can read from a file you've
>opened for write-only, too. This is a bug, but it's the kind of bug we
>can't really fix. Perfectly reasonable programs and programmers have made
>this mistake, and their programs work because GEMDOS has never checked
>this. Fixing this bug means these working programs will break. I don't
>think the win is bigger than the lose. Naturally, nobody should rely on
>this bug on purpose.
>

This is utter bulsh*t rationalism. You are the very first person to flame
anyone who doesn't do things 100% by the book and you try to rationalize
that this bug is OK because fixing it would break programs that break
the rules? Come on. IMHO any programmer who opens a file Read-Only
and then writes to it deserves to have the program break.

---- ----
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

2860. Atari ST executable format and fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-09 22:43:09 UTC
From: crichmon@digi.lonestar.org
Message-ID: <1991Jul9.224309.27579@digi.lonestar.org>
Source record: 47549

I would like to know the format of a .PRG or .TOS file. Can someone give an explanation of how the information is arranged? How can I find the symbols and line numbers in a file that has all the debugging information in it? Any information or references to books/magazines will be appreciated.

Also, how can I load a font using a .TOS program? I do not want to use windows or dialog boxes...just change the character set of the ST. I vaguely remember some magazine article covering this, but . . . can anyone help here?

Thanks in advance.

- -

Charles Richmond crichmon@digi.lonestar.org

2861. Re: This week's program

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-10 01:18:24 UTC
From: darling@cellar.UUCP
Message-ID: <DHHu52w164w@cellar.UUCP>
Source record: 47555

In article <1991Jul4.220348.16999@infonode.ingr.com>
krzywdzi@infonode.ingr.com
(Andrew S Krzywdzinski) writes:
>In article <1991Jul2.225414.24475@menudo.uh.edu> uace0@menudo.uh.edu (ATARI
Com
puter Enthusiasts) writes:
>>DC Homey will home the mouse cursor to the center of the screen. Just
press
>><ALTERNATE>+<CONTROL>+<LEFT SHIFT>+<H> at any time.
>>
>>- mike vederman / Double Click Software
>
>What's the purpose of this program ? Is hitting 4 keys at the same time
>so much easier than moving your mouse by 1 inch ?
>I'm in the fog.

Andrew,

I asked the same thing when the original message was posted. Since then,
I've given it some thought, and I think that perhaps the Double-Click people
are having a bit of fun with us. I haven't seen the program on GEnie yet;
they might have been yanking our collective chain.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

2862. ST Schematic

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-10 02:22:01 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Jul10.022201.2315@oz.plymouth.edu>
Source record: 47550

Hello,

Probably this request cannot be meet due to legal issues (I'm not
sure). But does anyone have schematics to the 1040STf or know where I
could get a copy of them without becoming a designer for Atari?

Thanks,

Stephan

--
\/\/\/

2863. Re: ST Schematic

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-10 07:26:22 UTC
From: wilko@idca.tds.philips.nl
Message-ID: <1270@apdnm.idca.tds.philips.nl>
Source record: 47552

Hi,

It apparantly is not illegal to sell schematics, there are quite a few companies in Germany who sell them. Since I don't have an stf schematic, I can't help you, but I figure someone can.

Wilko

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) System Engineering uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: +31 55-432372 fax: +31 55-432103
'Whoever undertakes to set himself up as a judge of Truth and Knowledge
is shipwrecked by the laughter of the Gods' - A. Einstein
____

2864. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-10 08:41:44 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3375@odin.cs.hw.ac.uk>
Source record: 47557

In article <2978@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>Sigh. As everybody knows by now, GEMDOS does not check the mode you opened
>the file in when you try to write to it. You can read from a file you've
>opened for write-only, too. This is a bug, but it's the kind of bug we
>can't really fix. Perfectly reasonable programs and programmers have made
>this mistake, and their programs work because GEMDOS has never checked
>this. Fixing this bug means these working programs will break. I don't
>think the win is bigger than the lose. Naturally, nobody should rely on
>this bug on purpose.

Sigh II :-)
The list of "Why Bother Fixing" bugs is getting beyond a joke isn't it Allan?
These are just the ones I know about. Anyone know of any more?

* Lost 2 media clusters
* Malloc handles in OS pool
* Volume label identification
* Reset handling (why fix, just change the docs)
* Writing to files opened for reading
New:
* STE memory sizing

and although strictly not a bug:

* Why must we swap disks for every file when copying from one floppy
to another? Even on the TT!

>In the case of networking, where you implement access rights more strictly
>than GEMDOS does inherently, I think checking the open mode before allowing
>a read or write is perfectly reasonable. I am surprised that KAOS to
>"fixes" this bug because it can make an otherwise-OK program "KAOS
>incompatible." I would be interested to know how many programs actually
>rely on this bug, and break under KAOS for that reason.

Official Atari versions TOS *SHOULD* break the bad programs too. How are those
airhead developers ever going to learn? The Atari market is not big enough to
have any programs that are so important to keep bugs in TOS. Notice how many
developers wasted no time in updating their programs to work on the TT.

>(Of course, KAOS isn't sanctioned by Atari in any way, and my understanding
>is that it might be illegal; it certainly is if it's a hacked version of
>TOS, as opposed to a complete rewrite without any Atari code or influence.)

Illegal or not, KAOS fills a need. Atari, and you, seem totally disinterested
in supplying a fixed TOS 1.4. TOS 1.4 was released in April 1989.
One whole year later when loads of bugs had already been found we got it in
the UK. It would have been nice if we could have at least gained some benefit

from the delay. As soon as a bug is found it should be fixed. RAM versions of TOS should be distributed frequently and ROM versions updated at appropriate intervals. Such decisions are of course not yours to make but fixing bugs is.

Actually I think the KAOS upgrade works by reading your TOS into RAM, patching its bugs then writing a version to disk ready for programming on to EPROMs. So proprietary Atari code is not distributed.

BTW: Anyone seen an STE with TOS 1.62 in the UK yet? I thought not.
Does any STE owner really believe that Atari are going to let them have the new TT desktop?

Bottom line: While Atari are finally starting to produce 'upgradeable' machines like the Mega STE and TT they still see even TOS upgrades as a way of selling more machines. Sad.

>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2865. Re: ST Schematic

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-10 10:45:54 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <6005@wucc.waseda.ac.jp>
Source record: 47553

In article <1270@apdnm.idca.tds.philips.nl>, wilko@idca.tds.philips.nl (Wilko Bulte) writes:
> Hi,
>
> It apparantly is not illegal to sell schematics, there are quite a few
> companies in Germany who sell them. Since I don't have an stf schematic, I
> can't help you, but I figure someone can.
>
I actually bought a copy of the Atari Mega ST4 Service manual from a Berlin firm at a substantial cost. The Best Electronics appear to sell them but the price entry is 'CALL'. I don't think I can xerox mine and sell it to somebody else. The sellers have to have a licence to do so (it is a copyright document).

y.T.

2866. ST Schematic

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-10 11:57:21 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Jul10.115721.7091@oz.plymouth.edu>
Source record: 47559

Ooops,

Forgot to mention on my previous post asking for the board
layout, etc for the Atari 1040STf that the motherboard is reversion 2
and it is a TOS 1.2 system (2 chip). Hope this helps.

Stephan

--
\/\/\/

2867. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-10 12:33:31 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91191.115542ONM07@DMSWWU1A.BITNET>
Source record: 47554

In article <2978@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) says:
>Sigh. As everybody knows by now, GEMDOS does not check the mode you opened
>the file in when you try to write to it. You can read from a file you've
>opened for write-only, too. This is a bug, but it's the kind of bug we
>can't really fix. Perfectly reasonable programs and programmers have made
>this mistake, and their programs work because GEMDOS has never checked
>this. Fixing this bug means these working programs will break. I don't
>think the win is bigger than the lose. Naturally, nobody should rely on
>this bug on purpose.
>
>In the case of networking, where you implement access rights more strictly
>than GEMDOS does inherently, I think checking the open mode before allowing
>a read or write is perfectly reasonable. I am surprised that KAOS to
>"fixes" this bug because it can make an otherwise-OK program "KAOS
>incompatible." I would be interested to know how many programs actually
>rely on this bug, and break under KAOS for that reason.
>
>(Of course, KAOS isn't sanctioned by Atari in any way, and my understanding
>is that it might be illegal; it certainly is if it's a hacked version of
>TOS, as opposed to a complete rewrite without any Atari code or influence.)
>

Possible solutions:
(1) Provide a TSR for older GEMDOS's, so that people can check whether their
software is doing illegal things.
(2) Change things like that in future GEMDOS versions with a `backward
compatibility mode' set in a new flag in the program header.
---------- cut here ----------
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
---------- correct me if I'm wrong ----------

2868. Re: ST Schematic

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-10 14:46:58 UTC
From: wilko@idca.tds.philips.nl
Message-ID: <1272@apdnm.idca.tds.philips.nl>
Source record: 47560

In article <6005@wucc.waseda.ac.jp> ytsuji@wucc.waseda.ac.jp (Y.Tsuji) writes:
>In article <1270@apdnm.idca.tds.philips.nl>, wilko@idca.tds.philips.nl (Wilko Bulte)
writes:
>> Hi,
>>
>> It apparantly is not illegal to sell schematics, there are quite a few
>Berlin firm at a substantial cost. The Best Electronics appear to sell them
>but the price entry is 'CALL'. I don't think I can xerox mine and sell it
>to somebody else. The sellers have to have a licence to do so (it is a
>copyright document).

Allright, but the point is that you don't have to be a registered developer
or such to get to them. They cost money though..

(Those good ol' days when you got a schematic with e.g. TV sets are long over)

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) System Engineering uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: +31 55-432372 fax: +31 55-432103
'Whoever undertakes to set himself up as a judge of Truth and Knowledge
is shipwrecked by the laughter of the Gods' - A. Einstein

2869. Problems with Lattice c Version 5

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-10 14:47:02 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991Jul10.144702.3178@newcastle.ac.uk>
Source record: 47558

I have been messing around with some Gem programming using Lattice Version 5
and I ran into some problems, most have been solved but I could not get the
objc_walk() function provided by lattice (i.e. not standard gem) to work. If
any one has used this functions and has got it working I would be most grateful
for example code on how to use it.

Dave J

--

+-------------------------------------+---------------------------------------+
David M. Johnson	If the radiance of a thousand suns
c/o Electrical and Electronic Eng.	were to burst at once in the sky,
Merz Court	That would be like the splendor
Newcastle University	of the Mighty One...
Newcastle upon Tyne	I am become Death
NE1 7RU	The destroyer of worlds.
+-------------------------------------+
Janet : D.M.Johnson@uk.ac.newcastle	
ARPA : D.M.Johnson@newcastle.ac.uk	The Mahbharata.
UUCP : ...ukc!newcastle!D.M.Johnson	
+-------------------------------------+---------------------------------------+

2870. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-10 15:01:26 UTC
From: raichle@azu.informatik.uni-stuttgart.de
Message-ID: <RAICHLE.91Jul10170126@azu.informatik.uni-stuttgart.de>
Source record: 47556

```
In article <91191.115542ONM07@DMSWWU1A.BITNET> Julian F. Reschke writes:
> In article <2978@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) says:
> >Sigh. As everybody knows by now, GEMDOS does not check the mode you opened
> >the file in when you try to write to it. You can read from a file you've
> >opened for write-only, too. This is a bug, but it's the kind of bug we
> >can't really fix. Perfectly reasonable programs and programmers have made
^^^^^^^^^^^^ ;-)
> >this mistake, and their programs work because GEMDOS has never checked
> >this. Fixing this bug means these working programs will break. I don't
> >think the win is bigger than the lose. Naturally, nobody should rely on
> >this bug on purpose.
>
> Possible solutions:
> (1) Provide a TSR for older GEMDOS's, so that people can check whether their
> software is doing illegal things.

A good idea!! (...and blame all programmers who have done illegal things!)

> (2) Change things like that in future GEMDOS versions with a `backward
> compatibility mode' set in a new flag in the program header.

YAFPH? (= Yet Another Flag in the Program Header? ;-)
How many `backward compatibility mode' flags will the future GEMDOS version
have? (How about a TOS 1.0 and 1.2 ... compatibility flag?)

It's better to provide a TSR for these old programs (with the illegal
write on read-only files) to run on a "bug-free" future GEMDOS.

-bernd

------------------------------------------------------------------------------
Bernd Raichle, Student der Universit"at Stuttgart | "Le langage est source
privat: Stettener Str. 73, D-7300 Esslingen | de malentendus"
email: raichle@azu.informatik.uni-stuttgart.de | (A. de Saint-Exupery)
```

2871. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-10 17:55:06 UTC
From: danny@fiction.ms.sub.org
Message-ID: <rsm395@fiction>
Source record: 47565

apratt@atari.UUCP (Allan Pratt) writes:

> Sigh. As everybody knows by now, GEMDOS does not check the mode you opened
> the file in when you try to write to it. You can read from a file you've
> opened for write-only, too.

Yes. Another interesting fact: If you Fcreate() a file with the vol label
attribute, you're allowed you read/write the long the file is open. If it
is closed, the data are stored on the disk, but there's no way to get 'em
back. :-(

> This is a bug, but it's the kind of bug we
> can't really fix.

Technically no problem. Just another field in GEMDOS' handle structure
which is checked once before each read/write operation.

> Perfectly reasonable programs and programmers have made
> this mistake, and their programs work because GEMDOS has never checked
> this. Fixing this bug means these working programs will break. I don't
> think the win is bigger than the lose.

Most of the programs are correct. Our network file system really checks
the read/write permissions and we found only very few programs that break
down. The most common error in file handling you find are programs relying
on the range of handles they'll get back. For example, programs like
1st Word Plus, GFA-Basic etc. use signed char variables to store their
file handles. Other programs crash when they get DTA's in which the first
21 bytes do not comply to the way GEMDOS uses them. (We store other things
in the reserved area, normally nobody should care and we take care that
the old GEMDOS routines won't get any of our DTA's)

Another interesting bugs: Turbo C checks for handle numbers greater than
100. These handles are regarded as internal buffers and no real file accesses
are made, but TC tries to retrieve the file information from it's own
text buffer structures. So every network driver working with file handles
greater than 100 will cause a TC crash. :-(

I could tell a lot of similar stories. Even the TOS 1.0 file selector box
seems to be not quite correct in handling the DTAs. Just write a mail if
you want to know more... :-)

> In the case of networking, where you implement access rights more strictly
> than GEMDOS does inherently, I think checking the open mode before allowing
> a read or write is perfectly reasonable.

It's *necessary*... Our file server sets up a file system with divided owner/access group/default attribs (similar to *ix file systems). So we *have* to check the permissions.

But back to the old question (it's a theoretical one, but anyway...): Are you allowed to manipulate the date/time stamp if you just open a file for reading? Ok ... GEMDOS won't complain, but is it legal or not? Should a network file server accept such a request?

Daniel

2872. Overscan in Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-10 20:06:38 UTC
From: CCC_BALL@rzmain.rz.uni-ulm.de
Message-ID: <1991Jul10.220842.22657@rusmv1.rus.uni-stuttgart.de>
Source record: 47561

Is it possible that the Overscan doesnt run in the Mega STE?


```
------------------------------------------------------------------------------
! Bitnet: ccc_ball@dulruu51.bitnet Internet: ccc_ball@rzmain.rz.uni-ulm.de !
! Joerg Ballschmiter Gartenhalde 68 D-7900 ULM-Maehringen GERMANY !
! Chaos Computer Club ULM !
------------------------------------------------------------------------------
```

2873. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-10 20:17:16 UTC
From: apratt@atari.UUCP
Message-ID: <2986@atari.UUCP>
Source record: 47564

>In article <2978@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>>Fixing this bug means these working programs will break. I don't
>>think the win is bigger than the lose. Naturally, nobody should rely on
>>this bug on purpose.
>>

boblu@tekgen.BV.TEK.COM (Robert Luneski) writes:
>This is utter bulsh*t rationalism.

Actually, I think you meant "a rationalization," not "rationalism." I would say that it is EXCELLENT rationalism: it is rational for you to to be conservative in what you demand of the machine and OS, and for me to be liberal in what the machine will allow.

>IMHO any programmer who opens a file Read-Only
>and then writes to it deserves to have the program break.

If it were your program, or a program you use and rely on, you might not feel that way. I am reluctant to fix this because I don't know what programs will break. It could be just a few little hacks, and it could be some big title which would cause a huge uproar. Who can tell?

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2874. GEM and C help...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-11 00:05:35 UTC
From: wernst@sdcc13.ucsd.edu
Message-ID: <21439@sdcc6.ucsd.edu>
Source record: 47562
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm a C newbie and am having a little trouble working with GEM. Is there a standard way of dealing with GEM objects? Beyond "objc_change," I mean -- I'll need to edit flags and such. I've fiddled with a few ways, none of which seem very elegant. Could someone post some code that will show how to load up a random number of trees and edit any particular attribute of any of those trees?

Thanks...

2875. FATSPEED problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-11 01:13:06 UTC
From: marc@sequoia.cray.com
Message-ID: <042129.6773@timbuk.cray.com>
Source record: 47563

Hi People,

Long time, no see... our news feed was slightly stuffed over the past week or so... Anyway, I tried to post something a while back, but I doubt that it got through, so I'll repeat it here. Apologies if it did manage to get to the net..

Well, having received lots of advice to install FATSPEED to overcome the slooow HD write problem I had, I finally got down to it. BTW, thanks to all those who replied -- one person even phoned!

My new problem is that I can't write to my HD!! It thinks the partition is full (rubbish!). Also, `show information' results in four bombs (illegal instruction exception). Renaming and deleting files still works :-|

I cleared out my AUTO folder, so I'm running only ICDBOOT.SYS, FATSPEED.PRG and STARTGEM.PRG (I run NeoDesk 2.06 over TOS 1.0). Still no joy. Does anyone know of a problem interworking with NeoDesk? I've had compatibility problems with it before, so I wouldn't be surprised... I haven't exhausted all avenues of research, but I thought, hell, someone out there must have done all this before me... :-)

As ever, any and all help much appreciated.

Cheers,

[M][a][r][c]


```
##############################################################################################################
# # marc@sequoia.cray.com # . . #
# Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_ #
# Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_) #
# +44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | | #
# # ...!ukc!crayuk!M.Bouron (UUCP) # #
##############################################################################################################
```


P.S. Tried to mail Ulrich Kuebler (Fatspeed author) but couldn't get through...

2876. Memory upgrade for 1040STF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-11 11:29:52 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <6010@wucc.waseda.ac.jp>
Source record: 47566

A friend of mine has a 1040STF and wants to upgrade the memory to
4 Megabytes. I wonder if kind souls can let us know where he can
place an order for the DIY kit from. Preference No One is an
unpopulated board on which Mac type SIMMs can be inserted. Preference
No Two is yet another unpolulated board on which one megabit ZIL chips
can be planted. He is a newcomer from Germany, so German addresses
are welcome. (I have a feeling US vendors tend to sell cheaply.)
Incidentally, we are not afraid of soldering.

Please send your kind replies to ytsuji@cfi.waseda.ac.jp

thanks.
Y.T.

2877. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-11 11:53:38 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5507@syma.sussex.ac.uk>
Source record: 47568

From article <3375@odin.cs.hw.ac.uk>, by neil@cs.hw.ac.uk (Neil Forsyth):
> Sigh II :-)
> The list of "Why Bother Fixing" bugs is getting beyond a joke isn't it Allan?
>
> and although strictly not a bug:
>
> * Why must we swap disks for every file when copying from one floppy
> to another? Even on the TT!

(This is getting a bit beyond 'tech' subject matter, but perhaps not
too far beyond)

I'm amazed that the new TOS versions haven't changed this. At least one
alternative desktop program fixed this years ago. It's been a long time
since I tried to copy files using a single floppy system without even a
ramdisk, but I remember the frustration when I started. I know there
are still new users who are undergoing similar frustrations.

> Illegal or not, KAOS fills a need. Atari, and you, seem totally disinterested
> in supplying a fixed TOS 1.4. TOS 1.4 was released in April 1989.
> One whole year later when loads of bugs had already been found we got it in
> the UK. It would have been nice if we could have at least gained some benefit
> from the delay.

Agreed. As Neil said in a previous posting, can we in the UK borrow
Alwin Stumpf for a little while please? Talking of TOS 1.4 fixes, is
there any technical reason to use the 'official TOS14FX2.PRG rather than
Karsten Ivanovic's TOS14FX5.PRG? Does the official fix use XBRA and/or
the cookie jar?

> BTW: Anyone seen an STE with TOS 1.62 in the UK yet? I thought not.
> Does any STE owner really believe that Atari are going to let them have the
> new TT desktop?

I haven't seen any 1.62s. There's no point looking for them in the
shops because, in Brighton at least, they all have ancient, dirty STFs
for the kids to try out games on. Still I do know someone who bought an
STE mail order recently. I'll check on it.

TT desktop? You've got XCONTROL, Neil - are you never satisfied??
:-) :-)

Cheers,

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK

Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

2878. Re: CITIZEN 1.44 drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-11 11:56:02 UTC
From: lars@uni-paderborn.de
Message-ID: <1991Jul11.115602.18225@uni-paderborn.de>
Source record: 47567

hb9zz@bernina.ethz.ch (Marco Zollinger) writes:

>I bought a CITIZEN drive to use with the HD 16MHz hack. The drive works
>fine, and can read and write discs at 1.44 Mb. THe only problem is that
>have to switch the clock per hand since I can't get the drive to output
>the HD signal on the SASI bus. Does somebody have a solution to this
>problem (ie. jumper setting, alternate output pin instead of 2...)

>Ok, thanks in advance for the help

I've the same problem with my CHINON drive. No HD-output at the
shugart-bus.

Is anybody able to help?

Lars <lars@uni-paderborn.de>

There is a theory which states that if anyone discovers what the Universe
is for and why it is here, it will instantly disappear and be replaced by
something even more bizarre and inexplicable.
There is another theory which states that this has already happened.
(The restaurant at the end of the universe/Douglas Adams)

2879. Re: FATSPEED problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-11 13:13:02 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul11.131302.26115@actrix.gen.nz>
Source record: 47571

In article <042129.6773@timbuk.cray.com> marc@sequoia.cray.com (Marc Bouron) writes:
>
> Hi People,
>
> Long time, no see... our news feed was slightly stuffed over the past week or
> so... Anyway, I tried to post something a while back, but I doubt that it got
> through, so I'll repeat it here. Apologies if it did manage to get to the net..
>
> I cleared out my AUTO folder, so I'm running only ICDBOOT.SYS, FATSPEED.PRG and
> STARTGEM.PRG (I run NeoDesk 2.06 over TOS 1.0). Still no joy. Does anyone know
> of a problem interworking with NeoDesk? I've had compatibility problems with it
> ##
> # # marc@sequoia.cray.com # . . #
> # Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_ #
> # Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_) #
> # +44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | | #
> # # ...!ukc!crayuk!M.Bouron (UUCP) # #
> ##
>
> P.S. Tried to mail Ulrich Kuebler (Fatspeed author) but couldn't get through...

Well for one thing, I would sujest you get TOS 1.4, I now have it, and find
that is fixes a lot of Problems and head aches..

Note: Is Fatspeed the First thing in you Auto Folder, this is a Must..
If not get Autosort, this lets you put the Auto files in the correct order.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

2880. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-11 13:15:47 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91192.143026ONM07@DMSWWU1A.BITNET>
Source record: 47569

Organisation: Westfaelische Wilhelms-Universitaet, Muenster, Germany
Date: Thursday, 11 Jul 1991 14:23:45 MES
From: <ONM07@DMSWWU1A.BITNET>
Message-ID: <91192.142345ONM07@DMSWWU1A.BITNET>
Newsgroups: comp.sys.atari.st.tech
Subject: Re: Writing to read-only files
References: <A0b8500u@nathan.ruhr.de> <rsm381@fiction> <2978@atari.UUCP>
<7993@tekgen.BV.TEK.COM> <2986@atari.UUCP>

In article <2986@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) says:
>If it were your program, or a program you use and rely on, you might not
>feel that way. I am reluctant to fix this because I don't know what
>programs will break. It could be just a few little hacks, and it could be
>some big title which would cause a huge uproar. Who can tell?
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Things like that HAVE to be fixed if SOMEDAY an future TOS will allow
multitasking. So why not do it NOW and release a TSR bug fix for ill behaved
programs?
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

2881. Re: This week's program

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-11 13:39:13 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jul11.133913.7507@menudo.uh.edu>
Source record: 47570

In article <DHHu52w164w@cellar.UUCP> darling@cellar.UUCP (Darling) writes:
>In article <1991Jul4.220348.16999@infonode.ingr.com>
>krzywdzi@infonode.ingr.com
>(Andrew S Krzywdzinski) writes:
>>In article <1991Jul2.225414.24475@menudo.uh.edu> uace0@menudo.uh.edu (ATARI
>Com
>puter Enthusiasts) writes:
>>>DC Homey will home the mouse cursor to the center of the screen. Just
>press
>>><ALTERNATE>+<CONTROL>+<LEFT SHIFT>+<H> at any time.
>>>
>>>- mike vederman / Double Click Software
>>
>>What's the purpose of this program ? Is hitting 4 keys at the same time
>>so much easier than moving your mouse by 1 inch ?
>>I'm in the fog.
>
>Andrew,
>
>I asked the same thing when the original message was posted. Since then,
>I've given it some thought, and I think that perhaps the Double-Click people
>are having a bit of fun with us. I haven't seen the program on GEnie yet;
>they might have been yanking our collective chain.
>
>
>^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

Let me just say that every program we have written thus far has either:

a) Been suggested to us by someone (they have a real need)
b) Been required by us (we have a real need). After all, necessity is the mother of invention.

On our STacy, the LCD screen is all but black (I sure wish Atari didn't sell us a unit known to have LCD problems, it's just about unusable) and finding the mouse on the screen (considering the screen dimness and blur) is nearly impossible. Thus, DC Homey allows us to quickly place the mouse in a known position.

Others have stated that they would find it useful when that pesky alert box appears in the middle of a screen and you have _no_ mouse cursor. I guarantee that I used to 'go to one corner' and work from that, but this is far simpler and quicker for hitting CANCEL (how accurate do you move diagonally?).

Anyway, keep looking for the weekly posts.

I _GUARANTEE_ that a bona fide use for every program we write does exist. Whether you find it of use is up to you.

- mike vederman

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2882. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-11 14:12:45 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Jul11.141245.8340@cs.yale.edu>
Source record: 47572

In article <2986@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>If it were your program, or a program you use and rely on, you might not
>feel that way. I am reluctant to fix this because I don't know what
>programs will break. It could be just a few little hacks, and it could be
>some big title which would cause a huge uproar. Who can tell?
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Unfortunately things are not so simple. This bug not only prevents
certain illegal programs from breaking, it can also cause one to lose
data (if I understand it correctly). Imagine a text editor that opens
a file "read-only", depending on GEMDOS to prevent the file from being
modified. What are you going to say to the user whose file gets
trashed?

I sympathise with the position you are in, but in the long run, I
think it is better to fix bugs (and provide TSR's for downward
compatibility where necessary) rather than leave them there for
developers to struggle with. You want people to write programs
"according to the rules", but this is a little much to expect if the
documentation doesn't match the reality. So you either need to fix
the bug or revise the documentation to make clear that it is the
application's responsibility to keep track of which open files are
writable and to never call Fwrite on a read-only file.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

2883. Re: FATSPEED problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-11 14:38:55 UTC
From: schultzd@silver.egr.msu.edu
Message-ID: <1991Jul11.143855.945@msuinfo.cl.msu.edu>
Source record: 47573

FATSPEED always has to be executed FIRST in the autofolder.

Either 1.) Use a utility that can change the order of execution

OR 2.) Take eveything out and replace the prgs in the order
to be executed.

--
||| David W. Schultz |||
||| uunet[!rutgers!mailrus]!frith!schultzd |||
/ | \ Work Phone: (517)-353-8891 / | \
/ | \ "All I see Pornographitti, All I hear Pornographitti..." / | \

2884. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-11 15:59:05 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul11.155905.3050@informatik.uni-erlangen.de>
Source record: 47574

fischer-michael@cs.yale.edu (Michael Fischer) writes:

>documentation doesn't match the reality. So you either need to fix
>the bug or revise the documentation to make clear that it is the
>application's responsibility to keep track of which open files are
>writable and to never call Fwrite on a read-only file.

I vote for fixing the bug. If it is not fixed, all those virtual
memory programming feats you are now probably busy with at Atari
to allow memory protection are worthless - I don't need to poke
into another's process address space to make it crash, it is sufficient
to open a file that this process currently is reading, and then to
overwrite it.

To ease persuading the marketing dept., all the major applications should be
tested using a TSR that controls file access, and those programmers
who ran into this bug should be notified.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2885. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-11 16:00:44 UTC
From: piet@cs.ruu.nl
Message-ID: <1991Jul11.160044.19977@cs.ruu.nl>
Source record: 47575

```
>>>>> boblu@tekgen.BV.TEK.COM (Robert Luneski) (RL) writes:

RL> the rules? Come on. IMHO any programmer who opens a file Read-Only
RL> and then writes to it deserves to have the program break.

But the customer who bought a program like that does not deserve it.
--
Piet van Oostrum <piet@cs.ruu.nl>
```

2886. Re: Writing to read-only files / ST s/w

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-11 16:36:50 UTC
From: pegram@kira.UUCP
Message-ID: <1991Jul11.163650.18407@uvm.edu>
Source record: 47576

```
From article <2986@atari.UUCP>, by apratt@atari.UUCP (Allan Pratt):
>>In article <2978@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>>>Fixing this bug means these working programs will break. I don't
>>>think the win is bigger than the lose. Naturally, nobody should rely on
>>>this bug on purpose.
>>>
>
> boblu@tekgen.BV.TEK.COM (Robert Luneski) writes:
>>This is utter bulsh*t rationalism.
>
> Actually, I think you meant "a rationalization," not "rationalism." I would
> say that it is EXCELLENT rationalism: it is rational for you to to be
> conservative in what you demand of the machine and OS, and for me to be
> liberal in what the machine will allow.
>
>>IMHO any programmer who opens a file Read-Only
>>and then writes to it deserves to have the program break.
>
> If it were your program, or a program you use and rely on, you might not
> feel that way. I am reluctant to fix this because I don't know what
> programs will break. It could be just a few little hacks, and it could be
> some big title which would cause a huge uproar. Who can tell?
>
> ========================================
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Yep, that's what he meant all right. Hey, why not try it and see, or
ask for feedback from KAOS users 8-). A cold day in hell you'll ask
them you say??! 8-) 8-). Anyway, why not provide (or solicit) back
compatibility TSRs or such. I'd prefer a more and more reliable OS,
as a user, and would bug developers to make programs that worked with
it. The back compatibility TSRs would help me, and also developers,
since, they could simulate all earlier TOSes, depending on which TSRs
were loaded on a current (TOS wise) machine. Note: I mean TSRs
(autofolder loaded) not desk accs.

On another topic, has everyone else but me noticed the dearth of
commercial Software being advertised in the U.S.? Even places that
used to list all their software in what magazines are left, now
mention only hardware or games (notably Joppa). I need some stuff and
am scrambling to find it now. STs need help bad in the U.S.!!!

Bob Pegram
```

pegram@{griffin,sadye,kira,newton}.uvm.edu
or
...!uvm-gen!pegram

2887. Intercepting key presses?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-11 19:45:11 UTC
From: erik@mcrware.UUCP
Message-ID: <7307@mcrware.UUCP>
Source record: 47580

How can one latch on to a key press to execute some task. What I have in mind is running some resident code when some key combination is pressed.

As I see (just a guess though), you could write your own packet handler to grab those special codes (passing everthing else to the previous handler). In theory this sounds good, but would it work? In my Laser C manual, it says that your handler should take less than a millisecond. Is this requirement or recommendation (will longer routines crash the system or just slow it down).

Another approach I imagine would be to intercept some BIOS routine.

If you know how current programs (mostly TSRs I imagine) do this, I, as well as probably many others, would like to know.

For discussion, we can pretend our routine is either a program that takes a snapshot of the screen and saves it to a file (resulting in a long interrupt), or even more simple, a routine that blacks out the color registers, and restores them with another keypress (screen saver).

Erik R Johnson

2888. Re: This week's program

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-11 20:53:19 UTC
From: piet@cs.ruu.nl
Message-ID: <1991Jul11.205319.22333@cs.ruu.nl>
Source record: 47577

```
>>>>> uace0@menudo.uh.edu (Michael B. Vederman) (MBV) writes:

MBV> Others have stated that they would find it useful when that pesky
MBV> alert box appears in the middle of a screen and you have _no_ mouse
MBV> cursor. I guarantee that I used to 'go to one corner' and work from
MBV> that, but this is far simpler and quicker for hitting CANCEL (how
MBV> accurate do you move diagonally?).

Another useful one would then be a program that brings the mouse up on a
magical keystroke combination (or would that be too hard?)
--
Piet van Oostrum <piet@cs.ruu.nl>
```

2889. ICD Advantage Host adapter problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-11 23:43:49 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1991Jul11.234349.9563@monu6.cc.monash.edu.au>
Source record: 47601

HELP!

I have recently bought an ICD Avantage Host Adapter and am having muchos problems getting it to work properly. My setup is as follows;

Mega ST4
External B drive, 720k
80Watt external power supply
Quantum Prodrive 40S, LUN 0
AdSCSI Host Adapter

all the relevant connections are correct, that I have gone through a dozen times. I boot from the floppy and all is ok. I run IDCFMT.PRG and it find the drive and recognises the type of drive. The formatting and partitioning goes on normally, no problems found. I prepare 3 partitions, C, D, E, 10Mb, 15Mb, 15Mb respectively. Interleave is set to 1. This proceedure run faultlesly.

Next I use HDUTIL.PRG. My set preference is to have the harddisk autoboot. Then I go to configure the driver, write verify is enabled, read and write caching is disabled and the remaining parameters are left at the default values. Then I exit the program and reboot the system. This is where my problems begin.

I allow 15secs for the hard drive to startup, then I turn my machine on. Two out of three tries the system will boot BUT no files will show in the C partition and GEM(TOS) will indicate an error with the drive. Yes I have run BOOTFIX.TOS (V2.10), it does no good. Randomly, C drive will not even boot.

What am I doing wrong, I have followed the instruction manual verbatim and also tried other approaches but no success. The DMA cable is the one supplied by ICD the SCSI cable I made myself (3 inches long). One other curious thing is that my Host Adapter is modified, ie, does not match the diagram at the back of the manual. U3 a GAL is replaced by a small PCB which has a GAL, 3 diodes and an LM311 comparator. What is this supposed to cure ???.

Any help would be most appreciated. If I am doing something obviously wrong then tell me, if not any ideas would be most welcomed.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * ignorance' *
* 900 Dandenong Rd, Caulfield East **
* VIC, 3145. Australia. *
* Tel (61) (3) 573 2355/2519. Fax (61) (3) 573 2350 *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *

2890. Re: ST Schematic

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-11 23:48:13 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jul11.234813.933@watmath.waterloo.edu>
Source record: 47579

In article <1991Jul10.022201.2315@oz.plymouth.edu> pyr579@oz.plymouth.edu (Technoid) writes:

In article <1991Jul10.022201.2315@oz.plymouth.edu> you write:
>
> Probably this request cannot be meet due to legal issues (I'm not
>sure). But does anyone have schematics to the 1040STf or know where I
>could get a copy of them without becoming a designer for Atari?

Sams is a well known publisher of electronic circuits. You
should be able to find what you want from them.

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
internet: ljdickey@watmath.UWaterloo.ca BITNET/EARN: ljdickey@watdcs
obsolescent?: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey

2891. CPX how-to guide?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-12 05:32:35 UTC
From: jjung@aludra.usc.edu
Message-ID: <18332@chaph.usc.edu>
Source record: 47578

Does anyone have the official guidelines to writing CPX's (Control Panel eXtensions) for the new Atari ST CPX accessory? I'd like to take a crack at doing some Laser C coding again; any information (preferably with source) would be appreciated.

Please e-mail all replies. Thanks in advance.

--R.J.
B-)

^^^

2892. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-12 07:58:42 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3396@odin.cs.hw.ac.uk>
Source record: 47583

In article <2986@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
> ... I am reluctant to fix this because I don't know what
>programs will break. It could be just a few little hacks, and it could be
>some big title which would cause a huge uproar. Who can tell?

Oh come on Allan! Who in their right mind is gonna create a stink when you break a program because you fixed a bug? If you change a documented practice you'd deserve some blasting (eg. resvector).

I say fix it now then issue a note to developers. If the companies that produced the errant software are still in business they'll release a new version for sure and supply it, or a patch, to existing owners.

TOS should not be allowed to suffer because of these programs.

>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 writes!" !
+---+

2893. Re: crabs -- Screen-eating program for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-12 08:49:24 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul12104924@orion.laas.fr>
Source record: 47391
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There seems to be a problem with the crabexe.lzh file that was posted.
Neither Unix uudecode or uud or even uud on my ST could decode this
file.

In article <binaries.15.53@twitterpater.eng.sun.com> koreth@twitterpater.eng.sun.com
(Steven Grimm) writes:

```
| table
| !"#$%&'()*+,-./0123456789:;<=>?
| @ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_
| begin 644 crabexe.lzh
| M'\TM;&@Q+68< !:-0 0E6K%B "4-204)3+E144,*)]FFQF'NG[!@R#==Cz
| M0SK72P UW;UG[MOM>J6TW[!9;2FD7#2FHL$R,!K)<!$Y[P E97YY2AG?OFEZy
...
| M-44-MP8$40/Q)&)FC;N[@]\8+$">_"0G,S-.MNAR!;:^RC0$5AC:LUC.(LF/w
| M<\=+6)+<S:26 N/R[BH+F5;9=W#R>.@[0?,ISZ;SD$2P6N+8TPQ^;:!;@W!v
| M$7Z'5@D@;_%+ZQF0B/:J<OGCD^IW L-IEBM>Q?#DN/07BQRBS(F_0^<'T$C2u
| ..8>OG83<SX LGU[._T "Jt
| s
| end
```

On the ST uud complained about the sequence letter <J> in the next to
last line. The Unix versions all did a nice `segmentation violation.'
Have others successfully recovered this file?

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Telephone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
THINK: Due to IMF & World Bank policies 100 million Latin American children are
living, eating, and sleeping in the streets -- Le Monde Diplomatique

2894. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-12 14:33:22 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul12.143322.13947@informatik.uni-erlangen.de>
Source record: 47582

lunnon@qut.edu.au writes:

> While you're at it can we have about 3 dozen more windows please
>(Same brain-dead thinking --- yes I heard the excuse about n+1 but its just
>that, an excuse !)????

IMHO, with MultiTOS more windows are not just a convenience, but a necessity.
Therefore: Backing vocals from

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2895. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-12 14:42:51 UTC
From: brett@nsx.Berkeley.EDU
Message-ID: <1991Jul12.144251.16668@visix.com>
Source record: 47584

```
In article <1991Jul12.214018.31684@qut.edu.au>, lunnon@qut.edu.au writes:
|>
|> In article <7993@tekgen.BV.TEK.COM>, boblu@tekgen.BV.TEK.COM (Robert Luneski) writes:
|> >
|> > In article <2978@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
|> >>
|> >>Sigh. As everybody knows by now, GEMDOS does not check the mode you opened
|> >>the file in when you try to write to it. You can read from a file you've
|> >>opened for write-only, too. This is a bug, but it's the kind of bug we
|> >>can't really fix. Perfectly reasonable programs and programmers have made
|> >>this mistake, and their programs work because GEMDOS has never checked
|> >>this. Fixing this bug means these working programs will break. I don't
|> >>think the win is bigger than the lose. Naturally, nobody should rely on
|> >>this bug on purpose.
|> >>
|> >
|> > This is utter bulsh*t rationalism. You are the very first person to flame
|> > anyone who doesn't do things 100% by the book and you try to rationalize
|> > that this bug is OK because fixing it would break programs that break
|> > the rules? Come on. IMHO any programmer who opens a file Read-Only
|> > and then writes to it deserves to have the program break.

I would agree with Atari's position on this matter is a large part of the
installed software base made use of (illegally) this bug. Has Atari done any
research in this area? Are there many commercial programs that write to
read-only files? Other companies have kept around certain side-effects from
routines in their OS because developers made use of them, and they too were
bugs.

This seems like a very dangerous type of bug to choose to leave in any OS.

--
__
Brett Bourbin \ / /(_ /\/ 11440 Commerce Park Drive
..!uunet!visix!brett \/ / __)/ /\ Reston, Virginia 22091
brett@visix.com Software Inc (703) 758-2733
```

2896. Readind Read_only files???

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-12 18:19:22 UTC
From: hohr@cernvax.cern.ch
Message-ID: <6143@cernvax.cern.ch>
Source record: 47585

Hi Atarians,

If I set NEWDESK.INF as being read-only, I can't read it
with "READ A .INF FILE" (or something like that: I've the
french version of TOS 2.05).

Is this on my MEGA STE4 only or do you have the same problem?

Regards.

Roger hohr@cernvax.cern.ch

2897. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-12 19:24:17 UTC
From: kurto@cc.usu.edu
Message-ID: <1991Jul12.132417.48392@cc.usu.edu>
Source record: 47586

OK, now that everybody has decided they would like this fixed, why doesn't somebody (DC, hint, hint) write a auto program that fixes this. Then after it is distributed, and everyone who thinks the write-to-read-only files is a problem can see what kind of effect it will have on the current software.

Personally I think that this would give us (us being everyone, including Atari) a better idea of what the effects of repairing this would be.

Anyone else think this is a good idea?

Kurt Olsen
kurto@cc.usu.edu

2898. DC weekly post - 7/12

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-13 00:22:08 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jul13.002208.11694@menudo.uh.edu>
Source record: 47587
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This week's program has been sent to atari.archive.umich.edu (ftp site) and comp.binaries.atari.st.

DC Disk Stat gives you * a lot * of disk structure information about the disk of your choice. Stats include sectors, sectors per track, tracks, clusters, sides, (much more), etc.

DC Disk Stat has an easy-to-use GEM interface and can be run as a desk accessory or a program.

100% assembly. ST, STe and TT compatible. (Not LOW rez).

(This is no joke.)

- mike vederman / double click software

BTW - we are _always_ taking ideas for more weekly programs!
--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2899. MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-13 01:12:15 UTC
From: robart@agora.rain.com
Message-ID: <1991Jul13.011215.7630@agora.rain.com>
Source record: 47588
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The Amiga has six (6) hardware timers.

2900. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-13 02:40:18 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Jul12.214018.31684@qut.edu.au>
Source record: 47581

In article <7993@tekgen.BV.TEK.COM>, boblu@tekgen.BV.TEK.COM (Robert Luneski) writes:
>
> In article <2978@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>>
>>Sigh. As everybody knows by now, GEMDOS does not check the mode you opened
>>the file in when you try to write to it. You can read from a file you've
>>opened for write-only, too. This is a bug, but it's the kind of bug we
>>can't really fix. Perfectly reasonable programs and programmers have made
>>this mistake, and their programs work because GEMDOS has never checked
>>this. Fixing this bug means these working programs will break. I don't
>>think the win is bigger than the lose. Naturally, nobody should rely on
>>this bug on purpose.
>>
>
> This is utter bulsh*t rationalism. You are the very first person to flame
> anyone who doesn't do things 100% by the book and you try to rationalize
> that this bug is OK because fixing it would break programs that break
> the rules? Come on. IMHO any programmer who opens a file Read-Only
> and then writes to it deserves to have the program break.

Here Here...

This bug (which I din't know existed till recently :-) should go, if it breaks programs tough... patches will appear or the program will die. This bug should be elliminated and at the same time the braindead fixed pool malloc should go too. I really don't care if this breaks programs that think successive mallocs will be contiguous. I can think of many cases in which they may not (since Malloc is first fit).

While you're at it can we have about 3 dozen more windows please
(Same brain-dead thinking --- yes I heard the excuse about n+1 but its just that, an excuse !)????

BOB
R.lunnon@qut.edu.au

2901. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-13 03:50:38 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b8gsge@jonh.wimsey.bc.ca>
Source record: 47589

In <1991Jul12.132417.48392@cc.usu.edu>, kurto@cc.usu.edu writes:
>
>OK, now that everybody has decided they would like this fixed, why doesn't
>somebody (DC, hint, hint) write a auto program that fixes this. Then after
>it is distributed, and everyone who thinks the write-to-read-only files is
>a problem can see what kind of effect it will have on the current software.
>
>Personally I think that this would give us (us being everyone, including
>Atari) a better idea of what the effects of repairing this would be.
>
>Anyone else think this is a good idea?

I just looked up the Fopen call, and it seems to me that it's
a pretty trivial patch on any application found opening a file in the
wrong mode. If there are applications around which have this bug, but are
unsupported at this time, it wouldn't take much to patch them. It certainly
doesn't seem to be as sticky as the applications which expected malloced
memory to be contiguous.
Sometimes a blanket policy is not the best.
Add me to the list of people who'd love to see more windows, even
without multitasking.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

2902. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-13 13:53:48 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0b8i9do@nathan.ruhr.de>
Source record: 47595

In <1991Jul12.132417.48392@cc.usu.edu>, kurto@cc.usu.edu writes:

>OK, now that everybody has decided they would like this fixed, why doesn't
>somebody (DC, hint, hint) write a auto program that fixes this. Then after
>it is distributed, and everyone who thinks the write-to-read-only files is
>a problem can see what kind of effect it will have on the current software.
>
>Personally I think that this would give us (us being everyone, including
>Atari) a better idea of what the effects of repairing this would be.

Good idea so far. But I think we should swap lists of software tested and
the results. Ok, this would mean creating black lists of software with this
kind of bug. And I think (or better, I hope) that the software companies
do not wish to appear on those lists.
I would also vote for publishing these lists within other nets or the
atari magazines. RFC
/s/
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

2903. Help with UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-13 15:26:14 UTC
From: 72347.2767@CompuServe.COM
Message-ID: <910713152614_72347.2767_EHA52-2@CompuServe.COM>
Source record: 47590

I've been using UniTerm to connect to various Vaxen since 1986. I've had one nagging problem since I first began using the program. Quite often when I use UniTerm with Eve or EDT pressing the Return key causes a Bus Error. The fault looks as though the program references a string as if it were the address of the string. The error has been present in versions 2.0b-2.0e (the highest version I have). It's been present on my ST with TOS 1.0-1.4. (I have a color system.) And the VMS versions range from 4-the latest for 8650s (forget the revision number).

I'd be interested to know whether anyone else has experienced it and whether there is a known reason for the failure. It causes some real problems because UniTerm takes over a number of system vectors and doesn't reassign them on error exits (ever heard of safe signal processing?).

Please respond directly as I don't often get to read the news group. I never get to read comp.sys.atari.st in fact.

Robert Royar
Department of English
New York Institute of Technology
Old Westbury, New York 11568

BITNET: R0MILL01@ULKYVX
CIS: 72347,2767
Internet: 72347.2767@CompuServe.Com

"Io venni in luogo d'ogni luce muto;"
Dante Alighieri

2904. RS232 port

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-13 17:49:02 UTC
From: dscheidt@wimsey.bc.ca
Message-ID: <1991Jul13.174902.16528@wimsey.bc.ca>
Source record: 47591

I'm having trouble reading from and writing to the RS232 port on
my 1040ST (1985 roms). Internals tells me that there is some
problem with TOS and the Clear To Send interrupt line on the MFP.
Can anyone help me with a work-around for this problem?

Please reply to the address below. Thanks.

- Daniel Scheidt
djs@scheidt.wimsey.bc.ca

2905. Spectre & the TT...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-13 21:01:14 UTC
From: ford@tardis.computer-science.edinburgh.ac.uk
Message-ID: <9107132058.AA26372@ucbvax.berkeley.edu>
Source record: 47592

I've heard that SOME TTs had problems with the Spectre GCR cartridge, but I never tought my brand new nice TT would be one of them. Does anyone have any incling abut what is causing this?

The symptoms are...

The machine locks up as soon as any attempt at accessing the floppy drives with GCR encoding. This happens both in Spectre itself AND the GCRTEST program supplied with Spectre.

I'm trying to run Spectre GCR Version 3.0 (which is supposed to be TT compatable) on a brand new (as in I recieved it today) TT030/8.

Steve

PS. Isn't it a bit of a pain how the keyboard cable gets in the way of cartridges!

2906. Re: Intercepting key presses?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-14 03:38:07 UTC
From: adamd@rhi.hi.is
Message-ID: <3378@krafla.rhi.hi.is>
Source record: 47593

In <7307@mcrware.UUCP> erik@mcrware.UUCP (Erik Johnson) writes:

>How can one latch on to a key press to execute some task. What I have in mind
>is running some resident code when some key combination is pressed.

If you really want to link it into the ikbd interrupt routine, the good news
is you can do it without a packet handler. In the vast majority of cases though
it is more applicable to install your own bconin handler by linking into the
bios vector. There might even be a use for intercepting gemdos (tos) calls
but I don't see it right now.

The choice of intercept method depends on what you are intending to do.
If it is unavoidable to install the handler in the ikbd vector and your
routine is lengthy, you could set a flag which you actually process somewhere
else.

Oh, and if you wanted to be really silly you could install a routine in the
keyboard processor itself which sends your own user-defined packets. This
might have some serious application if it is installed as a ROM replacement
for the keyboard processor, but that requires extra hardware.

--
Adam David.
(adamd@rhi.hi.is)

2907. floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-14 04:16:02 UTC
From: adamd@rhi.hi.is
Message-ID: <3379@krafla.rhi.hi.is>
Source record: 47594

Just bumped into this one. The TOS bios routines cannot handle larger FATs
than 5 sectors. This puts an upper limit of 1704 data clusters on a floppy
disk. Therefore in order to get more than 1704k of data (including directories)
onto an HD floppy, it is necessary to use 4 sectors per cluster and 3 sectors
per FAT to maximise space.

With this limit, 8 sectors per cluster will be necessary for ED disks.

DD disks with 2 sectors per cluster never need any more than 3 sectors per FAT,
and even if the FAT had 16-bit entries that would only use 4 sectors.
Why is the default size set to 5 sectors per FAT ?
Has this been fixed in more recent TOS versions?

--
Adam David.
(adamd@rhi.hi.is)

2908. Re: Determining available font sizes

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-14 04:18:30 UTC
From: kbad@atari.UUCP
Message-ID: <2988@atari.UUCP>
Source record: 47596

tolk@opal.cs.tu-berlin.de (Robert Tolksdorf) writes:

|... the idea
|is that vst_point yields the next available font-size smaller-equal i.
|But this does not work, when scalable fonts will be available.

Checking font sizes still works with FSMGDOS, and it is still important.
The effects buffer used for algorithmic text effects (such as outline,
bolding, etc.) is based on the largest font size in the FSMGDOS configuration
file (EXTEND.SYS). A program should not use algorithmic special effects
for point sizes larger than the largest returned by vst_point().

The important thing is that it's not necessary to check *all* point sizes
available under FSMGDOS, for obvious reasons. But it still works, for
compatibility with non-FSM-aware programs, and it's still important to
find out the largest point size you can get from vst_point().
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2909. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-14 04:41:44 UTC
From: kbad@atari.UUCP
Message-ID: <2989@atari.UUCP>
Source record: 47597

Yep, sure enough, MACCEL3 updates its configuration by opening the
file in read-only mode. Oops. 50 lashes with a wet noodle for me.

I really do need to fix that (and other minor MACCEL glitches),
one of these days when someone sends me a case of round tuits.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2910. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-14 14:56:23 UTC
From: danny@fiction.ms.sub.org
Message-ID: <rsm413@fiction>
Source record: 47609

adamd@rhi.hi.is (Adam David) writes:

> Just bumped into this one. The TOS bios routines cannot handle larger FATs
> than 5 sectors.

I doubt this is real. My hard disk surely has a larger FAT...

> With this limit, 8 sectors per cluster will be necessary for ED disks.

TOS doesn't support this in all versions. BTW: How do you connect an ED
drive to the ST :-?

Probably this "limit" only exists when using 12 bit FATs? Perhaps one should
try using 16 bit FATs on floppy disks also, if you write your own formatter,
this should work.

> Why is the default size set to 5 sectors per FAT ?

The old problem: Messy-DOS compatibility. DOS isn't that flexible as TOS...

Daniel

2911. Danger of Plugging Foriegn Peripherals in Joystick Port

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-14 19:35:14 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <FHg452w164w@sys6626.bison.mb.ca>
Source record: 47600

I was wondering if there is any danger to the ST in plugging in joysticks not meant for it. I imagine you would have to write some software as well as spliting the wire up and soldering it to the end of an old ST joystick wire. Could this short-cicuit the computer?

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

2912. Re: Acc's which can be Prgs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-14 20:36:53 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Jul14.203653.13621@cs.yale.edu>
Source record: 47598

In article <2987@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>It isn't Atari's fault
>that some people like to program over the edge.

It IS Atari's fault that developers and other programmers, after 6 years, still do not have adequate documentation of where the edge is. For example, I do not know where in my developer's documentation it is stated what can and cannot be assumed about sp and a0 in desk accessories. I'm not saying that it isn't there; only that I don't know where to find it (and out of curiousity I just spent several minutes looking for it). This forces programmers to figure out the rules for themselves based on empirical evidence and superstition; it's no wonder that they often get it wrong!

Your and other Atari people's participation on the net is very helpful for filling in the gaps in the available documentation and is much appreciated! But more and better documentation, even at this late date, would still be very helpful.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

2913. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-14 20:44:36 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul14.204436.26752@informatik.uni-erlangen.de>
Source record: 47599

adamd@rhi.hi.is (Adam David) writes:

>Just bumped into this one. The TOS bios routines cannot handle larger FATs
>than 5 sectors. This puts an upper limit of 1704 data clusters on a floppy
>disk. Therefore in order to get more than 1704k of data (including directories)
>--
I never ran into such a limit. What are the effects? Which TOS version?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2914. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-15 03:12:44 UTC
From: adamd@rhi.hi.is
Message-ID: <3382@krafla.rhi.hi.is>
Source record: 47602

I wrote:

>>Just bumped into this one. The TOS bios routines cannot handle larger FATs
>>than 5 sectors. This puts an upper limit of 1704 data clusters on a floppy
>>disk.

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

>I never ran into such a limit. What are the effects? Which TOS version?

TOS version 1.2, I've been putting off upgrading until I can get a bug-fixed
version 1.42 or higher. Atari UK said 1.42 doesn't exist, so I wait.

I have only observed this twice, before deciding to play safe and use 2048-byte
clusters. The first time was with 5 sectors per FAT, the disk accepted 1704k
of data without complaint and shortly afterwards I got the GEM error message
"Disk does not have room for this operation". I had 54k left on the disk and it
would not accept a 42k file. Further investigation revealed that the FATs were
full, *AND* that the bottom of the second FAT had been overwritten either by
garbage or FAT_1 information. There was no flowing over of the second FAT.

The second time was after I tweaked the BPB in the boot sector to 6 sectors
per FAT. This time the copy operation failed in the same place with the same
error and the 6th sector of both FATs was empty. Each time this occurred was
immediately after reformatting the disk to 1764k (raw space) and attempting
to fill the disk with data. The only way I could get the stuff on the disk
without compressing it was by increasing the cluster size so that enough FAT
space was available.

--
Adam David.
(adamd@rhi.hi.is)

2915. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-15 04:49:15 UTC
From: baffoni@aludra.usc.edu
Message-ID: <18377@chaph.usc.edu>
Source record: 47603

I guess I had some mis-conceptions about TOS3.* - Is this bug still present
in the higher versions of TOS? Do TOS3.* still only give you 4 (I think) windows?

-Mike

2916. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-15 07:49:52 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3401@odin.cs.hw.ac.uk>
Source record: 47607

In article <1991Jul11.160044.19977@cs.ruu.nl> piet@cs.ruu.nl
(Piet van Oostrum) writes:
>>>>>> boblu@tekgen.BV.TEK.COM (Robert Luneski) (RL) writes:
>RL> the rules? Come on. IMHO any programmer who opens a file Read-Only
>RL> and then writes to it deserves to have the program break.
>But the customer who bought a program like that does not deserve it.

Then the customer should blame the asshole that wrote his program. NOT Atari!

My Vote: Fix the bl**dy bug! And any others for that matter.

>Piet van Oostrum <piet@cs.ruu.nl>

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2917. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-15 08:04:20 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3402@odin.cs.hw.ac.uk>
Source record: 47608

In article <1991Jul12.143322.13947@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>lunnon@qut.edu.au writes:
>> While you're at it can we have about 3 dozen more windows please
>>(Same brain-dead thinking --- yes I heard the excuse about n+1 but its just
>>that, an excuse !)????
>IMHO, with MultiTOS more windows are not just a convenience, but a necessity.

It takes a while for our suggestions to sink in but I think it's worth it.
I've seen a lot of our much earlier gripes turn up in the later TOS versions.
eg.
TOS 1.4: Auto run GEM prgs, Rename folders, Reset from keyboard.
TOS 1.6: Mouse usage in file show
TOS 2.x: Read only files marked in window, More windows (7?)
Key binds for desktop functions, programable function keys ...
(Actually this is a long list)

So let's start the pressure:-

FIX THE BUGS! ADD MORE FEATURES! RELEASE IT!!

>csbrod@medusa.informatik.uni-erlangen.de
>Claus_Brod@wue.maus.de

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2918. OVERSCAN

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-15 08:48:59 UTC
From: David_Galloway@mindlink.bc.ca
Message-ID: <6674@mindlink.bc.ca>
Source record: 47635

Well, I need some help as well.

A friend, Jeff Koftinoff installed the widely distributed OVERSCAN mod on his MEGA 2 and I liked it so much I decided to install it on my aging(very old) 520. (board C070115 REV. 2B)
Serial # A1 1016540 8 1985)<-year! Well... I put together the small circuit outlined in the documents, and it seems to switch the DE signal on and off properly, however the Screen is not synchronized. I suspect that the HSYNC and VSYNC signals need to be conditioned (perhaps buffered?) Anyway, although I understand the basic workings of the circuit and the logic, it doesn't work. I built two and they both do the same thing.

I also had to upgrade my roms to 1.4 and thankfully that worked fine.

I would appreciate any advice from people who have done this modification. As a carrot for Karsten Isakovic and/or Stefan Hartmann I plan on supporting the OVERSCAN at work if I can get enough test machines running flawlessly. (yes I eventually would like to get a couple of the AutoSwitch OverScans)

Thanks for any help any one.

David Galloway

2919. Re: MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-15 10:51:43 UTC
From: Trevor.Kirby@newcastle.ac.uk
Message-ID: <1991Jul15.105143.389@newcastle.ac.uk>
Source record: 47604
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jul13.011215.7630@agora.rain.com>, robart@agora.rain.com (Robert Barton) writes:
>
> The Amiga has six (6) hardware timers.

It also has a user community of 2 year olds judging by the number of fuckwits posting amiga messages here.

Trev

2920. Re: FATSPEED problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-15 12:59:51 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul15145951@orion.laas.fr>
Source record: 47537

In article <1991Jul11.143855.945@msuinfo.cl.msu.edu> schultzd@silver.egr.msu.edu (Count Zero Interrupt) writes:
|
| FATSPEED always has to be executed FIRST in the autofolder.

Can someone explain why? I know that FATSPEED does interact with certain other AUTO programs, but I do *not* have it *FIRST* and I do not have any problems. It is early on in my AUTO list, but at least ALTBOOT and EDISK21 are before it.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

2921. Re: Determining available font sizes

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-15 13:27:38 UTC
From: tolk@opal.cs.tu-berlin.de
Message-ID: <4255@opal.cs.tu-berlin.de>
Source record: 47605

kbad@atari.UUCP (Ken Badertscher) writes:

>Checking font sizes still works with FSMGDOS, and it is still important.

>The important thing is that it's not necessary to check *all* point sizes
>available under FSMGDOS, for obvious reasons. But it still works, for
>compatibility with non-FSM-aware programs, and it's still important to
>find out the largest point size you can get from vst_point().

Well, I think my last statement was not that precise. My code-fragment
works, when scalable fonts are available. What I meant was that the
results not always do make sense. A list of avalable fonts from, say, 5
to 50 points, including every point-size in that range, would not be
very wise - just take wordprocessing, where a font of 15 points is
simply forbidden from the aesthetical viewpoint. We had a discussion
about this topic on the german `MAUS'-net and thought, it would make
sense to offer a fixed range of point-sizes - say, 8, 9, 10, 12, 14, 20
- , if scalable-fonts are available, instead of the mentioned method
with vst_points. But we ended up with a lot of developers, saying that
it will be possible to detect fsm-gdos or scalable fonts, but no-one
told us how, since Atari won't let this information out. Therefore, my
code-fragment should be extended, when these informations are
available.

ciao Robert

--
Robert Tolksdorf	Tel: 030-694 55 97
Koertestr. 30	
D-1000 Berlin 61	e-mail: tolk@opal.cs.tu-berlin.de
	(TU-Berlin)

2922. TT memory (was allocation)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-15 13:56:49 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul15155649@orion.laas.fr>
Source record: 47392
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am considering upgrading to an Atari TT. As I understand it TT's
only come in two models: the TT/2 and the TT/8. Is the ST RAM *only*
on the mother board, or is half of it on the extra TT RAM card?

Also what kind of RAM is in the two types of RAM for the TT: SIMMs,
SIPs, chips, or some mixture of the above? I would prefer getting a
TT/2 and upgrading the ST RAM to 4 Mb in the case that SIMMs are
involved. I would probably later on, sometime next year when the
European plant for 16 Mb chips starts operation, get the faster TT RAM
when prices would fall.
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

2923. Running a dual TOS system

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-15 15:28:13 UTC
From: steveg@cseic.saic.com
Message-ID: <3096007@MVB.SAIC.COM>
Source record: 47606
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just installed Wizztronic's compatibility plus board in my Mega 4, and
now have both TOS 1.0 and 1.4 available at the flick of a switch.
Installation was straight forward (only 1 wire to solder), but now I have
the following problem:

TOS 1.0 can only handle hard disk partitions up to 16MB, but since
I've been running 1.4 for some time now, I've got a number of 20+ MB
partitions. 1.0 seems to be able to READ data from these partitions
ok, so long as it resides below 16MB. Anything above the 16MB level
on the partition appears scrambled. I don't dare WRITE to such a
partition under 1.0. I'm thinking about repartitioning my drive using the 'new'
BGM scheme (larger cluster sizes), but otherwise keeping my partition
sizes the same.

Does TOS 1.0 support BGM partitions?
Will this let me get past the 16MB limit?
What problems might occur by using larger clusters?

(I've got an ICD Advantage host adapter with version 4.x.x software,
though I just downloaded the 'latest' v5.x.x)
--

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

2924. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-15 17:51:01 UTC
From: apratt@atari.UUCP
Message-ID: <2990@atari.UUCP>
Source record: 47618

>In article <2986@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>> ... I am reluctant to fix this because I don't know what
>>programs will break. It could be just a few little hacks, and it could be
>>some big title which would cause a huge uproar. Who can tell?

neil@cs.hw.ac.uk (Neil Forsyth) writes:
>Oh come on Allan! Who in their right mind is gonna create a stink when you
>break a program because you fixed a bug? If you change a documented practice
>you'd deserve some blasting (eg. resvector).

I guess you weren't around on GEnie when I suggested that I fix a bug in the BIOS trap dispatcher HUGE stink because it would break those programs that relied on getting a pointer to an internal table in a certain register. Apparently this is a favorite trick of the cute-little-hack crowd, and they were all up in arms that I would take this away. It's not documented, and it *is* documented that I am *not* required to return anything useful or consistent in garbage registers d1-d2/a0-a2.

So people, right mind or no, DO raise hell when seemingly-innocuous changes are made or suggested. My logic is not as off-the-wall as you seem to think: it's based on experience.

Another subject in this thread relates to keeping track of Malloc'ed blocks using a fixed-sized pool of memory descriptors. Again, changing this creates all kinds of hassle -- much more than disallowing writes to read-only handles. Having successive Malloc's no longer contiguous is only part of the problem. The other, bigger part is that many programs access memory outside what they own -- a few bytes before or after, or memory they've just released with Mshrink. Currently, those places are relatively safe: if you just used Mshrink to release memory, then it's not used by anyone. If you run off the top of a block you've Malloc'ed, it's likely that either the next few bytes are free, or they're owned by you (via a different Malloc). So at in the likely case things will work, or you will mess up your own data and bomb. But you won't corrupt the whole memory architecture of the system. If you write over the OS's memory descriptors, though, you get in BIG trouble. Without validation, the result is really wierd behavior. With validation, the result is a panic ("Memory data structure corrupted").

Memory protection is a subject of current study for the TT, but not all the world's a TT (yet).

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2925. Re: Running a dual TOS system

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-15 18:19:06 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul15.181906.20274@informatik.uni-erlangen.de>
Source record: 47614
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

steveg@cseic.saic.com (Stephen Harold Goldstein) writes:

>Does TOS 1.0 support BGM partitions?

Yes.

>Will this let me get past the 16MB limit?

Yes. You can have up to 256 MB per partition.

>What problems might occur by using larger clusters?

Creating files with 1 byte length will cost you 2048, 4096... bytes instead
of 1024, for example.

>(I've got an ICD Advantage host adapter with version 4.x.x software,
>though I just downloaded the 'latest' v5.x.x)

Note: Do not use ICD's option to create 32 MB partitions with 512
bytes per logical sector. This will not work under TOS 1.0.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2926. Help! I think I fried something!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-15 18:38:17 UTC
From: petcher@wuphys.wustl.edu
Message-ID: <1991Jul15.183817.16654@wuphys.wustl.edu>
Source record: 47615

In trying to add some shielding for the internal floppy in my Mega ST (for the Spectre GCR disk read problem), I apparently did some damage. When I first put the machine together and booted, "there were bombs".

So I put everything back to its original state, and booted, and there were still bombs. The behaviour differs depending on the disk in the drive. However, the strange thing is that when I boot from a floppy (a disk with a boot sector program jumping to the old TOS.IMG on disk; remember that from back in 1985-6 before TOS was in ROM?) everything works! But of course, running some old disk based version of TOS 1.0. :-(

What could be wrong? Since everything seems to work fine when booting from floppy, I guess it boils down to what is needed for a ROM boot that is not for a floppy boot?

Understandably, I had thought I might have fried my ROMs. But in retrospect, doesn't the machine first go to the ROMs and then jump to the floppy to find out if it is bootable. If so, that would indicate that part of the ROM is working properly.

However, when I fired up the debugger and looked at address $FA0000 (the beginning of the ROMs), I saw only garbage. (not random garbage - but ordered garbage) This is true throughout the first chip. When I look at the address $FC0000 (the beginning of the second chip - I have the two chip set), I find what looks to be sensible code. I am not sure what constraints the operating system puts on this, as the old system only had 64Kb ROMs, but I would expect that if all were healthy I could read the ROMs that are actually in the machine. Maybe someone can try booting from disk on a healthy machine and take a look at the ROM addresses to see what happens.

Any ideas on how I can track the problem down? I called a local dealer, and he said I could bring it in and he would get around to it in about a week and a half, but he DOESN'T accept appointments. Only on a first come, first serve basis. :-{ As far as I know, there is no one else with a diagnostic kit in the (St. Louis) area.

This is of special interest, so responses should probably be sent directly to me.

Thanks,

Don Petcher petcher@wuphys.wustl.edu
petcher@wuphys.uucp

2927. Re: Help with UniTerm

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-15 21:28:28 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.91Jul15232828@beauvoir.cs.tu-berlin.de>
Source record: 47610

Well my version is 2.0e 011.

I had no difficulty in using the keypad while being connected to a PDP 11/73 (running RSTS/E) or the university's VM/370.

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)
Attention: My phone-# is changing 01-Jan-1991 ! s/246292/2186292/

2928. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-15 22:02:26 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.91Jul16000226@beauvoir.cs.tu-berlin.de>
Source record: 47611

A small anecdote about this:

One upon a time I wrote a simple and silly utility (a filter) that
opened two files, one for input and one for the result. Due to a
small typo the output was written into the input file which ended
up quite - er - strange. As I wrote this small hack in Basic, I
blamed GfA for this one, and did not think further about it. Now
I know better :-)

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)
Attention: My phone-# is changing 01-Jan-1991 ! s/246292/2186292/

2929. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-15 22:11:50 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.91Jul16001150@beauvoir.cs.tu-berlin.de>
Source record: 47612

I don't know much about ED-floppies except that a friend of mine has
one in his NeXT... As far as I heard they can be connected via SCSI.

Is this correct ?
Is there some other interface (which one) ?
Would putting one onto my SCSI-bus (ICD +) give any problem except
formatting perhaps ? It should be usable similar to a SQ555-drive,
shouldn't it ? (I could even use it under Minix then, I guess...)

What are the prizes on drive and media ?

If you haven't guessed so far: I really hate disk-swapping for a hd-
backup, and life is tough with a 195MB-drive...

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)
Attention: My phone-# is changing 01-Jan-1991 ! s/246292/2186292/

2930. Re: pin layout for the mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-15 23:23:36 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <2PL651w164w@sys6626.bison.mb.ca>
Source record: 47617

v115lue3@ubvmsb.cc.buffalo.edu (Philip M Smolin) writes:
>
> I recently picked up an extra mouse that has the plug ripped off. Don't
> ask me how or why. so what I've got is a functioning mouse that I can't hook
> up because all that's on the end of the chord is a bunch of dangling, colorfu
> wires.

Here's the pin layout for the ST's mouse/joystick port (I assume you want
the ST's):

```
-----------
\1 2 3 4 5/
\6 7 8 9/
-------
```

I have the color codes around here somewhere. If I find them before
someone else answers I'll post them.


```
+-------------------------------------------------------------------+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+-------------------------------------------------------------------+
```

2931. User Defined Objects

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-15 23:45:13 UTC
From: cmedley@wam.umd.edu
Message-ID: <1991Jul15.234513.6445@wam.umd.edu>
Source record: 47616

I'm experimenting with using the ability to use G_PROGDEF (also called G_USERDEF) objects in my GEM .RSCs, but I'm unclear on how the actual redraw routine I am supposed to write for it is supposed to recieve its parameters. In Tim Oren's PROGEM series, he mentions a parameter being passed on the stack, but I haven't "seen" this parameter. Could someone give me an idea as to how this works? I don't know C, so I need to know how to do this from 68k assembler...

2932. Re: Acc's which can be Prgs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-16 02:13:35 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <679631709.1@therip.FidoNet>
Source record: 47628

Oh yea?
Well you and I today have ALOT better support as developers then ANY other computer...
You can get it relatively cheaply IF you are writting software..
If you get onto Genie and spend a little time (I spend $20 a month and get ALL the messages and a file here and there..)
If you have a problem it normally is helped out within 24-48 hours...
Try that with apple..
With apple its ALOT harder...
You have to spend $700+ for a license.. Have to submit all sorts of paperwork and end up spending ALOT of money on tools just to make anything work.. Course if you have money to throw away and you don't mind being shoved around by apple thats ok...
(Of course you COULD pirate it all....)
With the IBM's you have basicly books that are written but have no real support otherwise...
Amiga is about as good with support as atari though...
ANY atari developer NOT on GEnie is screwing themselves over..
REALLY!
Now that I dumped my girlfriend and have a new one 150 miles away I can get back to some serious programming.. ;-)
Although now I am also cycling like 100+ a week too.. To much to do and too little time....

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

2933. Re: Danger of Plugging Foriegn Peripherals in Joystick Port

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-16 02:19:13 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <679631709.2@therip.FidoNet>
Source record: 47627

As long as your not shorting the +5 to ground or adding power of your own it shouldn't hurt it..
(Shorting the +5 to ground should only turn off your computer.. ;-) Unless of course you leave it connected for too long.. Do that and you could have the chance to find out how much smoke certain parts hold.. ;-))
Hmm, who was it that said it was the smoke inside electronic parts that make em work? ANd that if you let the smoke out they didn't work right anymore?

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

2934. Re: ICD Advantage Host adapter problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-16 02:24:05 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <679631709.3@therip.FidoNet>
Source record: 47629

I would suggest trying cables you KNOW work...
Also call ICD.. They are normally very helpful in that area..
The fact that the drive formatted doesnt really mean much..
It already is formatted when it arrives..
However setting up partitions and installing the ICDBOOT.SYS should make it
all available..
90% of all hard drive problems are cable problems...
Try different cables.. If that dont work then call ICD...
Those changes were made to help the new host adapters work better with
Ste's and with megas with internal hard drives..
(Thats what I have heard anyhow..)
Also make sure your drive is terminated...
Good luck!

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

2935. Diamond Back II latest version

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-16 03:37:05 UTC
From: boyd@nu.cs.fsu.edu
Message-ID: <1991Jul16.033705.3184@mailer.cc.fsu.edu>
Source record: 47619
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Is 2.01 the latest version of Diamond Back II?

--

---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-----------------------------------

2936. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-16 04:14:57 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91196.113522ONM07@DMSWWU1A.BITNET>
Source record: 47620

```
In article <2989@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) says:
>
>Yep, sure enough, MACCEL3 updates its configuration by opening the
>file in read-only mode. Oops. 50 lashes with a wet noodle for me.
>
>I really do need to fix that (and other minor MACCEL glitches),
>one of these days when someone sends me a case of round tuits.
>--
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

Fine. When you're at it, please give him a printable cookie like 'macc'!!!!
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________
```

2937. 68000 rec. adaptor and 68010/STe

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-16 04:22:28 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <9107160422.AA13044@sun.soe.clarkson.edu>
Source record: 47613

After reading about Howard Chu's need for an adaptor to use 680x0 in his STe, I remembered the 68010 I found, and the reason I never used it... The adaptor...

I made a little square of plastic the size of my 68000, and bent solid core wires around the sides to simulate 68 pins. Then routed each wire to the appropriate pin on the 64pin rectangle socket. 128 solder points, yuck!

The square package 68000 has pin 1 in the middle of one side, and is marked by a dot. The pins then count counterclockwise all the way around.

Extra pins on the square package are 17,18,31,57. Ignoring these, the signals are consecutively in the same order as the rectangular package. (Strange how the last four weren't the extras)

After inserting the 68010, and pushing the plastic piece into my CPU socket, I couldn't put my STe completely back together, but it booted correctly, and GEMINI reported upon 'cookie' that I did indeed have a working 68010.

I thought things were quicker, but after running Quick Index 1.5, I saw that I must have been wrong. (BTW, cars really do drive better with a full tank of gas :)

Quick Index 1.5 reported:	68010	68000
CPU memory	99	100
CPU register	100	100
CPU int divide	116	100
CPU shifts	100	100
GEMDOS I/O	100	100

The BIOS and GEM were also reported just a bit slower in 68010 mode, and I think that is probably due to the CPU memory difference.

Well, since I don't weigh divide speed over CPU memory speed, I have restored my original 68000 :(

Besides allowing more for 68010 SPECIFIC programs, is there any other advantage to having one installed? Anything QIndex might not have mentioned?

AAron nAAs |\ \ Ptht...
'O.o /
Disclaimer: Beware of my ego =( )()=
AAron@sun.soe.clarkson.edu U

2938. Re: OVERSCAN

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-16 08:05:14 UTC
From: David_Galloway@mindlink.bc.ca
Message-ID: <6687@mindlink.bc.ca>
Source record: 47465

Well, I kept at it and I fixed my problem (I was using a transistor that was below spec). So my paranoid fears were, once again, unfounded. Well, now, even as I type I have a glorious 688 by 480 mono screen. It sure is cool! Thanks!

I am impressed by the fact that most software I have tried either works, or needs minor fixes (mostly in scrolling routines it would seem.) With this large screen and TOS 1.4 my circa 1985 520 ST seems almost reborn! :) Now I suppose I should upgrade the memory. Any suggestions about that ? (Please Email me if you have an inexpensive way to go 4megs; prefer SIMS)

2939. AT Speed C16 / AT keyboard (followup to my own posting)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-16 10:43:28 UTC
From: jensting@diku.dk
Message-ID: <1991Jul16.104328.13120@odin.diku.dk>
Source record: 47621

Hi

Some time ago I posed the (unwilllingly) rethoric question

>Having installed the c't external keyboard (AT keyboard into MIDI
>port), and being interested in buying an AT emulator (for programming,
>not for use ;-), I need to know if the available AT emulators
>(ATSpeed(+), ATOnce, PC-speed with 286 extension(?)) will accept the
>external keyboard.

Now I know..

I bought an AT Speed C16 (16 MHz, 80287 socket, all CMOS) and
installed it. The first impression of the software is that MIDI data
seems to hang the system. My guess is that the AT emulator does its
own interrupt handlng, and hence doesn't take too kindly to the MIDI
data from the keyboard hack (which involves using the MIDI port for
input). So, the short answer to my question above is that the keyboard
extension doesn't work with the AT emulator (at least not with AT
Speed C16).

Apart from not being able to use my PC keyboard (which is perhaps a
rather unrealistic wish anyway), my main gripe is with the DOS
software, i.e. DR DOS 5. DR-DOS 5 which is included (at least in the
UK), doesn't like my harddisk AT ALL. Starting with a freshly
repartitioned Quantum hardisk (on an ICD adapter) and proceeding as
per instructions, the AT emulator was unable to write anything
sensible to the harddisk, getting sector seek errors! Proceeding not
according to instructions (skipping a DR_FIX program), the emulator
could copy files to the harddisk, but the files were not visible
running the ST !

A successfull installation was made using PC-DOS 4.01, using the
following procedure:
-1 redo partitioning to clear the partition (probably
unnecassary)
-2 Start the AT emulator, insert INSTALL/SELECT floppy from
DOS 4.01, quit INSTALL/SELECT, format bootable partition
(just to be on the safe side), using `FORMAT c: /s/v'
-3 use FDISK to make the partition (aka drive C: on the AT)
``active'' (bootable ??). It's now possible to boot DOS
from the harddisk.
-4 with an ST editor create the file CONFIG.SYS in the AT boot
drive, with the contents ``DRIVEPARM=/d:0/f:2/t:80''.
-5 CD to PC-DOS INSTALL floppy, type AUTOEXEC and let the
install/select program do the rest.

Essentially, after step 3 you have an AT that boots of the harddisk (if you remember to tell ATSpeed to do so..). Step 4 tells DOS that it's OK to format with the command FORMAT A: /F:720 ...

The partition above is the partition that you chose to make the DOS boot partition (DOS drive C:). Mine is on ST partition F:. So, the step before all these is to assign ST partition F (or whatever) to AT partition C, using AT_INSTALL.PRG

It might be possible to make ST drive C the same as AT drive C, but I haven't done so.

Using Norton SI, I got the following performance indexes:
Computing 8.1
Disk 5.3
Index 7.1

I'm disappointed with the disk index, because I know that the drive (Quantum Impulse 105) does approx 1 MB/s, av. seek 20 ms, using ICD speed test, and ought to be faster than that.

In an optimistic fit, I used Norton Speed Disk to optimise an ST partition (which had not been modified at all during the AT installation), and got 5 bad sectors. Using ICD Cleanupdemo, I got no bad sectors (and no errors), but Speed Disk required me to run Norton Disk Doctor to map in the sectors as bad. Strange. After completing Speed Disk, ICD cleanup gave no error messages, and I sure hope that the files on that partition are OK (I did back it up before, of course..).

Well, further news as events warrant.

Jens

Mr Jens Tingleff, M.Sc.EE. PhD student at
Imperial College, Dept of EE, Exhibition Road, London SW7 2BT, England
jensting@titan.ee.ic.ac.uk (used to be jensting@diku.dk)
"All those years I wanted to play the trumpet very badly, and now I can"

--
Jens Tingleff MSc EE, Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1, DK2100 KBH O
"It never runs around here; it just comes crashing down"
apologies to Dire Straits

2940. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-16 12:15:34 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91197.135834ONM07@DMSWWU1A.BITNET>
Source record: 47622

```
In article <2990@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) says:
:...stuff deleted...:
>safe: if you just used Mshrink to release memory, then it's not used by
>anyone. If you run off the top of a block you've Malloc'ed, it's likely
>that either the next few bytes are free, or they're owned by you (via a
>different Malloc). So at in the likely case things will work, or you will
>mess up your own data and bomb. But you won't corrupt the whole memory
>architecture of the system. If you write over the OS's memory descriptors,
>though, you get in BIG trouble. Without validation, the result is really
>wierd behavior. With validation, the result is a panic ("Memory data
>structure corrupted").
>
>Memory protection is a subject of current study for the TT, but not all the
>world's a TT (yet).
>
>==========================================
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Well. Then release a TSR that hooks into Malloc(), which enlarges the
allocated block and which puts some magic numbers at the start and the
end of the allocated block. Further calls to Malloc() could then check
the integrity of this information and inform the programmer that he has
wrtitten data beyond th end of the allocated block.

___________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________
```

2941. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-16 12:24:40 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul16.122440.21856@informatik.uni-erlangen.de>
Source record: 47623

danny@fiction.ms.sub.org (Daniel Roedding) writes:

>Probably this "limit" only exists when using 12 bit FATs? Perhaps one should
>try using 16 bit FATs on floppy disks also, if you write your own formatter,
>this should work.

It won't work unless you have a special floppy driver. The BIOS floppy driver
always assumes 12 bit FATs.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2942. Re: Diamond Back II latest version

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-16 16:15:55 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <8040@tekgen.BV.TEK.COM>
Source record: 47624
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1991Jul16.033705.3184@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>Is 2.01 the latest version of Diamond Back II?
>
> Mickey R. Boyd | "Kirk to Enterprise. All clear
> FSU Computer Science | down here. Beam down
> Technical Support Group | yeoman Rand and a six-pack . ."
> email: boyd@nu.cs.fsu.edu |

The latest version of Diamond Back II is V2.25. Upgrades are available by
sending your original disk and:

$10 if upgrading from V2.11 or earlier(including Diamond Back I).
Includes a new manual or
$5 if upgrading from any Oregon Research Version V2.20+

to the address listed below.

---- ----
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

2943. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-16 16:24:58 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5573@syma.sussex.ac.uk>
Source record: 47625

From article <1991Jul12.214018.31684@qut.edu.au>, by lunnon@qut.edu.au:
>
> While you're at it can we have about 3 dozen more windows please

Agreed. Big screens need more windows, as well as multitasking. It can't be that difficult to implement. NeoDesk has no trouble in offering us seven windows.

And I agree, too, that it's a better idea to fix bugs than not to fix them on the grounds that some programs might break. If Allan knows of a number of 'big' programs that rely on the read only/write bug, then maybe the developers should be told about it. (They wouldn't do things that way deliberately, would they? Or am I being naive?)

The way to do it would be to announce which fixes and enhancements were contemplated, and let developers comment on them. There may well be a few things Atari doesn't want the competition to know about and would therefore want to keep secret, but neither fixing this bug nor adding to the number of open windows would, IMHO, fall into that category.

A bug fix *and* a round tuit would be a terrific incentive for Ken Badertscher to fix MACCEL3, eh Ken?

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

2944. MACCEL3 fea...er, bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-16 16:29:41 UTC
From: kbad@atari.UUCP
Message-ID: <2991@atari.UUCP>
Source record: 47631

Wot, you got something against $AA006E? Well, it is a REALLY silly cookie value (and in fact, intentionally non-printing). It works much better hex-dumped, you see, if you squint at your monitor like I do, the AA sort of looks like an M, and the 6E sort of looks like "SE", which gives you the word "MOOSE" in a hex dump. Truthfully, MACCEL3 is a MOOSE accelerator!

'macc'? Naah, I should use 'Maus' :) And I should have used 'Maus' for the CPX, too!

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2945. write-read only file

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-16 16:39:36 UTC
From: earl.pottinger@canrem.uucp
Message-ID: <1991Jul16.618.3703@canrem.uucp>
Source record: 47638

Fix this problem fast. You can't afford a bug like that if you are MultiTasking (Whatever form you use). On my Amiga I download messages i ZIP format, UNZIP them, Filter the text, REZIP and Transfer the file to disk. I download about 30 message bases in 2-3 hours. If I presently try to UNZIP a message file while downloading, or try REZIPPING the file while it is being filtered the O.S. will give me a error message and prevent me from making such a mistake. If I had that sort of bug in the O.S. PKAZIP would surely corrupt a message base or two. I know this is true because I make the mistake atleast once a week.

FIX THIS BUG OR DON'T MULTITASK USING DA, MULTIGEM, OR WHATEVER.

EARL C. POTTINGER (Amiga Lover, Hacker & CyberNerd)
--
Canada Remote Systems. Toronto, Ontario
NorthAmeriNet Host

2946. Sozobon Stack Size

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-16 18:06:53 UTC
From: brad@bcars241.bnr.ca
Message-ID: <1991Jul16.180653.6203@bigsur.uucp>
Source record: 47626

Basically as an exercise in the power of the Sozobon C Compiler before trying to put together my own stuff on it, I pieced and twiddled with the Zoo 2.1 sources till I could get Sozobon to compile them. Good enough. Now I have a zoo.ttp, but it seems to be grumpy at the size of stack Sozobon defaults to (4K).

Now, I updated unsigned long _STKSIZ to 16K, and found that it got rid of my stack overflow error, and now just bombs. So, my first guess is that the stack space is not being reserved according to _STKSIZ at link time, and that some code needs to be tweeked or just re-compiled with the new _STKSIZ defined. Somewhere in sozoinit.o I find stack memory being allocated to 6K. Aha. I cc this with the new _STKSIZ in mind and move the sozoinit.o file in place of the old one in \lib. Still no good.

That takes me to midnight, and I have work in the morning, so I think of two things:

1) Some library (dlibs.a?) needs some parts rebuilt with the new stack size. Or maybe there is something in dstart.s that needs to be tweeked. Lots of guesses in this general direction etc.

2) Chances are someone has had to re-size the stack in Sozobon or Sozobon is close enough to Alcyon in this respect that a comparison can be drawn, and so someone might save me reading a lot of source code.

At this point I go to bed. So I can compile Zoo 2.1 but besides getting the help option to work, it doesn't do much. So any Sozopros out there? Please post, as mail to this address gets cut off at the knees.

brad

2947. Re: ICD Advantage Host adapter problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-16 21:18:10 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Jul16.211810.25497@jato.jpl.nasa.gov>
Source record: 47630

I had the same kinds of problems with my Mega 4. I think the DMA cable is too long, or some other such nonsense. Sometimes I could boot up and see all the directories on the disk, but trying to execute any program would always fail due to read errors. I use the ICD stuff on my STe now and only have occasional boot problems (4 bombs after hitting the reset button. A keyboard warm-boot usually works OK). I'm looking for a BMS 200 to use in the Mega now, tho I may just go back to Supra. At least their stuff always booted and never gave me read errors...

--

-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

2948. Re: 68000 rec. adaptor and 68010/STe

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-16 21:53:34 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Jul16.215334.25942@jato.jpl.nasa.gov>
Source record: 47632

In article <9107160422.AA13044@sun.soe.clarkson.edu> AAron@sun.soe.clarkson.edu writes:
>After reading about Howard Chu's need for an adaptor to use 680x0 in his
>STe, I remembered the 68010 I found, and the reason I never used it...
>The adaptor...

Hey, you're gonna have to tell me in detail what you put together to make
this. (Email?)
>
>The BIOS and GEM were also reported just a bit slower in 68010 mode, and I
>think that is probably due to the CPU memory difference.
>
>Well, since I don't weigh divide speed over CPU memory speed, I have restored
>my original 68000 :(
>
>Besides allowing more for 68010 SPECIFIC programs, is there any other
>advantage to having one installed? Anything QIndex might not have mentioned?

Hm... BIOS and GEM might be slower because the 68010 shoves more words onto
the stack for exceptions (traps & interrupts & such). Don't know why the
CPU-memory speed would be slower, must be an artifact of the QIndex code.

Don't downplay the importance of integer division - multiplication is probably
(just a guess, I haven't checked) also speeded up, and both of these operations
occur pretty often in graphics routines and a lot of other places as well.
Of course, I dunno if 16% is enough of a speedup to be noticeable. (Consider -
I doubt that TOS uses table lookup for pixel drawing, so when you say draw
a pixel at row Y column X, the code has to retrieve the width of a line,
multiply by Y, then add X and the screen base address to find the byte to
change. Line-drawing routines probably only do this calculation once per
(vertical or horizontal) line, but otherwise you're talking a very heavily
used instruction... That 16% may be enough to noticeably improve the
responsiveness of the GEM stuff.)

I guess the only other advantages would rely on having 68010-specific code.
Loops taking advantage of 68010 loop mode would probably run twice as fast,
depending on the operation. There aren't a lot of new instructions, just
enough to support virtual memory. Lessee... BKPT, MOVE from CCR, MOVEC,
MOVES, and RTD. BreaKPoinT seems to be for the convenience of external
debuggers. MOVE from CCR is necessary because MOVE from SR is privileged
on the other processors but not on the 68000. MOVEC and MOVES are enough
to let you double or quadruple your usable address space by directly
controlling the Function Code outputs. RTD lets deallocate parameters
automatically on return from subroutines. Too bad it'd take some effort
to make it useful...
--

-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

2949. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-17 03:34:06 UTC
From: adamd@rhi.hi.is
Message-ID: <3395@krafla.rhi.hi.is>
Source record: 47633

```
From comp.sys.atari.st.tech Wed Jul 17 02:41:10 1991
Path: krafla!isgate!sunic!mcsun!unido!horga!agsc!veeble!fiction!danny
From: danny@fiction.ms.sub.org (Daniel Roedding)
Newsgroups: comp.sys.atari.st.tech
Subject: Re: floppyBIOS FAT handling.
Message-ID: <rsm413@fiction>
Date: 14 Jul 91 14:56:23 GMT
References: <3379@krafla.rhi.hi.is>
Sender: news@fiction.ms.sub.org (That's me, the news system)
Lines: 21

danny@fiction.ms.sub.org (Daniel Roedding) writes:
> adamd@rhi.hi.is (Adam David) writes:

>> Just bumped into this one. The TOS bios routines cannot handle larger FATs
>> than 5 sectors. ^^^^^^^^^^^^^

> I doubt this is real. My hard disk surely has a larger FAT...

Whoops, I made a serious wording error. What I meant, of course, was the
floppy driver bios. Obviously the hard disk is handled by a separate driver.

[...ED disks]
> TOS doesn't support this in all versions. BTW: How do you connect an ED
> drive to the ST :-?

This is usually done by SCSI and therefore gets new driver code. However there
are two possible ways to connect it to the FDC:

1) via normal HD floppy interfacing methods (16 MHz clock to WD1772) and by
letting the drive rotate at 150 rpm. This has the same data transfer speed
as HD floppies.

2) by replacing the WD1772 with a more capable chip. Suggestions anyone?
I envisage something with a built-in divider so that it is possible to select
between 4 different data rates (125kb FM; and 250kb, 500kb, 1000kb MFM) simply
by setting the relevant control signals. I don't mind if it's a 32-pin package
but 40-pin would be unnecessarily large.

> Probably this "limit" only exists when using 12 bit FATs? Perhaps one should
> try using 16 bit FATs on floppy disks also, if you write your own formatter,
> this should work.

Is there any way of using 16-bit FATs on a floppy without writing a new
floppy driver? There is certainly no documented field to specify FAT entry
size on the boot sector. Yes, there is a way of telling by looking at the
beginning of the FAT itself but it is not foolproof and TOS ignores the
```

first two FAT entries anyway.

--
Adam David.
(adamd@rhi.hi.is)

2950. Re: Sozobon Stack Size

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-17 07:03:50 UTC
From: steve@thelake.mn.org
Message-ID: <A276371185@thelake.mn.org>
Source record: 47634

[In article <1991Jul16.180653.6203@bigsur.uucp>,
brad@bcars241.bnr.ca (Brad Shapcott) writes ...]

> Basically as an exercise in the power of the Sozobon C Compiler before trying
> to put together my own stuff on it, I pieced and twiddled with the Zoo 2.1
> sources till I could get Sozobon to compile them. Good enough. Now I have
> a zoo.ttp, but it seems to be grumpy at the size of stack Sozobon defaults to
> (4K).
>
> Now, I updated unsigned long _STKSIZ to 16K, and found that it got rid of my
> stack overflow error, and now just bombs.

What exactly did you do to ``update'' the value of _STKSIZ? If you
did this:

```
extern long _STKSIZ;

/* some stuff, then */

_STKSIZ = some_big_value;
```

... it won't work, because _STKSIZ has to be set BEFORE your program
starts executing.

> So, my first guess is that the
> stack space is not being reserved according to _STKSIZ at link time, and that
> some code needs to be tweeked or just re-compiled with the new _STKSIZ
> defined. Somewhere in sozoinit.o I find stack memory being allocated to
> 6K. Aha. I cc this with the new _STKSIZ in mind and move the sozoinit.o file
> in place of the old one in \lib. Still no good.

Ah.... I don't know what sozoinit.o is doing. It's not part of dlibs,
and it's not part of the Sozobon C distribution. Use it at your own
risk. It may use _STKSIZ in a different way than dstart.o, which is
the ``proper'' startup module for dlibs.

If you're using Sozobon cc.ttp, it will link dstart.o automatically.

> That takes me to midnight, and I have work in the morning, so I think of
> two things:
>
> 1) Some library (dlibs.a?) needs some parts rebuilt with the new stack size.
> Or maybe there is something in dstart.s that needs to be tweeked. Lots
> of guesses in this general direction etc.

Here's what happens.

IN dstart.o, the startup code checks the value of _STKSIZ, and uses
it if it makes sense:

```
move.l #__STKSIZ,a2 * a2 = &_STKSIZ
move.l a2,d2 * if __STKSIZ is undefined
beq minimum * use MINSTK
move.l (a2),d2 * if __STKSIZ is positive
bpl setstk * use __STKSIZ
add.l d3,d2 * if __STKSIZ is negative
cmp.l #MINSTK,d2 * try (free space + __STKSIZ)
bge setstk * if < MINSTK
```

... et cetera. The code goes on to reserve the actual stack space by
figuring _STKSIZ into the amount of memory saved before calling
Mshrink. Then it sets the stack pointer accordingly. This is a
different method than is used by some of the alternative startup
modules I've looked at (I don't have sozoinit.s, so I can't check).

Where does _STKSIZ come from? It's in its own little module at the
tail end of dlibs.a, where it is defined as 4096L. But it is linked
into your program ONLY if you don't define the variable yourself.
Therefore you need to create a module containing the following line:

```
long _STKSIZ = (16*1024); /* 16K stack */
```

Note that it's not ``extern long'' because that would cause the dlibs
stksiz.o module to be linked. You don't want that.

Add your stksiz module to the link list passed to cc (or in your
makefile). Then your stack problem should go away (possible unmasking
other problems, but that's the next chapter.)

Steve Yelvington <steve@thelake.mn.org>
Marine on St. Croix, Minnesota

2951. Re: MACCEL3 fea...er, bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-17 10:35:27 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91198.114815ONM07@DMSWWU1A.BITNET>
Source record: 47636

In article <2991@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) says:
>
>Wot, you got something against $AA006E? Well, it is a REALLY silly
>cookie value (and in fact, intentionally non-printing). It works
>much better hex-dumped, you see, if you squint at your monitor like
>I do, the AA sort of looks like an M, and the 6E sort of looks like
>"SE", which gives you the word "MOOSE" in a hex dump. Truthfully,
>MACCEL3 is a MOOSE accelerator!
>
> 'macc'? Naah, I should use 'Maus' :) And I should have used
>'Maus' for the CPX, too!
>--
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

You are kidding, are't you? I remember that the STE TOS Release Notes say
that the cookie has to printable (or am I wrong?).

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

2952. Re: MACCEL3 fea...er, bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-17 12:30:13 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul17.123013.20009@informatik.uni-erlangen.de>
Source record: 47637

kbad@atari.UUCP (Ken Badertscher) writes:

>Wot, you got something against $AA006E? Well, it is a REALLY silly

At first, we actually thought this was a bug in MACCEL's internal
cookie routines.

>cookie value (and in fact, intentionally non-printing). It works
>much better hex-dumped, you see, if you squint at your monitor like
>I do, the AA sort of looks like an M, and the 6E sort of looks like
>"SE", which gives you the word "MOOSE" in a hex dump. Truthfully,
>MACCEL3 is a MOOSE accelerator!

Argl! What a truly admirable imagination 8-) BTW: What does this
strange magic 'F0AD' in AHDI mean? Are there hidden meanings behind
other system magics?

PS: My auntie recently was bitten by a ... - oops, wrong movie

----
Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2953. Re: Acc's which can be Prgs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-17 15:06:14 UTC
From: carter@engr.wisc.edu
Message-ID: <1991Jul17.100614.8984@doug.cae.wisc.edu>
Source record: 47640

In article <679631709.1@therip.FidoNet> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
>Oh yea?
>Well you and I today have ALOT better support as developers then ANY other
>computer...

Bah hah ha ha ha. I almost dumped my brunch when I read that.
Please, people, if your going to write jokes keep it out of
comp.sys.atari.st OK? This is not the appropriate newsgroup.

>You can get it relatively cheaply IF you are writting software..
>If you get onto Genie and spend a little time (I spend $20 a month and get ALL
>the messages and a file here and there..)
>If you have a problem it normally is helped out within 24-48 hours...
>Try that with apple..
>With apple its ALOT harder...
>You have to spend $700+ for a license.. Have to submit all sorts of
>paperwork and end up spending ALOT of money on tools just to make anything
>work.. Course if you have money to throw away and you don't mind being shoved
>around by apple thats ok...

I wholeheartedly disagree. Hardware problems aren't a problem, as if you
have a local dealer, or any Apple dealer, he MUST provide support for hardware
and software training/consulting.

Then of course, whats $700 hundred bucks when one can cash in on a
software market so huge its in the Hundreds of Millions of dollars
per year. Whats the ST market? A few ten thou here and there?

As for tools, the Mac has much better software tools than the ST or TT
will even SEE in thier lifetime, let alone waiting for someone from
Atari to provide good compilers, system software.

>(Of course you COULD pirate it all....)
>With the IBM's you have basicly books that are written but have no real
>support otherwise...
>Amiga is about as good with support as atari though...
>ANY atari developer NOT on GEnie is screwing themselves over..
>REALLY!
>Now that I dumped my girlfriend and have a new one 150 miles away I can get
>back to some serious programming.. ;-)

As for the girlfriend. Thats a good idea if you want to get work done.
How does it go? Oh yes, a man may have only one Master to serve?

Of course, I went a step further, I am already married. She is sexy.
Has a 16Mhz clock speed, and well, she has no other name except...MEGA STE.

>Although now I am also cycling like 100+ a week too.. To much to do and too
>little time....
>
>
> * Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

--Greg

2954. Re: write-read only file

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-17 18:26:02 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Jul17.132602.9592@uwovax.uwo.ca>
Source record: 47639

> [about writing to files opened for reading only]
>
> FIX THIS BUG OR DON'T MULTITASK USING DA, MULTIGEM, OR WHATEVER.
>
> EARL C. POTTINGER (Amiga Lover, Hacker & CyberNerd)

If "WHATEVER" includes MiNT, you're wrong -- MiNT already forbids
writing to files opened read-only. I suspect that Micro RTX does
the same thing. So there is *some* incentive for developers to fix
their broken programs. (And also at least one way to test to see
if a program has this problem -- if you run it under MiNT with
debugging on, you'll get a message from the kernel like
"pid xx: write to a read-only handle"
if the program does something as obnoxious as this).

(I haven't actually seen many such programs -- I doubt it's a very
widespread problem. On the other hand, I do understand that Atari
has to be more cautious about this than I do; after all, anyone who
uses MiNT is presumably fully aware that not all TOS programs are
MiNT compatible, whereas it's a nasty surprise when your favorite
program breaks under a new version of TOS.)
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

2955. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-17 18:31:13 UTC
From: danny@fiction.ms.sub.org
Message-ID: <rsm426@fiction>
Source record: 47445

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

> danny@fiction.ms.sub.org (Daniel Roedding) writes:

> >Probably this "limit" only exists when using 12 bit FATs? Perhaps one should
> >try using 16 bit FATs on floppy disks also, if you write your own formatter,
> >this should work.

> It won't work unless you have a special floppy driver. The BIOS floppy driver
> _always_ assumes 12 bit FATs.

Oops ... IT DOESN'T CHECK THE BFLAGS FIELD IN THE BOOT SECTOR???? So what's
this flag good for, if even GEMDOS doesn't care about it?

Daniel

2956. Video Key

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-17 18:52:30 UTC
From: snoret@unx.sas.com
Message-ID: <1991Jul17.185230.15484@unx.sas.com>
Source record: 47443
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone any experience with a product called a
Video Key? Supposedly it's an RF converter that
allows an ST to be used with a standard TV or VCR.
My monitor recently "blew up real good", and I'm
a little strapped for $$.

If this thing works at all, it's got to be better
than going without (gasp! :). Any info??

Thanks a bunch in advance,

```
/\
| | Rick Tatem
| | snoret@unx.sas.com
/| |\
/_|__|_\ SAS Institute, Inc. Cary, NC
""
--
/\
| | Rick Tatem
| | snoret@unx.sas.com
/| |\
```

2957. Re: Sozobon Stack Size

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-17 19:25:34 UTC
From: steve@thelake.mn.org
Message-ID: <A1932596977@thelake.mn.org>
Source record: 47442

[In article <A276371185@thelake.mn.org>, I wrote ...]

> Ah.... I don't know what sozoinit.o is doing. It's not part of dlibs,
> and it's not part of the Sozobon C distribution. Use it at your own
> risk. It may use _STKSIZ in a different way than dstart.o, which is
> the ``proper'' startup module for dlibs.

Overnight I snagged sozoinit from the archives (all hail BART!) ...
and if that's what you're using, then the value of _STKSIZ has nothing
to do with your stack.

In sozoinit.s, the values are hard-coded:

```
.ds.b 6144 * 6K stack size
; change ^^ to something bigger if you want
_stackbottom:
.ds.l 1
.text
__main:
lea __main, a5 * Compute basepage address
suba.w #$100, a5 * subtract size of basepage
lea _stackbottom,sp * set up our stack
```

Note that if you want to use sozoinit.s, you should fix the part where
it tests the parent basepage pointer to determine whether it's an accessory
(see previous discussion in this newsgroup) and you might want to add
paranoid stack checking (see dstart.s).

To link sozoinit.o instead of dstart.o with standard cc.ttp, you have
to directly call the linker:

```
cc -O -c sozoinit.s yourfile.c
ld -o yourprg.tos sozoinit.o yourfile.o \lib\dlibs.a [and any other libraries]
```

Steve Yelvington <steve@thelake.mn.org>
Marine on St. Croix, Minnesota

2958. Re: ICD Advantage Host adapter problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-17 20:02:12 UTC
From: steveg@cseic.saic.com
Message-ID: <3118809@MVB.SAIC.COM>
Source record: 47444

I too had problems with my ICD adapter till I replaced their long DMA
cable with a 'standard' short one. The mono video would totally freak
out after disk accesses. Ever since I replaced the cable my system's
been rock solid.

--

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

2959. Re: write-read only file

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-17 20:14:41 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul17.201441.25449@informatik.uni-erlangen.de>
Source record: 47441

earl.pottinger@canrem.uucp (earl pottinger) writes:

>Fix this problem fast. You can't afford a bug like that if you are
>MultiTasking (Whatever form you use). On my Amiga I download messages i
>ZIP format, UNZIP them, Filter the text, REZIP and Transfer the file to
>disk. I download about 30 message bases in 2-3 hours. If I presently
>try to UNZIP a message file while downloading, or try REZIPPING the file
>while it is being filtered the O.S. will give me a error message and
>prevent me from making such a mistake. If I had that sort of bug in the
>O.S. PKAZIP would surely corrupt a message base or two. I know this is
>true because I make the mistake atleast once a week.
>FIX THIS BUG OR DON'T MULTITASK USING DA, MULTIGEM, OR WHATEVER.

Couldn't have said that better. This bug, however, is only part of
the problem. IMHO, the whole GEMDOS in its present form is a big
problem when multitasking is involved.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2960. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-17 22:03:52 UTC
From: mathew@mwowm.mantis.co.uk
Message-ID: <A0b8q410@mwowm.mantis.co.uk>
Source record: 47457

I think the reason for Atari's reluctance to fix bugs like this is that they took so much flak over the STE.

Hackers whose cute little programs had blithely assumed where the screen RAM was and where the ROM was and so on suddenly stopped working. Who did they blame? Who did the MAGAZINES blame? Atari.

Most of the magazines did, however, say that if the developers had been given more notice of the changes and if machines had been available to more people for longer before the actual release, it wouldn't have been a problem.

Personally, I suggest:

1. Announcing exactly what bug-fixes are going to be made one year in advance. You don't need to announce radical improvements to TOS, just the bug fixes which might break existing software.

2. Providing little PD patch programs so that developers can see if their programs will fall foul of the fixing.

3. One year on, fixing the bugs. Ignore those who whine.

I'm currently vaguely considering a TT to go with my two STs, or maybe a 68030 accelerator. But if Atari's not going to fix known bugs in TOS, I'll shift to another platform entirely.

mathew
--
<< baby mother hospital scissors creature judgement butcher engineer >>

2961. Re: Video Key

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-18 04:43:02 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <FuP052w164w@sys6626.bison.mb.ca>
Source record: 47446
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

snoret@unx.sas.com (Rick Tatem) writes:

> Has anyone any experience with a product called a
> Video Key? Supposedly it's an RF converter that
> allows an ST to be used with a standard TV or VCR.
> My monitor recently "blew up real good", and I'm
> a little strapped for $$.

It sure does work. If your ST doesn't have an RF modulator built-in this
was made for you. However, as most people know TVs aren't as good
resolution as monitors and using med. rez on my TV at least is nearly
impossible. I guess it depends on your TV. Low rez is OK though.

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

2962. Psygnosis Games

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-18 04:44:48 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <DXP053w164w@sys6626.bison.mb.ca>
Source record: 47447

Does anyone know ANYTHING about these Pysgnosis games:

Barbarian

Blood Money

Deep Space

Obliterator.
I know some of them are no longer sold by Psgnosis, but maybe someone
one or more of these titles. Any info would be appreciated.

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

2963. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-18 11:22:22 UTC
From: schwab@julien.informatik.uni-dortmund.de
Message-ID: <3638@laura.UUCP>
Source record: 47449

In article <rsm426@fiction>, danny@fiction.ms.sub.org (Daniel Roedding) writes:
|> csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
[...]
|> > It won't work unless you have a special floppy driver. The BIOS floppy driver
|> > _always_ assumes 12 bit FATs.
|>
|> Oops ... IT DOESN'T CHECK THE BFLAGS FIELD IN THE BOOT SECTOR???? So what's
|> this flag good for, if even GEMDOS doesn't care about it?
|>
|> Daniel

There is no bflags field in the boot sector, only in the BPB. The disk
driver is responsible to set this at its need, and GEMDOS *do* care
about it. The BIOS floppy driver has no way to find out which FAT
format the disk uses only by looking at the boot sector, so it assumes
12 bit FAT, which is standard MSDOS format

--
Andreas Schwab
schwab@ls5.informatik.uni-dortmund.de

2964. ICD faST Hard Drive problems!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-18 11:26:36 UTC
From: avp@garfield.cs.mun.ca
Message-ID: <1991Jul18.112636.12052@garfield.cs.mun.ca>
Source record: 47448

From avp Thu Jul 18 08:51:16 1991
Received: by garfield.cs.mun.ca id <108851>; Thu, 18 Jul 1991 08:51:10 -0230
From: Anthony Paul <avp>
To: avp
Message-Id: <91Jul18.085110ndt.108851@garfield.cs.mun.ca>
Date: Thu, 18 Jul 1991 08:51:06 -0230
Status: R

I have an ICD FAST Hard drive with two mechanisms inside, a 32 meg and a 40 meg.
A couple of months ago, sometimes when I'd try and access one of the drives
(always the same one), it would lose power, and you could visually hear it
spin down, and then sort of restart. Sometimes this would persist, and the
system would crash, other times it would come up to speed and work ok.

Gradually this problem got worse and worse. In fear it might be the mechanism,
I switched the two mechs in the case, now the problem began to occur on the
other drive. Therefore I concluded it was the powersupply (I beleive it is
115 watts?). I replaced the power supply with a similar one and the problems
disappeared. (Great!)

Now a couple of months later, it is beginning again. I can't afford to be
replacing powersupplies every couple months! Do I need a heftier supply?
Is there a simple part of the present supply I can replace? Shouldn't ICD
ship the damn thing with a supply capable of driving two drives if the case
fits two drives? Should ICD do something about this? Is this a know problem?

I've got a BIG report due in the near future, and I dread the thought of it
without a harddrive!

Any input will be greatly appreciated!

Thanks

Anthony V. PauL /| -----
137 Rennies Mill Rd. / | / /
St. John's, Nf / | / /
CanadA /---| /----
A1B 2P2 / | /
/ |/

avp@garfield.UUCP || It wasn't me. || Electrical '9
avp@garfield.cs.mun.ca || Boston Celtics in 90-91 || Engineering 3

2965. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-18 12:42:36 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul18.124236.25901@informatik.uni-erlangen.de>
Source record: 47450

danny@fiction.ms.sub.org (Daniel Roedding) writes:

>Oops ... IT DOESN'T CHECK THE BFLAGS FIELD IN THE BOOT SECTOR???? So what's
>this flag good for, if even GEMDOS doesn't care about it?

There is no such thing as a bflags field in the boot sector. Never has been.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

2966. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-18 13:28:51 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91199.145559ONM07@DMSWWU1A.BITNET>
Source record: 47451

In article <rsm426@fiction>, danny@fiction.ms.sub.org (Daniel Roedding) says:
>
>csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>d5

>
>Oops ... IT DOESN'T CHECK THE BFLAGS FIELD IN THE BOOT SECTOR???? So what's
>this flag good for, if even GEMDOS doesn't care about it?
>
>Daniel

Sorry, there is no such flag in the boot sector. It's only in a BPB.
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

2967. Re: Sozobon Stack Size

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-18 13:47:07 UTC
From: brad@bcars241.bnr.ca
Message-ID: <1991Jul18.134707.29855@bigsur.uucp>
Source record: 47452

steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <1991Jul16.180653.6203@bigsur.uucp>,
> brad@bcars241.bnr.ca (Brad Shapcott) writes ...]
>
> Ah.... I don't know what sozoinit.o is doing. It's not part of dlibs,
> and it's not part of the Sozobon C distribution. Use it at your own
> risk. It may use _STKSIZ in a different way than dstart.o, which is
> the ``proper'' startup module for dlibs.
>
> If you're using Sozobon cc.ttp, it will link dstart.o automatically.
>

Geez, I wonder where I got sozoinit.[so] from then. I don't remember putting anything that didn't come in the latest Sozobon distribution into the \sozobon hierarchy (except for the microrts library and a library of mostly window routines, which I explicitly know about).

> Here's what happens.
>
> Where does _STKSIZ come from? It's in its own little module at the
> tail end of dlibs.a, where it is defined as 4096L. But it is linked
> into your program ONLY if you don't define the variable yourself.
> Therefore you need to create a module containing the following line:
> long _STKSIZ = (16*1024); /* 16K stack */

Which is exactly what I did. When I saw the explicit ".dc.b 6144" in sozoinit.s I started having doubts about whether _STKSIZ was getting linked in automatically and allocating memory, instead of needing the library routines updated before compiling the target. And I either wasn't using -v or wasn't paying attention to what was being linked in as the startup module (concentration begins breaking down as it gets later, and later, and later . . .).

> Note that it's not ``extern long'' because that would cause the dlibs
> stksiz.o module to be linked. You don't want that.
>
> Add your stksiz module to the link list passed to cc (or in your
> makefile). Then your stack problem should go away (possible unmasking
> other problems, but that's the next chapter.)

Actually, I'd been going with "long _STKSIZ = 16384" all along, but I hadn't unpacked szadb1_4 till last night, so I was hoping that it was simply a problem with the startup module (I just couldn't decide whether it was sozoinit or dstart getting linked in) and its handling of stack allocation. It was the first time I'd used the compiler to put something substantial together and I wasn't trusting it 100%.

Now it seems I'll have to trust the compiler a little more and the Zoo 2.1 sources a little less. And use szadb, I guess.

> Steve Yelvington <steve@thelake.mn.org>
> Marine on St. Croix, Minnesota

Thanks for the info.

brad

2968. Beta Testers Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-18 14:17:17 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jul18.141717.7233@menudo.uh.edu>
Source record: 47453

Double Click Software is looking for beta testers for a soon-to-be-released professional game authoring system.

Interested parties should send email to:

uace0@menudo.uh.edu (that's a zero - uace0)

Do not reply in this newsgroup, we will ignore it. Send email only.

Would be testers _MUST_ :

1) Have programming experience in GFA BASIC, 'C', or assembly.
2) Have _serious_ time to dedicate to testing (this is an *extensive* system).
3) Have game design knowledge (would be nice) or really want to write a game.

SERIOUS REQUESTS ONLY.

Include with your request:

Your name.
A telephone number (in case reply mail bounces back).
What programming experience you have.
What programming language you use (and what package you currently use).

Thank you.

Double Click Software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2969. Re: OVERSCAN

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-18 14:21:59 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <4292@trick.cs.tu-berlin.de>
Source record: 47454

Hello David,

the Hsync & Vsync -Signals of the old mod are not very stable.

> I would appreciate any advice from people who have done this modification. As
>a carrot for Karsten Isakovic and/or Stefan Hartmann I plan on supporting the
>OVERSCAN at work if I can get enough test machines running flawlessly. (yes I
>eventually would like to get a couple of the AutoSwitch OverScans)

The US distributor of AutoSwitch-OverScan is RIO Computing in Las Vegas. I
don't know the price (RIO didn't order up to now...). In the Uk AS-OS is
distributed by Summer Workshop.

Greetings,
Karsten

2970. Programming with GEM (I need Help)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-18 14:27:07 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991Jul18.142707.7554@newcastle.ac.uk>
Source record: 47455

Hello,

I have been doing some programming with GEM using Hisoft Power Basic, and have managed OK (due to the fact that the run time system does most of the work for you). How ever when using the command: WINDOW FULLW, I thought to my self how do I do this in another Language, or by myself without the run time system doing it for me.

For those who do not know WINDOW FULLW provides the user with the complete screen as a work area.

So I sets to work, I create a window the size of the full screen (640 x 400 in mono) and messed around with the aes graphic commands, but I could not get it draw in the area were the menu bar is expected. I have seen many programs with the full screen accessable (eg art programs) so it must be possible, so in order not to re-invent the wheel could some one tell me how to do it.

Hope the above is clear

Dave J

--

+-------------------------------------+---------------------------------------+
David M. Johnson	If the radiance of a thousand suns
c/o Electrical and Electronic Eng.	were to burst at once in the sky,
Merz Court	That would be like the splendor
Newcastle University	of the Mighty One...
Newcastle upon Tyne	I am become Death
NE1 7RU	The destroyer of worlds.
+-------------------------------------+
Janet : D.M.Johnson@uk.ac.newcastle	
ARPA : D.M.Johnson@newcastle.ac.uk	The Mahbharata.
UUCP : ...ukc!newcastle!D.M.Johnson	
+-------------------------------------+---------------------------------------+

2971. Re: Problem w/ TeX 3.1 at atari.archive (was Re: getting TeX up and running on your ST)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-18 16:32:38 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Jul18183238@orion.laas.fr>
Source record: 47540
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have uploaded to atari.archive a corrected version of BibTeX
compatible with the new TeX 3.1 distribution. Credit goes, of course,
to Frank Ridderbusch for recompiling it! The difference is that it
accepts a TEXINPUTS environment variable compatible with TeX 3.1/LaTeX:

setenv TEXINPUTS '.\acm;.;e:\tex\inputs\local;e:\tex\inputs'

Dont forget that in both versions your *.bib files are looked for in
the BIBINPUTS path environment variable analogous to TEXINPUTS.

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

2972. Re: Sozobon Stack Size

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-18 17:17:07 UTC
From: brad@bcars241.bnr.ca
Message-ID: <1991Jul18.171707.2369@bigsur.uucp>
Source record: 47456

steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <A276371185@thelake.mn.org>, I wrote ...]
>
> To link sozoinit.o instead of dstart.o with standard cc.ttp, you have
> to directly call the linker:
>
> cc -O -c sozoinit.s yourfile.c
> ld -o yourprg.tos sozoinit.o yourfile.o \lib\dlibs.a [and any other libraries]
>
> ----
> Steve Yelvington <steve@thelake.mn.org>
> Marine on St. Croix, Minnesota

Well, I'm not really too excited about this. I'm just left with this paranoid wondering of how this stuff sozoinit got into my \sozobon hierarchy if it wasn't part of the original distribution and I didn't put it there. If it wasn't for sozoinit I would have jumped on dstart right away (since there would have been nothing else trying to look like a startup module in my \lib). A good reason to use cc -v . . . and watch what goes on a couple of times . . .

brad

2973. Powerdrome Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-18 18:24:08 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <XuRa63w164w@sys6626.bison.mb.ca>
Source record: 47458

I want to buy Powerdrome for the ST. I've heard EA is no longer selling
it, so if someone is elling it, or if you know of a store that still has
it _please_ let me know. Thanks.

+--+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+--+

2974. Help! How do I Use PC_DITTO with a megafile 30?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-18 18:39:21 UTC
From: jds20@ruts.ccc.amdahl.com
Message-ID: <7a=2028T09rT01@JUTS.ccc.amdahl.com>
Source record: 47501

When I start up PC_DITTO it recognizes that I have 3 hard disk partitions available but when I type the command "DIR C:" I get the message "Divide Overflow".

It seems that PC_DITTO does not recognize ATARI's new hard disk format. If I reformat my megafile 30 as an SH204 using the 1986 version of HDX then PC_DITTO recognizes the C drive and works fine. The only problem is that now I only have 20 Mb available on my 30Mb drive.

Does anyone know how to get PC_DITTO to work with the full 30 Mbytes?

Thanks, Doug Smith (jds20@ruts.ccc.amdahl.com)

2975. Can't get G_PROGDEFs to work! (G_USERDEFs)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-18 21:56:14 UTC
From: cmedley@wam.umd.edu
Message-ID: <1991Jul18.215614.22736@wam.umd.edu>
Source record: 47459

I'm trying to write code to handle a group of programmer defined objects in a GEM resource tree, and the trouble is, my drawing code is being called but the parameters are not being passed properly to it by the AES.

The Tim Oren ProGEM columns said that there would be a 32 bit address (pointer) to a PARMBLK structure on the stack, but after checking both the supervisor and user stacks, I don't see how it could possible be right, since the SSP is pointing at some ROM address (in this case, 0xFDDED4), and the USP is pointing at 0xAC90, which in turn points to what appears to a data structure that cannot possibly be a PARMBLK for the G_PROGDEF objects.

Can anyone, anywhere on Earth, help me? :)

2976. Need a good book on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-18 23:12:23 UTC
From: cpmurphy@vax1.tcd.ie
Message-ID: <1991Jul18.231223.1@vax1.tcd.ie>
Source record: 47460

[I am posting this for Thomas who has temporarily lost news access.
Please MAIL replies (I have set the reply-to field to be him).]

I have a request for those in ST land (c.s.atari-st). Any help is gratefully
accepted:

In a nut shell, I am looking a good technical reference text for the
Atari ST computer. I am working for a newly started games company in
Ireland and am responsible for the Atari format of a new game.
Unfortunately we have no suitable atari texts.

What I'm looking for is a LOW level and DETAILED reference book on the
Atari ST hardware and its programming. Basically I need to know how to
handle disk drives, graphic output, keyboard and other I/O devices without
the aid of an operating system. I need to hit the metal I'm afraid.

I was told of a text by ABACUS called "Atari ST Internals" that is
supposedly the best. However, after much searching, I find that this book is
not longer in print (just my luck). So, my two questions are:

i. Is there anyway I can get this book second hand?

and,

ii. Can anyone recommend an alternative text(s) that is as good
or better. And if so, where can I buy it(them).

Disclaimer: I don't read this group (though I suppose I'm going to be in
the future), so apologies if this has already been discussed.

-Thomas.

Helior// 33 Beechwood Lawn
****\X/ Dun Laoghaire, Eire
<{helior.}dbug.hobby.ie> !!! Please notify if mailing large files!!!

2977. STe/Mega ST clock question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-19 00:05:59 UTC
From: pv@polari.UUCP
Message-ID: <4809@polari.UUCP>
Source record: 47461

I've been informed from a certain Atari ST developer that I must purchase a used Mega 4 ST for the hardware unit they sell because there is a clock difference in the new STe line that causes problems in this developer's hardware/software. This is news to me. It also puts a bug in my plans as Megas aren't as common as the other ST models. I'm not sure, but seemed to be something about crystal speed difference between 30MZ and 31.2? Has anyone heard of this or can confirm/deny it?
Thank you.

-Pv-

UUCP: pv@polari GEnie: p.varn

2978. Re: Acc's which can be Prgs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-19 01:17:25 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <679884515.0@therip.FidoNet>
Source record: 47464

GC> Bah hah ha ha ha. I almost dumped my brunch when I read that.
GC> Please, people, if your going to write jokes keep it out of
GC> comp.sys.atari.st OK? This is not the appropriate newsgroup.
Why? I wasn't joking.. As far as I have seen I still think for the average Joe
the Atari support is much better then any other computer..
(Except maybe the Amiga. Last I heard they had a simular program but I also
have heard they have a 1-800 number.. Although you CAN call Atari
if your a developer and get help.. I have called myself... Just not on a
1-800 number..)
GC> I wholeheartedly disagree. Hardware problems aren't a problem, as if you
GC> have a local dealer, or any Apple dealer, he MUST provide support for
GC> hardware
GC> and software training/consulting.
Hmm, I wasn't talking about Hardware support.. I was talking about development
support..
GC> Then of course, whats $700 hundred bucks when one can cash in on a
GC> software market so huge its in the Hundreds of Millions of dollars
GC> per year. Whats the ST market? A few ten thou here and there?
Yea but how do you expect someone to start out? On a Mac you certainly can
not start programming anything serious without but about 10 different books..
Expect to fork no less then $2000 worth of hardware (And this is a bare bones
system really.. You could "get by" on a mac classic with a 20 megger but then
what do you use to print on.. Oh of course.. An imagewriter.. Laser printers
are out of the question..)
As to software.. You either spend the $200-300 for the language and spend
MONTHS learning the OS or you can spend a couple $1000 in software tools..
(Without the tools and without skeletons or something to start from expect
atleast double the normal time to figure out the environment..
These are not cheap to get...)
Of course you COULD spend the $700 IF your planning on getting a commercial
program out in two years.. Never mind if your a gov't or large company doing
inhouse software developement for inhouse usage.. You won't get ANY support..
And to get actual support you must pay ungodly fees to access applelink where
you MIGHT get help within 48 hours..
GC> As for tools, the Mac has much better software tools than the ST or TT
GC> will even SEE in thier lifetime, let alone waiting for someone from
GC> Atari to provide good compilers, system software.
Ataris don't NEED extensive tools as the mac does.. You can just hack it
altogether... ;-)

My experience...
Been using Genie for 1.5 years now.. I see people get helped with their
questions normally within 24 hours with very good examples etc..
I have the atari developers docs and full developer status..

Unfortunatley due to time restraints (Full time student.. Working on a comp. science degree, full time job, run a big bbs, and spend lots o'time with my girlfriend..) I havent done as much as I would like to do.

On the mac.. Took me better then a year and a half to make a scheduler program and a transfer system. (I created a system to link our Atari 800xl's in our lab to the Macs over the network. Works well. We have a simple one way network sending information in slow xmodem type transfers from the lab controlers (namely the 800xl's) to a mac that inserts the information into a database or spreed sheet.) MOSt of this due to making the stupid things work together.. (Has a Cdev, a background program and a normal program all running.. I KNOW it wont run under system 7 right away.. I had to make the scheduler program run the transfer program and the mac has no way of doing that that is supported throughout the systems..) Since I work for a city govt and all the software development was suposed to be inhouse they said no to support unless we were gonna release a commercial program. And the city didnt understand asking for

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

2979. Monitor problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-19 06:21:00 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91200.022100JJL101@psuvm.psu.edu>
Source record: 47463

Anyone help me on this one? -> I have been getting bands of black lines
that flicker on and off on my monochrome monitor and a 1040ST. They sometimes
get so that they fill the entire screen and turn it all black, but fade in and
out at seemingl random times. Then a while ago then entire screen turned
completely pitch black. Nothing anywhere. I switched to TV for color for
a bit, and retried the monitor, and now it appears to be back to normal.
The TV never has this problem. At first I thought it was interefernce
perhaps, then i heard it may be the video chip?, and now with the latest
incident that seems unrelated to the black lines,(this was a total screen
blackout with no fading out like normal) I think it may be the monitor
itself. As I sit here now, everything is perfect, no lines, nothing.
Looks like a new monitor.
Can anyone give me advice on what I should check to see what may be
causing these problems? I am not afraid to open the machines up, and
with my old 520, I have opened them up and added memory etc, but in this
case I am not at all sure what I should be looking for or what I should
be checking.
Any help would be appreciated!

****
* J.J. * Internet: JJL101@PSUVM.PSU.EDU * Penn State *
* * * Center for *
* John Lehett * Bitnet: JJL101@PSUVM * Academic Computing *
****
* Atari ST's!, Puzzles, Cryptos, Games, Diplomacy, Synths + Midi *
****

2980. Re: ICD faST Hard Drive problems!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-19 06:38:45 UTC
From: lahtinen@funet.fi
Message-ID: <LAHTINEN.91Jul19083845@nic.funet.fi>
Source record: 47462

Yes the original ICD power supply is quite weak (I think in theory only about 40). It seem to work with two Quantum drives, but some other makes are too power hungry.

I do not have any problems as I have 150W PC supply...

lahtinen@gideon.fmi.fi

PS. Actually I have a problem with the power supply - when I turn on my printer or table lamp my Atari resets. (The whole system is powered by that 150W switching power supply). I know I need some kind of filter or similar, but I do not quite know what happens if I add a big capacitor after a switching power supply.

2981. Info needed on HD specs (power consumption)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-19 11:19:31 UTC
From: tdrga@ccwf.cc.utexas.edu
Message-ID: <52560@ut-emx.uucp>
Source record: 47466
Cross-posted to: comp.periphs,comp.periphs.scsi,comp.specification,comp.sys.atari.st.tech,comp.sys.mac.hardware

(Sorry about the range of crossposting - I need an answer quickly)

I am adding a Seagate ST296N SCSI drive to my Atari ST system and need some specs on it and the Syquest 555 drive that I already own.

I originally purchased the Syquest drive as part of a drive/controller/ power supply/case deal. I am now going to add the Seagate drive to the case and power it from the power supply. The place I bought the Syquest drive from did not include any info on the power supply, but on the rectifier there is an indication of '60 W 50/60 Hz 115/230 VAC.'

I need to know the power consumption on the drives so I can figure out if I'm setting myself up for a fried power supply in the near future by running both disks from it. It seems to me that a 60W power supply is rather puny, but that's because I don't have any experience with putting a drive system together.

Please email all responses... I'm wasting enough bandwidth as it is.

Thank you,

Todd Drga
--
= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =
= =
= ' The dry grass will set fire to the damp grass ' =
= =
= African proverb brought to the Americas by slaves =

2982. supra clock

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-19 12:10:56 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul19.121056.7803@actrix.gen.nz>
Source record: 47467

Can some one help me with the Supra Clock Problem,
this is the one with the Clock Chip (RCA) draging down
the battery.

I read some where that Supra was replacing faulty Clock chips.

But I rang Supra to find out that I would have to send
my Host Adapter back for them to replace the Clock IC,
with a Dalas one.

This was not just a plug in job, traces have to be cut, etc.
I asked them if they could give me the details,
so I could do it myself, I told them that I was a competent
Computer Engineer, no way and could not even give me the
Dalas clock chip part No.

So is there some one that can give me the Part No.
of the Dalas Clock Chip, and also if Possible the changes
that where made to fit this device..

Note: I also fould out that there software version 4.01,
does not support BGM

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

2983. STE Power Supplies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-19 13:04:25 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul19.130425.18035@actrix.gen.nz>
Source record: 47468

If you are using a STE on 230/240 volts AC, and have
a Phihong (Taiwan) made Power Supply.

There is a small problem that can cause the Power Supply
to die.

R1 (470k) is a Start up resistor for the inverter,
this can go OC, as it is not rated for the 380v dc,
that is fed aross it,
Replace this Resistor for a 1/2 whatt type,
about 10 mm long, 3.5 mm wide.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

2984. Re: MACCEL3 fea...er, bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-19 13:13:52 UTC
From: steveh@tharr.UUCP
Message-ID: <2340@tharr.UUCP>
Source record: 47469

In article <1991Jul17.123013.20009@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>Argl! What a truly admirable imagination 8-) BTW: What does this
>strange magic 'F0AD' in AHDI mean? Are there hidden meanings behind
>other system magics?

Erm... F*** Off And Die?

<steveh%tharr.uucp@ukc.ac.uk> <...ukc!axion!tharr!steveh>
<Free Usenet in the UK from Tharr: 0234 841503>

2985. Syquest Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-19 14:09:27 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul19.140927.19888@actrix.gen.nz>
Source record: 47470

** Atari Mega File 44 **.

Are there many problems with the door on the Cartridge, not opening,
caused by a faulty/bad design lever that opens the door, this caused
the heads to come into contact with the door and end up bent.

So far I know of 2 of these, a repair centre stated that this is a
common problem.

The Atari Dealer here, refused to recognise this as a problem,
and refused to replace the drives, claim that they only have
a 90 day warranty.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

2986. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-19 15:18:09 UTC
From: danny@fiction.ms.sub.org
Message-ID: <rsm429@fiction>
Source record: 47477

adamd@rhi.hi.is (Adam David) writes:

> danny@fiction.ms.sub.org (Daniel Roedding) writes:

> > I doubt this is real. My hard disk surely has a larger FAT...

> Whoops, I made a serious wording error. What I meant, of course, was the
> floppy driver bios. Obviously the hard disk is handled by a separate driver.

... but the FATs are both by the same piece of code located somewhere in
the depths of GEMDOS. The driver is only responsible for block read/writes.

> > Probably this "limit" only exists when using 12 bit FATs? Perhaps one should
> > try using 16 bit FATs on floppy disks also, if you write your own formatter,
> > this should work.

> Is there any way of using 16-bit FATs on a floppy without writing a new
> floppy driver? There is certainly no documented field to specify FAT entry
> size on the boot sector.

Bit zero of the BFLAGS field in the boot sector should tell whether to use
12 or 16 bit FATs. But as Claus Brod said, 16 bit FATs seem to be impossible
on floppy disk. Don't ask why ... the GEMDOS FAT evaluation routines don't
seem to be very well programmed. :-(

Daniel

2987. Re: Acc's which can be Prgs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-19 16:25:06 UTC
From: ersmith@ria.ccs.uwo.ca
Message-ID: <3781@julian.ccs.uwo.ca>
Source record: 47471

In article <1991Jul17.100614.8984@doug.cae.wisc.edu> carter@engr.wisc.edu (Gregory Carter) writes:
>As for tools, the Mac has much better software tools than the ST or TT
>will even SEE in thier lifetime, let alone waiting for someone from
>Atari to provide good compilers, system software.
>

Actually, there are some pretty darned good tools available for the ST and TT (e.g. gcc and the other gnu stuff) at very reasonable prices (e.g. free). Yes, they're not as user friendly, but they *are* extremely powerful. For serious development work, and for experienced programmers, these tools are fine. (I would agree that "casual" programmers may not find them as nice as what's available on the Mac; but I'm not a casual programmer, and I don't want to have to wrestle with my compiler to get it to do what I want).
--
Eric R. Smith ersmith@julian.uwo.ca

2988. Re: MACCEL3 fea...er, bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-19 16:29:04 UTC
From: kbad@atari.UUCP
Message-ID: <2997@atari.UUCP>
Source record: 47478

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

|BTW: What does this
|strange magic 'F0AD' in AHDI mean? Are there hidden meanings behind
|other system magics?

Knowing Landon's propensity for putting, uh, interesting things in
the TOS code, I wouldn't doubt that F0AD stands for something...
Let's just say the last two words are ...and die.

There are plenty of other interesting magic values, for example,
resmagic (which validates the reset vector) has the value of pi
when hex-dumped, i.e. $31415926.

|PS: My auntie recently was bitten by a ... - oops, wrong movie

Yes, well MACCEL's cookie would be LLAMA if it weren't so hard
to put in hex <chuckle>.

BTW, to answer Julian's question, the STE Addendum (where the cookie
jar is documented) doesn't require that cookies be printable
when ASCII dumped, it only suggests that. It's a good suggestion
though. Since CPX IDs *must* be 4 ASCII characters, we may as well
be orthogonal, no?

MACCEL was probably the first program ever to use the cookie jar.
It was written before even the preliminary cookie jar documentation
was passed along to developers. So... there's my excuse ;)
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2989. Hard Drives on the 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-19 16:50:54 UTC
From: U43610@uicvm.uic.edu
Message-ID: <91200.115054U43610@uicvm.uic.edu>
Source record: 47472

What types of Hard drive controllers are available on the 520ST? (SCSI, MFM?)
Where can I get one at a very good price? (what is the price?) [for a <40 meg
unit]-
-
Ken.

2990. GSTSHIFTER problem good (old ste) chip ID num?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-19 16:52:21 UTC
From: pegram@kira.UUCP
Message-ID: <1991Jul19.165221.4805@uvm.edu>
Source record: 47473

I have the problem that Lars Erik Osterud has posted about here for
new mega STes and Stes (I have a new Ste). Lars didn't provide the
necessary chip numbers for me to get a *correct* replacement from Best
Electronics (hey the warranty went when I put in the 4 1meg chips 8-).
Does anybody know whether this is the new Shifter chip and what the g
ood and/or bad chip numbers are?

Assuming that the "GSTSHIFTER" is the new Video shifter chip,
and no one posts the chip numbers, I have a request:

If you have an older Ste that flips Mono screens properly (no wrapping
left of the screen, try a Degas picture cycling program), has *no*
static in DMA sound (try an STe noisetraker program - LarsErik wrote
one that shows the noise problem), and displays Spectrum 512 pictures
properly, please open your machine up and look for the chip number of
your STe Shifter chip. NOT the U (board) number but the one on the
chip itself. Lars' U numbers were U401 for his '89 STe and U502 in
his new Mega STe, hope this helps you find the chip, but U numbers
vary tremendously with each board revision 8-). Unless I miss my
guess, it *is* socketed and should be in its own video rf shielding
box inside the regular shield of the STe. Post the number you get and
we'll see if substituting your version of GSTSHIFTER for mine really
solves this problem. I guess the STe DMA problem has not gone away,
just moved into the sound and video area 8-(.

thanks,

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

(where "..." stands for your uucp path through uunet or another big site)

2991. Re: write-read only file

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-19 17:11:13 UTC
From: kbad@atari.UUCP
Message-ID: <2998@atari.UUCP>
Source record: 47479

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod)

|IMHO, the whole GEMDOS in its present form is a big
|problem when multitasking is involved.

Hear, hear.

If you only knew... :)
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

2992. Re: Video Key

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-19 18:33:57 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <1991Jul19.183357.5501@murdoch.acc.Virginia.EDU>
Source record: 47474
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My neighbor had a VideoKey so their kids could play games on the TV. It works well, tho not any better than the rf port on the 520 (they claim it looks better since it's straight composite-output, but it didnt't to us).

80 column text on a tv is legible for the most part, but some letters are confusing/hard to read. It is, tho, the ONLY computer I've EVER seen that is at all useable in 80 col. on a tv. They designed the pixels in med. res. shapedlike a vertical rectangle (the monolith!). On a tv it's readable, and on the Atari's CGA-pixel color monitor, the text looks as good as EGA on a PC. THat's a big reason why I prefer it over the Amiga, too.

Anyway, the VK got zapped by lightning. With a new one costing $80, they decided to invest the $$ in a used color monitor instead.

ATARI ST: The best computer for poor people!

2993. Atari ST and the Apple Mac:

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-19 18:46:40 UTC
From: U43610@uicvm.uic.edu
Message-ID: <91200.134640U43610@uicvm.uic.edu>
Source record: 47475

As a soon to be owner of an ST, rumor has it there is a possibility to give the ST a steroid injection to run certian Mac/Mac + software.. Anyone have further info on this topic? Was shit blown in my face? Thanks for the help and sorry for a dupli-post.
-
U43610@UICVM.UIC.EDU
-
Ken.

2994. New DC Program 7/19

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-20 00:49:32 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jul20.004932.19421@menudo.uh.edu>
Source record: 47476
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Due to an _overwhelming_ request for this program (including a phone call last night from Bruce Nelson :-), we couldn't ignore the masses (as much as we may try <BIG GRIN>). So here is the program y'all WANTED TO SEE!

DC Mouser will turn the mouse cursor on or off by pressing the magic keys.

You can get it at ftp site: atari.archive.umich.edu
Or from the binaries group when it is released.

Ciao, y'all. And thanks for all the suggestions, ideas, support and words of encouragement! (Quick, send money. <grin>) Keep it coming!

- mike vederman / double click software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

2995. test

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-20 07:24:40 UTC
From: warlock@pro-haven.cts.com
Message-ID: <87.atari.tech@pro-haven>
Source record: 47480

This is just a test, atarioids...

ProLine: warlock@pro-haven | Tye Botting, pro-haven SysOp
INET: warlock@pro-haven.cts.com | Pariahs' Haven BBS 409/693-8262
twb5024@zeus.tamu.edu | College Station, TX 24hours
UUCP: crash!pro-haven!warlock | 3/12/24/96 v.32/v.42/v.42bis

2996. Re: STE Power Supplies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-20 16:38:16 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Jul20.163816.4437@newcastle.ac.uk>
Source record: 47481

In article <1991Jul19.130425.18035@actrix.gen.nz>,
Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
|>
|> If you are using a STE on 230/240 volts AC, and have
|>a Phihong (Taiwan) made Power Supply.
|>
|> There is a small problem that can cause the Power Supply
|>to die.
|>
|> R1 (470k) is a Start up resistor for the inverter,
|>this can go OC, as it is not rated for the 380v dc,
|>that is fed aross it,
|> Replace this Resistor for a 1/2 whatt type,
|>about 10 mm long, 3.5 mm wide.
|>

Yup, we have had this problem on 3 STe's the PSW blew within a week of
puchase but since using 1/2 whatt resistors all the machine have had no
problem since.

Dave Halliday.

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

2997. Re: ICD faST Hard Drive problems!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-20 17:40:44 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jul20.174044.18061@watmath.waterloo.edu>
Source record: 47482

In article <1991Jul18.112636.12052@garfield.cs.mun.ca>
avp@garfield.cs.mun.ca (Anthony Paul) writes:

>I have an ICD FAST Hard drive with two mechanisms inside, a 32 meg and
>a 40 meg. A couple of months ago, sometimes when I'd try and access
>one of the drives (always the same one), it would lose power, and you
>could visually hear it spin down, and then sort of restart. Sometimes
>this would persist, and the system would crash, other times it would
>come up to speed and work ok.
>
>[...] I replaced the power supply with a similar one and the problems
>disappeared. (Great!)
>
>Now a couple of months later, it is beginning again. [....]

Someone wrote recently that cables were the cause of a high percentage
of problems with hard drives. I have no large mass of data from which
to make such a statement, but I can add my own anecdote.

For a while, I had a problem with my ICD FaST Drive (48 Meg) similar to
the one described above. Several times I looked inside and poked
around, not really doing anything. I did no soldering or desoldering.
What I did do the last time was to disconnect and re-connect every
connector inside the system. Now I conjecture that I had some
corrosion that was limiting current flow. I suspect the connector
from the power supply to the internal cable going to the drive.

Xii
\===
\||
||
This is me with my fingers crossed.
--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
internet: ljdickey@watmath.UWaterloo.ca BITNET/EARN: ljdickey@watdcs
obsolescent?: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey

2998. Re: Video Key

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-20 19:19:39 UTC
From: lchd_ltd@uhura.cc.rochester.edu
Message-ID: <1991Jul20.191939.26524@galileo.cc.rochester.edu>
Source record: 47483
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jul19.183357.5501@murdoch.acc.Virginia.EDU> lch3e@holmes.acc.Virginia.EDU (Lauren C. Howard) writes:
> ATARI ST: The best computer for poor people!

This can well replace the 'Power without the price' slogan! :)

...

Holich

2999. Re: ICD faST Hard Drive problems!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-20 22:33:18 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b8v73i@jonh.wimsey.bc.ca>
Source record: 47486

I had trouble with poer connectors in my hard drive a while back
and what I found was that the 4 pin connectors were very badly designed.
The standard connector has 4 pins, three of one sex and one of the other
to maintain alignment. These are simple ridged tubes that slip into each
other, but the plastic housing around them is so loose as to allow one
or more pins to be pushed back into the housing and not make a good
electrical connection. Check each connector carefully to make sure
each pin is actually fully connected with it's mate.
Once I found the badly connected pin, I've had no trouble for over
1+ year.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

3000. Re: Powerdrome Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-20 22:35:18 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0b8v76u@jonh.wimsey.bc.ca>
Source record: 47487

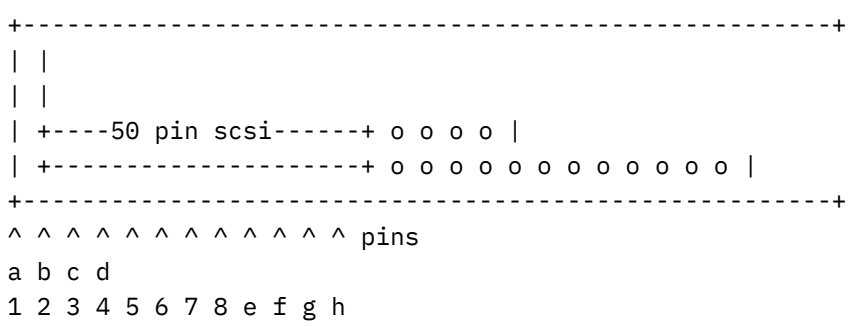
Just a warning re: Powerdrome.
The control system for this game makes it virtually unplayable.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

3001. Imprimis 94211-106 setup

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-21 01:31:50 UTC
From: fsctc@csduts1.lerc.nasa.gov
Message-ID: <1991Jul21.013150.3265@eagle.lerc.nasa.gov>
Source record: 47484
Cross-posted to: comp.periphs.scsi,comp.sys.atari.st.tech

A friend of mine and I just went to a ham-fest and bought an Imprimis 94211-106 to use on his Atari ST through an ICD SCSI host adapter. We couldn't get the ICD software to recognize the device on the SCSI bus. What we would like to know is, what do those configuration pins on the back of the drive mean? Below is a rough sketch of the pin layout.



The drive comes with pin 2 & 3 connected. When we turned on the drive, the front LED stayed on for about 10 seconds and went out. Nothing else happens then. On a Seagate ST157N, it normally turns on for a while and shuts off. When the system checks the SCSI bus for devices, the LED on the ST157N would flash. Not on the Imprimis.

We would like to set this Imprimis up as SCSI device 1, no parity. Will anyone be able to help us? It's supposed to be a 109 MB embedded drive.

Clarence T. Chang
fsctc@csduts1.lerc.nasa.gov

3002. Switching on/off

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-21 08:33:44 UTC
From: marshall@cs.uq.oz.au
Message-ID: <2540@uqcspe.cs.uq.oz.au>
Source record: 47485

I hear conflicting tales about whether it is OK or not to leave the machine on all the time.
I use my ST early mornings and some evenings, with about 8 hours unattended between times, The setup is: 1040ST, Tos 1.0, SM124, Megafile20 H/disk, and Canon Bj10-e printer. What do people reckon about leaving it on all the time? Is this a good thing, or is it dangerous (the screen would be blanked, of course).
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

3003. Re: Switching on/off

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-21 14:25:54 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul21.142554.28543@actrix.gen.nz>
Source record: 47488

In article <2540@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
> I hear conflicting tales about whether it is OK or not to leave the machine
> on all the time.
> I use my ST early mornings and some evenings, with about 8 hours unattended
> between times, The setup is: 1040ST, Tos 1.0, SM124, Megafile20 H/disk, and
> Canon Bj10-e printer. What do people reckon about leaving it on all the
> time? Is this a good thing, or is it dangerous (the screen would be blanked,
> of course).
> --
> _-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
> / B <--+ Department of Computer Science :fx:+61 7 365 1999
> _.-._/ | University of Queensland, St.Lucia
> v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

AS long as there are no electric motors that run, thing do last longer, but
if its a hard disk or a fan, I would say turn them Off.
The Bearings wear out.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

3004. Re: Switching on/off

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-21 17:29:14 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <154500@unix.cis.pitt.edu>
Source record: 47489

In article <2540@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
>I hear conflicting tales about whether it is OK or not to leave the machine
>on all the time.
>I use my ST early mornings and some evenings, with about 8 hours unattended
>between times, The setup is: 1040ST, Tos 1.0, SM124, Megafile20 H/disk, and
>Canon Bj10-e printer. What do people reckon about leaving it on all the
>time? Is this a good thing, or is it dangerous (the screen would be blanked,
>of course).

Well, if you have the computer well ventilated (and maybe a fan
blowing air through it),it should work ok. Remember - all those 24 hour
BBS's have to stay on day and night, many of which are runon ST's.
Why would you want to leave it on all the time anyways?

Robert Anisko
rjast1@unix.cis.pitt.edu>--

3005. Re: Switching on/off

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-21 17:33:12 UTC
From: gs32+@andrew.cmu.edu
Message-ID: <4cWQJM200awIQ0j0VI@andrew.cmu.edu>
Source record: 47495

Are you running a program on it that needs to be up all that time? I run a BBS on my Mega ST it acts weird after running for a few days at a time (I took the BBS down to write a paper on WordPerfect, and my Wp locked up while I was typing... I never had ANY problems with the WP software before that. I don't know if it was just a coincidence, but leaving the computer on for mso long might've had something to do with it.)

On a 1040ST, without a fan built in, there could also be overheating problems (I used to run my BBS on a Commodore 64 and it burned out every 2 months or so, because it got so hot)

Geoff Spear
gs32+@andrew.cmu.edu
Summer Pre-College

3006. Re: Switching on/off

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-21 20:13:28 UTC
From: gs32+@andrew.cmu.edu
Message-ID: <ocWSfce00awCQ0ykRA@andrew.cmu.edu>
Source record: 47496

Maybe he's just to lazy to shut it off for those 8 hours (reaching behind the computer and flipping a switch DOES take an extra 5 seconds you know... A friend of mine NEVER touched his power switch on his MEGA 2 after the first time he turned it on, he just unplugged his power stip when he was done... really strange kid)

Geoffrey Spear
gs32+@andrew.cmu.edu
Carnegie Mellon Summer Pre-College

3007. Re: supra clock

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-21 20:27:52 UTC
From: chuck@richsun.reuter.com
Message-ID: <2063@richsun.cpg.trs.reuter.com>
Source record: 47490

In article <1991Jul19.121056.7803@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>Can some one help me with the Supra Clock Problem,
>this is the one with the Clock Chip (RCA) draging down
>the battery.
>
> I read some where that Supra was replacing faulty Clock chips.
>
I have the same problem with my Supra HD 30M. I replaced the battery once and the replacement just went out again after a short time. Hope we can find another alternative other than sending the HD drive in!?

CUL,
Chuck

3008. ST power supply question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-21 22:02:07 UTC
From: tdrga@ccwf.cc.utexas.edu
Message-ID: <52681@ut-emx.uucp>
Source record: 47491

I finally opened my 1040STF last night for a much needed cleaning and decided to check the power supply since I thought it was running a little hot. Using a digital multi-meter, the DC output from the PS were a bit low. Instead of 12vDC, i got something like 10.4 and instead of 5vDC, I got 4.4 or so.

Is this a problem? I may end up getting a 200w PS and running the computer and both my hard drives off of it, just to be safe.

Thanks,

Todd Drga

--
= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =
= =
= ' The dry grass will set fire to the damp grass ' =
= =
= African proverb brought to the Americas by slaves =

3009. Re: Switching on/off

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-21 23:18:20 UTC
From: adamd@rhi.hi.is
Message-ID: <3413@krafla.rhi.hi.is>
Source record: 47494

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <2540@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
>> I hear conflicting tales about whether it is OK or not to leave the machine
>> on all the time.

Like other electrical appliances it wears out slowly while left on, and
considerably faster while being switched off and on. You have to decide
whether to pay more for electricity, or to pay (potentially) more often
for repairs.

>> I use my ST early mornings and some evenings, with about 8 hours unattended
>> between times, The setup is: 1040ST, Tos 1.0, SM124, Megafile20 H/disk, and
>> Canon Bj10-e printer. What do people reckon about leaving it on all the
>> time? Is this a good thing, or is it dangerous (the screen would be blanked,
>> of course).

>AS long as there are no electric motors that run, thing do last longer, but
>if its a hard disk or a fan, I would say turn them Off.
>The Bearings wear out.

Changing a fan once every few years is no big deal. Changing a knackered
hard disk with little or no advance notice is no fun. It's a real pity
that manufacturers of hard disk systems are too busy selling them to bother
with designing in a standby mode. I would like to see a system that powered
down the hard disk after a specified period of inactivity, powering up again
on demand. Autopark would be best. This would also reduce the risk of damage
by earthquake on a BBS (or any other) system during periods of inactivity.

--
Adam David.
(adamd@rhi.hi.is)

3010. Re: Psygnosis Games

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-21 23:37:22 UTC
From: G46HC@CUNYVM.BITNET
Message-ID: <91202.193722G46HC@CUNYVM.BITNET>
Source record: 47513

Sure:
Obliterator and Barbarian are pretty much the same concept, except that Obliter

ator is high tech and comes after. Both rely on buttons positioned at the
bottom of the screen, (jump, dodge, left right, etc) have limited movement and
firing with the mouse, and use a profile view. The are pretty fun, but tend to
rapidly get tedious.
Blood money is emmensly superior to the two games listed above. it is a side-sc
ling

ling shoot'em up with great graphics and sound, and an excelent arcade feel
de feel. bit hard, though.

cant tell you anything about deep space, though.

* Joshua Kronengold<G46HC@CUNYVM.BITNET> *
* <G46HC@CUNYVM.CUNY.EDU> *
* "Oh Lord, what fools these mortals be!" *
* Robin Goodfellow *
* "Never underestimate man's potential for stupidity *
* Woodrow Wilson Smith *
****

3011. Programming the Blitter

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-22 00:28:50 UTC
From: redmond+@cs.cmu.edu
Message-ID: <1991Jul22.002850.19081@cs.cmu.edu>
Source record: 47497

Is it possible to expilcity program the blitter (in either C or assembler) ?
Or can it be only used via GEM call, and Line-A etc.?

Could any one give me any details, or tell me where details are to be had?

Basicly I know I've got a blitter in my STe, and it supposedly magicly
increases the speed of graphics operations, but that's about it!

Any help would be much appreciated,

Thanks in advance,

Red/.

3012. Re: Switching on/off

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-22 01:24:49 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <6065@wucc.waseda.ac.jp>
Source record: 47492

Atari ST's are so robust that they can operate for months continually.
The points to remember are:
(1) are you not wasting electricity?
(2) If the picture of the monitor does not change for half an hour, the monitor will 'burn', i.e. you will have eternal dots on it.
(3) the bearing of hard drives and fans do not wear. They are designed to last for five years if my memory doesn't fail me. If you turn off the hard drives, you will be wearing the mechanism of hard drives (the spin up is such a stressful event). Most of the hard drives whose capacity is over 2 gig bytes are not turned off once they are installed.
(4) the big aluminum electrolyte capacitors are particularly vulnerable ot initial power-on phase. They are also vulnerable to heat. Buying a good Japanese capacitors will help (105 degrees stuff, not 85 degrees. I always buy Nichicon). When capacitors got bad, the power supply will fall (say, from 2.5 amps to 1.5 amps), and if the 5V falls to 4.7 volts the ST is known to misbehave.
Cheers,
Y.T.

3013. Re: Switching on/off

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-22 01:40:33 UTC
From: ytsuji@wucc.waseda.ac.jp
Message-ID: <6066@wucc.waseda.ac.jp>
Source record: 47493

Also note that the aluminum electrolyte capacitors (the big cylinders) do not last long. The life span used to be two years. There have been a great improvement in their quality in the last two years, which has enabled the life span longer (they can stand the histerisis much better now).

Also note that though Atari ST's are designed to operate in the ambient temperature of less than 35 degrees centigrade, the temperatur of the room should be kept less than 30 degrees to be safe. If you buy a top quality fan, it will beep when the temperature has gone too high or if it has broken down. This kind of fans are used for expensive equipments.

Y.T.

3014. Re: Can't get G_PROGDEFs to work! (G_USERDEFs)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-22 02:04:30 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <3805.07.91@drdhh.hanse.de>
Source record: 47402

```
cmedley@wam.umd.edu (Charles Henry Medley) writes:
>I'm trying to write code to handle a group of programmer defined objects
>in a GEM resource tree, and the trouble is, my drawing code is being called
>but the parameters are not being passed properly to it by the AES.

USERDEF code is declared as

int func(PARMBLK *p) { ... }

in C.

So AES does something like this:

pea parmblk
move.l ucode,a0
jsr (a0)
addq.l #4,a7

Since jsr pushes a 4byte retaddr on stack, you have to use

move.l 4(a7),... to fetch the address of PARMBLK.

Hope that helps, Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / D-2000 Hamburg 76
"Not surprisingly, I know a number of C programs that used
to be Pascal programmers..." (B.Houghton, quoting C.Sherman)
```

3015. Re: ST power supply question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-22 07:43:14 UTC
From: wilko@russia.idca.tds.philips.nl
Message-ID: <1283@apdnm.idca.tds.philips.nl>
Source record: 47498

In article <52681@ut-emx.uucp> tdrga@ccwf.cc.utexas.edu (Todd Drga) writes:

>hot. Using a digital multi-meter, the DC output from the PS were a bit
>low. Instead of 12vDC, i got something like 10.4 and instead of 5vDC, I
>got 4.4 or so.

4.4V is not within specification for 74series LS-TTL chips and most likely the
Atari custom chips are within the same power supply tolerances. LS-TTL requires
5V +- 5%

_ ____
| / o / / _ Wilko Bulte Domain: wilko@idca.tds.philips.nl
|/|/ / / /((_) System Engineering uucp : [mcsun,hp4nl]!philapd!wilko
* Philips Information Systems Nederland phone: +31 55-432372 fax: +31 55-432103
'Whoever undertakes to set himself up as a judge of Truth and Knowledge
is shipwrecked by the laughter of the Gods' - A. Einstein

3016. STe file selector

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-22 08:03:40 UTC
From: jansteen@cwi.nl
Message-ID: <jansteen.680169820@piring.cwi.nl>
Source record: 47499

Today I noticed that when giving a relative path to the file selector
of the Atari STe it's impossible to do more "cd .."'s (using the close
box of the window) than the directory where the relative path started.
This has to do with the way the system figures out the parent directory.

An example to illustrate what I mean:

```
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-= sample.c =-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
#include <stdio.h>
#include <string.h>
#include <aes.h>

#define PATHLENGTH (64+1)
#define FILELENGTH (12+1)

main()
{
char path[PATHLENGTH+FILELENGTH];
char file[FILELENGTH];
int button;

(void) sprintf(path, "%s\\%s", ".\\MISC", "*.C");
(void) strcpy(file, "FILE.C");

exit(fsel_input(path, file, &button));
}
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-= sample.c =-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

This will result in the file selector showing:

```
Directory: .\MISC\*.C
Selection: FILE.C
```

When applying the "cd .." button of the file selector it will show:

```
Directory: .*.C
Selection: ________.___
```

So, it seems that the system code performs the "cd .." command
by stripping *one* directory from the current path. However,
the used algorithm doesn't make sense in this case.

My question:

Should one only supply full pathnames to the file selector,
or should the described behaviour be considered a bug?

Three notes:

1. The used algorithm (stripping instead of executing "cd ..") does
make sense for file systems which support symbolic links. So, it
is not necessarily a bad algorithm to use. Subject of discussion
is the *way* the system strips.

2. The current working directory of the test application was below
the root of the file system.

3. The above program might perform differently on older TOS systems.

Jan van der Steen

--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

3017. How to daisychain Atari Megafile 20s?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-22 11:13:15 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5604@syma.sussex.ac.uk>
Source record: 47502

A colleague of mine has used a Megafile 20 for a number of years (it might be an SH205, but I think they're the same). He has now inherited another Megafile 20 from another colleague and wants to daisychain them, preferably without losing the data on either drive. Both drives are out of warranty, and both were formatted with Atari HDX v2.something. I'd just like to ask a few questions and check the best way of doing things:

1. DIP switches. I think Atari HDs are normally set to 0. So we just open up the second drive and set it to 1, yes? That's unlikely to clash with Atari laser printers, as they are normally set to 5 or 7, right? Anything else it might clash with? How accessible are the DIP switches?

2. We'll remove SHDRIVER.SYS (or whatever the autoboot file was called in version 2) from the first partition of the new drive before starting. Is that all we need to do in order to allow the old drive to autoboot without getting confused?

3. TOS/GEMDOS etc. should recognise the new partitions and give them drive letters which follow on from the last logical drive on the first disk (assuming they are all GEM partitions), yes? We'll have to install them on the desktop of course.

Sounds suspiciously simple. What have I left out? Where am I going wrong? Will we have to reformat/repartition?

This will be running under TOS 1.0. Yes, I know 1.4 would be much better, but apart from the sorts of problems fixable with FATSPEED and the like, is anything likely to break which would not with 1.4?

Thanks for any help you can give.

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

3018. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-22 11:22:43 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul22.112243.11462@informatik.uni-erlangen.de>
Source record: 47500

danny@fiction.ms.sub.org (Daniel Roedding) writes:

>Bit zero of the BFLAGS field in the boot sector should tell whether to use
>12 or 16 bit FATs. But as Claus Brod said, 16 bit FATs seem to be impossible
>on floppy disk. Don't ask why ... the GEMDOS FAT evaluation routines don't
>seem to be very well programmed. :-(

Daniel, there is no BFLAGS field in the boot sector. The BFLAGS field is
provided by the getbpb() function which in turn is handled by the
appropiate disk driver. This means that each driver decides whether
a drive that it controls uses a 12 oder 16 bit FAT. The low level
BIOS/XBIOS floppy driver assumes a 12 bit FAT. There is nothing
which keeps a programmer from adding a new floppy driver that allows
16 bit FATs. In fact, this could even be done using a very small TSR
that hooks into the hdv_bpb vector.

You could say a lot of quite unpleasant things about GEMDOS, but it
has no problems telling 12 bit FATs from 16 bit FATs. To sum it up:
It's not a GEMDOS bug. It's not even a BIOS bug. It's a feature.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

3019. Re: How to daisychain Atari Megafile 20s?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-22 13:37:48 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul22.133748.21393@informatik.uni-erlangen.de>
Source record: 47503

grahamt@syma.sussex.ac.uk (Graham Thomas) writes:

>1. DIP switches. I think Atari HDs are normally set to 0. So we just
>open up the second drive and set it to 1, yes? That's unlikely to clash
>with Atari laser printers, as they are normally set to 5 or 7, right?

Correct.

> How accessible are the DIP switches?

Open the case, remove the shielding. The DIPs are on the controller
board.

>2. We'll remove SHDRIVER.SYS (or whatever the autoboot file was called
>in version 2) from the first partition of the new drive before starting.
>Is that all we need to do in order to allow the old drive to autoboot
>without getting confused?

Use HINSTALL to remove SHDRIVER.SYS from one of the two hard disks.
Simply removing the driver might cause problems.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

3020. Re: Hard Drives on the 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-22 14:35:38 UTC
From: george@electro.com
Message-ID: <1991Jul22.143538.26622@electro.com>
Source record: 47505

In article <91200.115054U43610@uicvm.uic.edu> <U43610@uicvm.uic.edu> writes:
>What types of Hard drive controllers are available on the 520ST? (SCSI, MFM?)
> Where can I get one at a very good price? (what is the price?) [for a <40 meg
>unit]-
>-
>Ken.

I was able to take the following approach. I bought a used 20 Macintosh drive ($100 CAN) and bought an ICD host adapter, mail-order, to run it. Although the adapter handles many, many different controllers, it didn't handle the one in the Mac drive and ICD told me they never would (because of the custom control codes used) So I also bought a SCSI controller board from ICD. The system ran well on the bench, but.... now the packaging was all wrong. I needed to mount one of the boards on the outside of the original drive case and extend the case cover, but... before I got the cover built , I overdrove the power supply and blew it's fuses.

I now have a custom case, overated power supply, cooling fan, 20 meg drive, controller and adapter boards and room for another drive unit on my desk. Don't get me wrong, it was a learning experience, and I now have a reliable hard drive for the ST, built for about $300 CAN.

The bottom line, if you build it yourself, what you save in dollars, you MUST spend on patience! 8^)

--

____
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com

3021. Re: Help! How do I Use PC_DITTO with a megafile 30?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-22 14:48:16 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul22.144816.17803@actrix.gen.nz>
Source record: 47504

In article <7a=2028T09rT01@JUTS.ccc.amdahl.com> jds20@RUTS.ccc.amdahl.com (Doug Smith) writes:
> When I start up PC_DITTO it recognizes that I have 3 hard disk
> partitions available but when I type the command "DIR C:" I get
> the message "Divide Overflow".
>
> It seems that PC_DITTO does not recognize ATARI's new hard disk
> format. If I reformat my megafile 30 as an SH204 using the
> 1986 version of HDX then PC_DITTO recognizes the C drive
> and works fine. The only problem is that now I only have
> 20 Mb available on my 30Mb drive.
>
> Does anyone know how to get PC_DITTO to work with the full
> 30 Mbytes?
>
> Thanks, Doug Smith (jds20@ruts.ccc.amdahl.com)

I think there is a Patch for this on Genie, I have a program to do with a divide fault..or a maths fault...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

3022. Re: STE Power Supplies

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-22 15:00:24 UTC
From: erik@mcrware.UUCP
Message-ID: <7458@mcrware.UUCP>
Source record: 47512

In article <1991Jul19.130425.18035@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
> If you are using a STE on 230/240 volts AC, and have
>a Phihong (Taiwan) made Power Supply.
>
> There is a small problem that can cause the Power Supply
>to die.
>
> R1 (470k) is a Start up resistor for the inverter,
>this can go OC, as it is not rated for the 380v dc,
>that is fed aross it,
> Replace this Resistor for a 1/2 whatt type,
>about 10 mm long, 3.5 mm wide.

Anyone know if some machines shipped to North America have a similar problem?

Here's what has happened with each of the last two STE I have had. After being, on for a while, the machine sometimes terminates in a multitude of bombs. So, after I power down and wait 30 seconds, I try again.

The screen turns white, but the floppy drive never kicks in. If I leave the machine off for a good number of hours, it usually will work again.

Could this problem be related to the power supply?

How (and where) can one find a replacement power supply. And, how easy is it to replace?

Thank you,

Erik Johnson

3023. HELP!!! Sozobon C!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-22 16:01:25 UTC
From: aa400@cleveland.Freenet.Edu
Message-ID: <9107221601.AA09169@cwns10.INS.CWRU.Edu>
Source record: 47506

I am learning C from C-Manship complete, by Clayton Walnum... I am trying
to use the sozobon c compiler, but I am having a lot of trouble with it.

I have all binaries in sozobon/bin, all lib files in sozobon/lib, all
include files in sozobon/include... My C programs are in sozobon.

To compile a program, I use a pd CLI accessory, because I can't get anything
to work from the desktop.. (Parameters..) Anyway, if I simply type the
filename of the C program I want compiled with cc.ttp by

cc.ttp program.c

I get a "File suffix:"program.c" not known....

I did get it to compile SOME programs by simply placing a quote in front
of the filename, by cc.ttp "program.c

The problem is, for some reason the compiler doesn't recognize some functions,
even though I remember to include the header file... for example, if
I #include <stdio.h> and #include <osbind.h> I get an undef _Random and
undef _abs.... (I am using the functions in the program..)

I checked through the osbind header file, and Random is definitely defined
as xbios(17).. I am not sure about abs, so I went ahead and included
math.h, but that didn't work either! Sozobon C has to be more complete
than that... I know it is!

Please tell me what I am doing wrong... I am not used to using a cli, but
I have no idea how to use cc.ttp with the desktop thing...

Thanks in advance.

--
Marc A. Lombardo User Address:aa400@cleveland.freenet.edu ~ ~ ~
/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\-/--/-\-/-\-/-\-/-\-/-\-/-\-/-\-/-\- ~ ~ ~
Atari ST, MIDI, Music ~~ ~ ~~
~~ ~ ~~

3024. Re: How to daisychain Atari Megafile 20s?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-22 17:17:28 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1991Jul22.171728.9819@oz.plymouth.edu>
Source record: 47507

In article <1991Jul22.133748.21393@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
>>2. We'll remove SHDRIVER.SYS (or whatever the autoboot file was called
>>in version 2) from the first partition of the new drive before starting.
>>Is that all we need to do in order to allow the old drive to autoboot
>>without getting confused?
>
>Use HINSTALL to remove SHDRIVER.SYS from one of the two hard disks.
>Simply removing the driver might cause problems.

Hey there,

My friend has a Supra 30M HD in the 20M case and I have a Megafile
30. Could we perform the same type of operation on one of our drives
and then copy files between them? They are in 4 partitions. This would
obviously need to be a reversable process, ie. the .sys driver would need
to be put back on, but can this be done without wiping out the drive.
Also, Both drives are running the Atari Hard Disk driver, the Supra driver
was deleted from floppy which we didn't notice until we had formatted the
hard disk.

Also What about null modem between the two machines, I can make the
cable easily, but don't know what software can be used to send files
between, any ideas?

Stephan

--
\/\/\/

3025. Videoshifter?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-22 18:51:01 UTC
From: harman@opal.cs.tu-berlin.de
Message-ID: <4355@sorsele.cs.tu-berlin.de>
Source record: 47508

Does someone know if the Videoshifter from the Atari 520 is compatible to the Videoshifter from the Atari 1040? And how much cost this IC?

Thank you in advance.

Harald (harman@opal.cs.tu-berlin.de)

3026. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-22 18:51:33 UTC
From: apratt@atari.UUCP
Message-ID: <3000@atari.UUCP>
Source record: 47511

>In article <rsm426@fiction>, danny@fiction.ms.sub.org (Daniel Roedding) says:
>>Oops ... IT DOESN'T CHECK THE BFLAGS FIELD IN THE BOOT SECTOR???? So what's
>>this flag good for, if even GEMDOS doesn't care about it?
>>
>>Daniel

ONM07@DMSWWU1A.BITNET writes:
>Sorry, there is no such flag in the boot sector. It's only in a BPB.

MSDOS draws the line between 12-bit and 16-bit FATS at the point where a
12-bit FAT cannot work: 4096 clusters. I think. GEMDOS' floppy BIOS is
hard-coded to report 12-bit FATs, on the assumption that it won't be called
upon to deal with any 2.88MB floppies with one-sector clusters.

You should be asking, "IT DOESN'T CHECK THE NUMBER-OF-FATS FIELD IN THE
BOOT SECTOR??" That's a far more serious problem. You had better not try
writing to a PC-formatted disk that only has one FAT, as some do. The
number of FATs is in the boot sector but it's not passed to GEMDOS in the
BPB: GEMDOS is hard-coded for two FATs.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3027. no subject (file transmission)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-22 19:49:34 UTC
From: dave@CC.GATECH.EDU
Message-ID: <9107221949.AA01296@cervantes.cc.gatech.edu>
Source record: 47509

```
Path: cc.gatech.edu!dave
Newsgroups: comp.sys.atari.st.tech
Distribution: world
Followup-To:
From: dave@cc.gatech.edu (Dave Aylesworth)
Reply-To: dave@cc.gatech.edu (Dave Aylesworth)
Organization: ICS Lab
Subject:
Keywords:

I need help setting up my atari mega 2 with tos 1.4 to use my SH205
hard disk. I can format the drive fine, and copy files onto it and they appear
to be there, but when I try to execute them, I get bus errors (2 bombs) and
illegal instruction errors (3 bombs). I've tried reformatting countless times.
I also can't get the machine to boot off of the hard drive.
If anyone is using a similar setup or knows what my problem might be,
I would appreciate your advice. I've been using this hard drive with my 1040
tos 1.0 machine for over a year without problem.

Thanks in advance,
Dave

--
AYLESWORTH,DAVID VINCENT
Georgia Institute of Technology, Atlanta Georgia, 30332
uucp: ...!{allegra,amd,hplabs,ut-ngp}!gatech!cc!dave
Internet: dave@cc.gatech.edu
```

3028. Re: Switching on/off

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-22 23:00:07 UTC
From: marshall@cs.uq.oz.au
Message-ID: <2574@uqcspe.cs.uq.oz.au>
Source record: 47510

In <ocWSfce00awCQ0ykRA@andrew.cmu.edu> gs32+@andrew.cmu.edu (Geoffrey Spear) writes:

> Maybe he's just to lazy to shut it off for those 8 hours (reaching
Hey! I am lazy, but not too lazy to switch off! I've been switching it on and
off like an illuminated ad sign, ever since I got the machine!
But I've heard such conflicting tales about the horrific things that can happen during
switch on/off, that I
thought I'd see what the network tech gurus thought. So far, the responses
have been reassuringly confusing :-)
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

3029. Re: Switching on/off

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-23 01:51:58 UTC
From: rosenkra@convex.com
Message-ID: <1991Jul23.015158.24491@convex.com>
Source record: 47514

i have owned an ST since 86. my general work habits are to leave it on for days at a time. currently i have a mega4 and megafile 60. i also have a 1040 and sh204. never had any problems due to this.

i have had to replace the floppy drives several times, however. once on the mega and 2-3 times on the 1040. and i probably bought 2 or 3 mono monitors (i do blank the screen when not using it with my own manual screen blanker). IMHO the floppy is the weakest (and cheapest quality, so it seems) component. the electronics seem solid (if u keep it cool).

i generally keep the room < 80 deg F and keep the venting unobstructed. the mega/megafile are made to be stacked which is what i do - megafile on top of mega, monitor on top of megafile.

i also use a CA power director for surge protection (helpful when the electric company decides to cut power, which happened during just about every non-trivial storm in syracuse - my TV fried, but the computer survived). this is the $130 model, not the cheap $15 power strips. it saved my ass more than once and was well worth the money.

i think heat is the big enemy, not bearing failure. i only had a bearing on a hd go out once. that was on a transportable pc (panasonic sr. partner circa 1985). maybe i checked it thru baggage one to many times :-).

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3030. Re: Writing to read-only files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-23 08:29:16 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3464@odin.cs.hw.ac.uk>
Source record: 47515

In article <A0b8q410@mwowm.mantis.co.uk> mathew@mantis.co.uk writes:
>I think the reason for Atari's reluctance to fix bugs like this is that they
>took so much flak over the STE.

Mmm? Could be. But that is a stupid attitude isn't it.

>Hackers whose cute little programs had blithely assumed where the screen
>RAM was and where the ROM was and so on suddenly stopped working. Who did
>they blame? Who did the MAGAZINES blame? Atari.

I'd like to get my hands on those hackers and wring ... oh er, anyway

>Most of the magazines did, however, say that if the developers had been
>given more notice of the changes and if machines had been available to more
>people for longer before the actual release, it wouldn't have been a problem.

Well this is only partially true since the STE did match the documentation
as written by Atari.

>Personally, I suggest:
>
>1. Announcing exactly what bug-fixes are going to be made one year in
> advance. You don't need to announce radical improvements to TOS, just
> the bug fixes which might break existing software.

NO! Fix the bugs now! Tell the developers now! It will take at least a year
before Joe User sees the ROMs as it is.

>2. Providing little PD patch programs so that developers can see if their
> programs will fall foul of the fixing.

Seems reasonable.

>3. One year on, fixing the bugs. Ignore those who whine.

I always do.

>I'm currently vaguely considering a TT to go with my two STs, or maybe a
>68030 accelerator. But if Atari's not going to fix known bugs in TOS, I'll
>shift to another platform entirely.

I feel this may be the case with many developers. Atari don't seem to be
pushing their hardware at all these days.

>mathew
>--
><< baby mother hospital scissors creature judgement butcher engineer >>

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

3031. Re: ST power supply question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-23 09:16:25 UTC
From: ZVM055@DMSWWU1C.BITNET
Message-ID: <91204.105357ZVM055@DMSWWU1C.BITNET>
Source record: 47516

In article <1283@apdnm.idca.tds.philips.nl>, wilko@russia.idca.tds.philips.nl (Wilko Bulte) says:
>
>In article <52681@ut-emx.uucp> tdrga@ccwf.cc.utexas.edu (Todd Drga) writes:
>
>>hot. Using a digital multi-meter, the DC output from the PS were a bit
>>low. Instead of 12vDC, i got something like 10.4 and instead of 5vDC, I
>>got 4.4 or so.
>
Did you make sure that there was something connected to that supply? Some of these things only give you the right voltage when there is some power used.

Ulrich Kuehn

3032. Re: How to daisychain Atari Megafile 20s?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-23 10:08:59 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul23.100859.9357@informatik.uni-erlangen.de>
Source record: 47517

pyr579@oz.plymouth.edu (Technoid) writes:
>30. Could we perform the same type of operation on one of our drives
>and then copy files between them? They are in 4 partitions. This would
>obviously need to be a reversable process, ie. the .sys driver would need

No question, you can do that. Using a newer flavor of HINSTALL, it is
possible to install and remove the driver on the fly. You won't have
to remove the driver just for a copy session, though. Just take care that
the two drives use differenct ACSI target numbers.

> Also What about null modem between the two machines, I can make the
>cable easily, but don't know what software can be used to send files
>between, any ideas?
>Stephan
Any terminal program should be sufficient for this job.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

3033. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-23 11:29:37 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91204.124832ONM07@DMSWWU1A.BITNET>
Source record: 47518

In article <3000@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) says:
>MSDOS draws the line between 12-bit and 16-bit FATS at the point where a
>12-bit FAT cannot work: 4096 clusters. I think. GEMDOS' floppy BIOS is
>hard-coded to report 12-bit FATs, on the assumption that it won't be called
>upon to deal with any 2.88MB floppies with one-sector clusters.
>
>You should be asking, "IT DOESN'T CHECK THE NUMBER-OF-FATS FIELD IN THE
>BOOT SECTOR??" That's a far more serious problem. You had better not try
>writing to a PC-formatted disk that only has one FAT, as some do. The
>number of FATs is in the boot sector but it's not passed to GEMDOS in the
>BPB: GEMDOS is hard-coded for two FATs.
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Seems to be the time to introduce something like an 'extended BPB' as found
in newer MS-DOS versions (or was it OS/2?). Should be possible to do it in
a backward compatible way.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

3034. HELP: Turbo-C helpfile format ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-23 11:47:22 UTC
From: michaels@tabaqui.informatik.rwth-aachen.de
Message-ID: <michaels.680269642@tabaqui>
Source record: 47519

I am looking for a description of the file format of the help files that
come with Turbo-C 2.0 - I want to write a program which is able to display
specific help pages from outside TC (specifically, from inside the ORIGAMI
folding editor). Has anybody information on this topic ?

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany
michaels@messua.informatik.rwth-aachen.de
PLEASE KEEP MAIL FROM OUTSIDE GERMANY SHORT-I HAVE TO PAY FOR INCOMING MAIL

3035. Characterset Editor for GDOS wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-23 12:53:09 UTC
From: S_DINGLER@iravcl.ira.uka.de
Message-ID: <k8o9llINNrt@iraun1.ira.uka.de>
Source record: 47520

Hi there all over the world!
I'm looking for a GDOS-font-editor and fonts. where can I find some ?
(terminator.edu?)

f.

--[cut here]---
Florian Dingler, Litzenhardtstrasse 22, W-7500 KARLSRUHE 1, Tel.: none

S_DINGLER@irav1.ira.uka.de
UKDP@dkauni2.de

3036. Accessing the 4096 colour palette using Setcolor() xbios call

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-23 16:19:26 UTC
From: ford@tardis.computer-science.edinburgh.ac.uk
Message-ID: <9107231623.AA23344@ucbvax.berkeley.edu>
Source record: 47521

Here's some background to my problem...

I'm trying to write a picture viewer for TT low and TT medium resolutions using just xbios and line-a calls. (Forget GEM.. 1st I've not got any docs on GEM and 2nd WIMPs are for Wimps :-)).

Anyway.. I have two problems...
1) How do I access the 4096 colours with only a 9 bit value using the xbios call Setcolor()?

2) How do the colour numbers referred to in Setcolor() map to the colour numbers used int the line-a functions?

At the moment the images produced by my raytracer (rayshade v.4.0(Beta)) are recogniable, but are in some wierd and wonderful colours!

Steve

3037. Re: STe/Mega ST clock question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-23 16:54:59 UTC
From: ip1@dmsdev.Waterloo.NCR.COM
Message-ID: <6460@ncrwat.Waterloo.NCR.COM>
Source record: 47522

In article <4809@polari.UUCP> pv@polari.UUCP (Paul Varn) writes:
} I've been informed from a certain Atari ST developer that I must purchase a
} used Mega 4 ST for the hardware unit they sell because there is a clock
} difference in the new STe line that causes problems in this developer's
} hardware/software. This is news to me. It also puts a bug in my plans
} as Megas aren't as common as the other ST models. I'm not sure, but seemed to
} be something about crystal speed difference between 30MZ and 31.2? Has
} anyone heard of this or can confirm/deny it?
} Thank you.
}
} -Pv-
}
} UUCP: pv@polari GEnie: p.varn

As a side note, what exactly was the "hardware unit"? I've been following
the SST discussions on GEnie pretty happily, and _know_ I wouldn't be able
to plop one into my old 1040STf (that's right folks, a real live 1985 ST
that's never had any problems! :)....

--------------------==----------
Chris Herborth, NCR E&M Waterloo ip1@dmsdev.waterloo.NCR.COM
Information Products (Co-op!) "You want me to document WHAT?!?"
Disclaimer: Our weapon is surprise, surprise and fear! Our TWO weapons...

3038. Re: Characterset Editor for GDOS wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-23 17:38:21 UTC
From: millert@cs.colorado.edu
Message-ID: <1991Jul23.173821.703@colorado.edu>
Source record: 47523

In article <k8o9llINNrt@iraun1.ira.uka.de> S_DINGLER@iravcl.ira.uka.de (|S| Florian Dingler) writes:
>Hi there all over the world!
>I'm looking for a GDOS-font-editor and fonts. where can I find some ?
>(terminator.edu?)

check out gemfed.lzh at atari.archive.umich.edu (aka terminator)
It only works in color though (at least I couldn't get it to work in mono)
Oh yeah, it is in the ~atari/utilities directory.

- todd

3039. OSI Personal Pascal bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-23 17:42:47 UTC
From: crichmon@digi.lonestar.org
Message-ID: <1991Jul23.174247.10466@digi.lonestar.org>
Source record: 47524
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I believe I have found a but in my Personal Pascal V2.0
compiler. Since Optimized Systems Software (OSI) is no
longer in business, does anyone still support this compiler?
Can anyone direct me to the people in Germany who actually
wrote this compiler?

Please respond as soon as possible, because I may not have
this account much longer.

Thanks in advance for any help . . .

--

- -
Charles Richmond crichmon@digi.lonestar.org

3040. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-23 17:46:05 UTC
From: danny@fiction.ms.sub.org
Message-ID: <rsm452@fiction>
Source record: 47525

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

> Daniel, there is no BFLAGS field in the boot sector.

Sorry ... I mixed up the boot sector and the BPB structure.

> This means that each driver decides whether
> a drive that it controls uses a 12 oder 16 bit FAT.
(...)
> You could say a lot of quite unpleasant things about GEMDOS, but it
> has no problems telling 12 bit FATs from 16 bit FATs.

I just checked it ... it works fine. Does anyone have an idea how to code
such a 12/16 flag in the boot sector so it can be read by such a TSR?
Which field should be used for this?

Daniel

3041. digital samples question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-23 21:25:40 UTC
From: trux@beyond.caltech
Message-ID: <TRUX.91Jul23142540@beyond.caltech>
Source record: 47526

Hello ST community,
I wonder if anyone knows anything about how digitized sounds are played back on an Atari ST. I have a digitizer for my IBM which produces a file of size [4000 Bytes for each second of digitized sound]. I want to use these files with my ST. Each byte corresponds to one of 256 different voltage levels to be applied to an analog speaker. A large difference between two consecutive bytes produces a loud 'click' and a small difference produces a small click.

I tried playing a constant tone over the Atari's speaker and setting the volume (0..15) 4000 times per second, but this has 1/16th the resolution of my digitized sample and the replay quality is VERY poor.

I know that impressive digital replay is possible on the ST, any ideas how?

Thank you,
-trux
(trux@through.ugcs.caltech.edu)
--
****
* Flem Snopes *
* Dabney 1-58 " From childhood's hour I have not been *
* Caltech As others were--I have not seen *
* Pasadena, CA As others saw--I could not bring *
* 91126 My passions from a common spring-- " *
* *
* trux@swedish.chef.bork.bork.bork.ugcs.caltech.edu *
****

3042. Re: Accessing the 4096 colour palette using Setcolor() xbios call

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-24 02:06:31 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2625@uqcspe.cs.uq.oz.au>
Source record: 47527

In <9107231623.AA23344@ucbvax.berkeley.edu> ford@tardis.computer-science.edinburgh.ac.uk writes:

>1) How do I access the 4096 colours with only a 9 bit value using the xbios
> call Setcolor()?

9? I thought it was 12. Setcolor(0,0x777) [or is that Setcolor(0x777,0)] sets colour #0 to white, so I assume that, since the bits are ordered 3, 2, 1, 0 in significance, Setcolor(0,0xfff) would make colour #0 slightly brighter, while Setcolor(0,0xeee) would make colour #0 slightly less bright.

0x000, 0x888, 0x111, 0x999, 0x222, ...

NB: I don't have an STe or TT - this is superstition. When you look at it though, Atari didn't leave themselves much choice - we couldn't have the top bit as most significant, or else stuff written on ST's would be dark on STe's and stuff written on STe's would have a colour discontinuity. Why didn't they do what they did on the 8 bit? ie. 4 bits, LSB insignificant. Logic defies.

Warwick
ps.
pallet and palette are synonyms... Atari compromised :-)
Setcolur maybe in TOS 6.0 ?
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3043. MiNT library patchlevel 10 now available

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-24 03:37:11 UTC
From: ersmith@ria.ccs.uwo.ca
Message-ID: <3843@julian.uwo.ca>
Source record: 47528
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've uploaded the source code and binaries for the patchlevel 10 of
the MiNT library to atari.archive, in the mint directory. There are
a *lot* of changes from patchlevel 8; most are cosmetic (removing
various compiler warnings) but there are some significant bug fixes
as well.

Most notable of the fixed bugs was one in open(); the old version was
passing the "mode" argument unchanged to Fopen. This was a *very* bad
thing to do; in fact, only the lower 2 bits (O_RDWR, etc.) should
be passed. It doesn't matter (much) in the current version of MiNT,
but it could cause very severe problems in future versions of MiNT.
I would strongly suggest that you recompile all your MiNT programs
with the newer library (or at least with a fixed open()) so that
the transition to MiNT 0.9 won't be quite as painful :-(.

Other changes include drastic changes to the include files to handle
prototypes more easily, and to improve portability to other compilers.
I've also incorporated many of the changes to the "standard" gcc
library that Jwahar Bammi has been maintaining (thanks, bammi!).
--
Eric R. Smith ersmith@julian.uwo.ca ersmith@uwovax.bitnet

3044. Sticking a 30/60MB drive in my SH204?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-24 04:49:00 UTC
From: d_alvear@jhunix.HCF.JHU.EDU
Message-ID: <9173@jhunix.HCF.JHU.EDU>
Source record: 47529
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HELP!

I've asked this before, but I lost the responses I got.

I would like to know if anybody has successfully upgraded the Atari SH204 to another size. I know that using other software like Supra's I could install any drive I'd like, but what if I were to use Atari's HDX 3.01?

What are the drives that Atari uses in the Megafile 30's or 60's? I would like model #'s etc.

Thanks in advance.

Dom

3045. Re: Characterset Editor for GDOS wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-24 10:06:28 UTC
From: marc@sequoia.cray.com
Message-ID: <032747.9414@timbuk.cray.com>
Source record: 47536

In article <1991Jul23.173821.703@colorado.edu>, millert@cs.colorado.edu (Todd C. Miller) writes:
> In article <k8o9llINNrt@iraun1.ira.uka.de> S_DINGLER@iravcl.ira.uka.de (|S| Florian Dingler) writes:
> >Hi there all over the world!
> >I'm looking for a GDOS-font-editor and fonts. where can I find some ?
> >(terminator.edu?)
>
> check out gemfed.lzh at atari.archive.umich.edu (aka terminator)
> It only works in color though (at least I couldn't get it to work in mono)
> Oh yeah, it is in the ~atari/utilities directory.
>
> - todd

It *should* work in mono too ;-)

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

3046. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-24 12:44:52 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul24.124452.26706@informatik.uni-erlangen.de>
Source record: 47530

ONM07@DMSWWU1A.BITNET writes:

>Seems to be the time to introduce something like an 'extended BPB' as found
>in newer MS-DOS versions (or was it OS/2?). Should be possible to do it in
>a backward compatible way.

And what kind of extensions would you like to see there?

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

3047. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-24 12:46:53 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul24.124653.27275@informatik.uni-erlangen.de>
Source record: 47531

danny@fiction.ms.sub.org (Daniel Roedding) writes:

>I just checked it ... it works fine. Does anyone have an idea how to code
>such a 12/16 flag in the boot sector so it can be read by such a TSR?
>Which field should be used for this?

There is no field for this purpose. I though about monitoring the first
four bytes of the FAT, but this is unreliable.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

3048. Re: digital samples question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-24 13:31:48 UTC
From: ZVM055@DMSWWU1C.BITNET
Message-ID: <91205.121654ZVM055@DMSWWU1C.BITNET>
Source record: 47532

In article <TRUX.91Jul23142540@beyond.caltech>, trux@beyond.caltech (Flem Snopes) says:
> I tried playing a constant tone over the Atari's speaker and setting the
>volume (0..15) 4000 times per second, but this has 1/16th the resolution
>of my digitized sample and the replay quality is VERY poor.
>
> I know that impressive digital replay is possible on the ST, any ideas
>how?
The trick is not to use only one voice but to use all three voices. You have to switch to the highest frequency possible and then turn off all voices. All you have to now is put the right value into the level control registers. You have to think about the fact that the volume increases in an exponential way, so by combining the right values it is possible to have a nearly linear DA converter.

Ulrich Kuehn

3049. Re: Accessing the 4096 colour palette using Setcolor() xbios call

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-24 13:31:56 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91205.125137ONM07@DMSWWU1A.BITNET>
Source record: 47533

In article <9107231623.AA23344@ucbvax.berkeley.edu>,
ford@tardis.computer-science.edinburgh.ac.uk says:
>
>Here's some background to my problem...
>
>I'm trying to write a picture viewer for TT low and TT medium resolutions
>using just xbios and line-a calls. (Forget GEM.. 1st I've not got any docs on
>GEM and 2nd WIMPs are for Wimps :-)).
>
>Anyway.. I have two problems...
>1) How do I access the 4096 colours with only a 9 bit value using the xbios
> call Setcolor()?
>
>2) How do the colour numbers referred to in Setcolor() map to the colour
> numbers used int the line-a functions?
>
>At the moment the images produced by my raytracer (rayshade v.4.0(Beta)) are
>recogniable, but are in some wierd and wonderful colours!
>
>Steve

(1) You wouldn't even HAVE all these problems, if you would use the standard
VDI interface.
(2) You actually have 12 bits, 4 for R, G and B. The highest bit maps to
the least significant bit.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

3050. Re: Accessing the 4096 colour palette using Setcolor() xbios call

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-24 15:40:49 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.91Jul24174049@troll.cs.tu-berlin.de>
Source record: 47534

In article <9107231623.AA23344@ucbvax.berkeley.edu>
ford@tardis.computer-science.edinburgh.ac.uk writes:

I'm trying to write a picture viewer for TT low and TT medium resolutions
using just xbios and line-a calls. (Forget GEM.. 1st I've not got any docs on
GEM and 2nd WIMPs are for Wimps :-)).

There's a huge conceptional mistake ! Keep off Line-A !

Why don't you take a look at some VDI-manual to see what you can gain from it ?

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)
Attention: My phone-# is changing 01-Jan-1991 ! s/246292/2186292/

3051. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-24 16:03:39 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.91Jul24180339@troll.cs.tu-berlin.de>
Source record: 47535

Is there some MS-DOS machine available with ED-drives ? If so, how
does the disks look like ? Do they have 12/16-bit FATs, a clustersize of
1/2 k, etc. etc. ?
(I don't think such a beast is available, at least not as a standard drive)

So, let's assume we have connected an ED-drive through SCSI. We could
treat the ED-disks just like removable disks, similar to the SQ555-cartridges.
Now we have 16bit-fats automatically... So where's the problem ?

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)
Attention: My phone-# is changing 01-Jan-1991 ! s/246292/2186292/

3052. Where to get PC-DITTO II PALs ??????

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-24 18:43:36 UTC
From: george@electro.com
Message-ID: <1991Jul24.184336.3460@electro.com>
Source record: 47539
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I would like to buy my friend's PC-DITTO II from him
but... He has no PALS for it!!

He sent them away for the upgrade they offered but
they went belly up before he got the replacements.

Is there anyway to get these devices?
You can't copy them , cause the security fuse's are blown.

Has someone got a spare set?
Has someone got the PAL equations?
Has someone got a person to contact , formerly of PC-DITTO?

Help would be greatly appreciated.

--

____
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com

3053. Re: Psygnosis Games

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-24 21:05:40 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <52060003@hpindda.cup.hp.com>
Source record: 47399

> marco@sys6626.bison.mb.ca (Marco) / 9:44 pm Jul 17, 1991 / writes...
>Does anyone know ANYTHING about these Pysgnosis games:
[deletion]
>Deep Space

Space flight "simulator"/Adventure game - Fly around in your spaceship. Trade in exotic merchandise. Mine asteroids. Meet interesting alien pirates, kill them, and collect the bounty. Outfit your ship with even more destructive weaponry. Find bugs in the program. Get frustrated. Put game on shelf as attractive dust collector.

Sort of like Elite, only worse.

3054. FAST Graphics Routines For Medium Res WANTED! (please)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-25 02:00:02 UTC
From: Bobster@cup.portal.com
Message-ID: <44765@cup.portal.com>
Source record: 47538
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been told that the graphics routines built into the operating system are not efficient. I am tinkering around with 3d graphics and would really like to get my hands on some (FAST) graphics routines. Specifically, a line drawing routine, a filled polygon routine, and a filled ellipse. If you have some of these, I WOULD REALLY like to have them. I am sure others will too.

Thanks in advance!

3055. Hmm

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-25 05:09:35 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <680422271.1@therip.FidoNet>
Source record: 47393

I have a friend who is trying to get his 1040 working properly...
I told him its a power thing since he has so many things hooked up to it..
Its in an IBM case
4meg of memory (Original memory removed)
T-16 accelerator
IBM keyboard adapter using an IBM keyboard.
DreamParks 1.44meg upgrade
And ICD's dual tos rom hookup..
(He is using an ICD hard drive kit inside the PC case as well as two 1.44 meg floppies.)

When he adds the Dual Tos rom thingy it wont work properly.. It works right if he disconnects the hard drive.. Or if he removes his hard drive and uses the Dual Tos's he can get it to work but it wont switch for him..
He's having all sorts of problems with it..
My understanding is that he is using a 150 watt power supply..
Any clues or tips?

(I was thinking he is overdriving something somewhere and possibly plugging another power tap might help out some?? But where the tap would go is another question...)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

3056. Re: Characterset Editor for GDOS wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-25 09:26:48 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <5627@syma.sussex.ac.uk>
Source record: 47411

From article <k8o9llINNrt@iraun1.ira.uka.de>, by S_DINGLER@iravcl.ira.uka.de (|S| Florian Dingler):
> Hi there all over the world!
> I'm looking for a GDOS-font-editor and fonts. where can I find some ?
> (terminator.edu?)

If you're willing to pay out a small amount of money for a commercial product, I'd recommend Fontkit Plus by Jeremy Hughes. Extensive editing facilities, and extra programs to convert to and from a wide variety of formats. It's well supported - there have been a number of updates, at reasonable prices.

It's available for 19.95 pounds plus postage from The ST Club, 49 Stoney Street, Nottingham, UK. They also have a big PD catalogue which includes a good number of GDOS and other font collections

(I'm an ST Club member, and use Fontkit Plus occasionally, but have no monetary interest in the product.)

Graham
--
Graham Thomas, SPRU, Mantell Building, Univ. of Sussex, Brighton, BN1 9RF, UK
Email: grahamt@syma.sussex.ac.uk Phone: +44 273 678165 Fax: +44 273 685865

3057. Atari 520STFM clock address

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-25 10:30:00 UTC
From: pgardner@crc.ac.uk
Message-ID: <809@carbon.crc.ac.uk>
Source record: 47394

?

(Does this take the award for the shortest message...?)

Phil Gardner <}<
--

3058. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-25 12:08:18 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91206.130917ONM07@DMSWWU1A.BITNET>
Source record: 47395

In article <1991Jul24.124452.26706@informatik.uni-erlangen.de>,
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) says:
>
>ONM07@DMSWWU1A.BITNET writes:
>
>>Seems to be the time to introduce something like an 'extended BPB' as found
>>in newer MS-DOS versions (or was it OS/2?). Should be possible to do it in
>>a backward compatible way.
>
>And what kind of extensions would you like to see there?

(1) Support for disks, which do NOT have 2 FATs.
(2) Support for future, more powerful file systems.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

3059. supra clock

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-25 12:19:12 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul25.121912.18250@actrix.gen.nz>
Source record: 47396

Can some one help me with the Supra Clock Problem,
this is the problem with the Clock Chip, Part No.
RCA CDP6818 or Motorola MC146818 draging down the battery.

I read some where that Supra was replacing faulty Clock chips.

But the real problem is that this clock chip uses to
much power 50ua max, from the RCA data book.

I did ring Supra to find out, but I was told that I
would have to send my Host Adapter back for them to replace
the Clock IC, with a Dallas one.

This was not just a plug in job, traces have to be cut, etc.
I asked them if they could give me the details,
so I could do it myself, I told them that I was a competent
Computer Engineer, no way and could not even give me the
Dallas clock chip part No.

So is there some one that can give me the Part No.
of the Dallas Clock Chip, and also if Possible some of
the changes that where made to use this device.

If I get the Dallas Part No. I can possibly work out the modifications
for myself, but will post the information here for otheres to carry out.

From what I can see in the Dallas data book, they make 99.9%
compatible MC146818 that have a 10 year life with the
built in battery, Part No. DS1287 and one with a external battery
Part No. DS1285/Q with a current drain of 100 time less than
the MC146818.

Note: I also found out that there software version 4.01, (latest)
does not support BGM partions.

Thanks, Roger..
--

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

3060. Re: FATSPEED problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-25 12:44:06 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul25.124406.1384@informatik.uni-erlangen.de>
Source record: 47397

ralph@laas.fr (Ralph P. Sobek) writes:

>In article <1991Jul11.143855.945@msuinfo.cl.msu.edu> schultzd@silver.egr.msu.edu (Count Zero Interrupt) writes:
>|
>| FATSPEED always has to be executed FIRST in the autofolder.

>Can someone explain why? I know that FATSPEED does interact with
>certain other AUTO programs, but I do *not* have it *FIRST* and I do

To be more exact: FATSPEED wants to be the first program in the
Trap #1 chain as it doesn't know about XBRA.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

3061. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-25 12:45:35 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul25.124535.1653@informatik.uni-erlangen.de>
Source record: 47398

ONM07@DMSWWU1A.BITNET writes:

>>And what kind of extensions would you like to see there?

>(1) Support for disks, which do NOT have 2 FATs.

There's a 'number of FATs' field in the standard boot sector parameter
block. We don't need an additional field for that.

>(2) Support for future, more powerful file systems.

You could use the OEM bytes for that purpose.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

3062. Interesting Archiver Facts [was Re: Use Unlzh 1.72 ...]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-25 15:19:08 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jul25.151908.16706@wam.umd.edu>
Source record: 47400
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <44749@cup.portal.com> Bryan_Jones_Woodworth@cup.portal.com writes:
>I have heard ENOUGH! I don't see why everyone has problems with LZH and
>LHarc.. All you need to do is use UNLZH 1.72 and all your files will be
>unlzh'd easily and painlessly! It uses a nice GEM interface and I have
>had *no* problems with it.

I have to agree with this, and I've said it before myself. I use unlzh
1.72 by John Harris to extract on the ST, Lharc 1.20 (1.30 as of last
night) by Roger Burrows to LHarchive on the ST, and Lharc 0.03 (Beta)
by Y. Tagawa to extract and Lharchive on Unix machines.

I upload and download tons of stuff and I've never had a problem. Not
once. I believe that early incompatibility problems have been solved.

A few interesting things I've found about archivers in general:

o If you Arc an already-compressed file, Arc will fiddle around
for a while and then say "Storing", which is most likely the
correct thing to do. HOWEVER, it seems that if Arc changes its
mind like this (from crunching to storing), the Arc file is
* strangely large *. My recent DigiStuff posting is an example:
I Arc'ed the self-extracting LZH file alled DIGISTUF.TOS and
came up with an Arc file of about 250K. Then I forced
"storing" by using "arc as ..." and the archive came out to
be 215K. Perhaps Arc is storing CRC information in the first
case but not in the latter? Still, it seems strange.
BTW, this is with Arc 6.02ST.

o Of all the LHArchivers, Roger Burrows' seems to make the
smallest files. The Unix LHA 0.03 (Beta) makes files that
are a tiny bit bigger (no surprise I guess), and * strangely *
the otherwise excellent Lharc 113 from Thomas Quester makes
.LZH files that are several K larger than their Burrows LHA
counterparts, at least in the several cases I've tried. All
three lharc programs can uncompress files made with each
other, though, even though the compression factors are
different.

o The new Zoo 2.1ST at least sometimes creates smaller files
than even Lharc. Here are the results of a recent test I ran:

```
mrw------- 1 u 251231 update.zoo (hi)
mrw------- 1 u 283792 update.lzh
mrw------- 1 u 395288 update.zoo (normal)
mrw------- 1 u 418149 update.arc
```

```
mrw------- 1 u 1125376 update.tar
```

The tar file consisted of mostly C source files and DRI .o files. With "high compression" Zoo 2.1 achieved 78% compression. Burrows' Lharc 130 was close behind, but the other schemes seem much less effective. With "normal compression," however, Zoo gave its typically sad performance. Given my personal experience with Zoo, I was actually suprised to see it do better than Arc in this mode.

Granted, this is only one example. But it does show that at least for some kinds of data, Zoo 2.1 gets compression factors favorable to those previously achieved only by the "dreaded" Lharc.

Just some food for thought...

Dave Baggett
dmb@wam.umd.edu

3063. Re: Atari 520STFM clock address

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-25 16:13:26 UTC
From: steve@thelake.mn.org
Message-ID: <A1504515833@thelake.mn.org>
Source record: 47401

[pgardner@crc.ac.uk (Phil Gardner x3289) writes ...]

> ?

$04BA.

Steve Yelvington <steve@thelake.mn.org>
Marine on St. Croix, Minnesota

3064. Re: Interesting Archiver Facts [was Re: Use Unlzh 1.72 ...]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-25 18:03:22 UTC
From: hvaalde@cs.vu.nl
Message-ID: <10500@star.cs.vu.nl>
Source record: 47403
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

dmb@wam.umd.edu (David M. Baggett) writes:

>In article <44749@cup.portal.com> Bryan_Jones_Woodworth@cup.portal.com writes:
>A few interesting things I've found about archivers in general:
> I Arc'ed the self-extracting LZH file alled DIGISTUF.TOS and
> came up with an Arc file of about 250K. Then I forced
> "storing" by using "arc as ..." and the archive came out to
> be 215K. Perhaps Arc is storing CRC information in the first
> case but not in the latter? Still, it seems strange.
> BTW, this is with Arc 6.02ST.

I once tried to arc an uucoded arc file with unix 5.12 arc version
after about 1/2 an hour I got the message 'Disk full' or something
it turned out that the arc program used up about 100Mb diskspace
(OK it was a large file 1 a 2 Mb, but not that large)

I think it is the 'crunching' algorithme thats breaks down under certain
conditions like compressing compressed data. Therefore you could consider it
to be a bug of the arc program not recognizing this.

Am I wright? (any comment of programmers of various compressors)

Harold van Aalderen (hvaalde@cs.vu.nl)

3065. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-25 18:10:46 UTC
From: hvaalde@cs.vu.nl
Message-ID: <10501@star.cs.vu.nl>
Source record: 47404

apratt@atari.UUCP (Allan Pratt) writes:

>BPB: GEMDOS is hard-coded for two FATs.

Yhee, I wonder that GEMDOS works at all with that kind of programming!
Any plans for fixing this, or is expected to 'break' bad programmed programs
(sorry for being so cinecal)

Harold van Aalderen (hvaalde@cs.vu.nl)

3066. Re: crabs -- Screen-eating program for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-25 22:37:21 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1991Jul25.223721.3488@watmath.waterloo.edu>
Source record: 47405
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <RALPH.91Jul12104924@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>There seems to be a problem with the crabexe.lzh file that was posted.
>Neither Unix uudecode or uud or even uud on my ST could decode this
>file.
>
>In article <binaries.15.53@twitterpater.eng.sun.com> koreth@twitterpater.eng.sun.com
(Steven Grimm) writes:
>| table
>| !"#$%&'()*+,-./0123456789:;<=>?
>| @ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_
>| begin 644 crabexe.lzh
>| M'\TM;&@Q+68< !:-0 0E6K%B "4-204)3+E144,*)]FFQF'NG[!@R#==Cz
>| M0SK72P UW;UG[MOM>J6TW[!9;2FD7#2FHL$R,!K)<!$Y[P E97YY2AG?OFEZy
>...
>| M-44-MP8$40/Q)&)FC;N[@]\8+$">_"0G,S-.MNAR!;:^RC0$5AC:LUC.(LF/w
>| M<\=+6)+<S:26 N/R[BH+F5;9=W#R>.@[0?,ISZ;SD$2P6N+8TPQ^;:!;@W!v
>| M$7Z'5@D@;_%+ZQF0B/:J<OGCD^IW L-IEBM>Q?#DN/07BQRBS(F_0^<'T$C2u
>| ..8>OG83<SX LGU[._T "Jt
>| s
>| end
>
>On the ST uud complained about the sequence letter <J> in the next to
>last line. The Unix versions all did a nice `segmentation violation.'
>Have others successfully recovered this file?

Open letter to Ralph,

I started with the file "crabs" that I took from the binaries news group.
I tried UUD on my MIPS machine. I got segmentation fault, just as you did.
I tried uudecode on my MIPS machine.
A file called crabexe.lzh was created.
I then used UUE on MIPS to encode it, and got the file crabexe.uue.
Then I did "diff crabs crabexe.uue > t.di". (so far I have four files).

-rw-r----- 1 ljdickey 2174 Jul 25 18:09 t.di
-rw-r----- 1 ljdickey 10330 Jul 25 18:09 crabexe.uue
-rw-r--r-- 1 ljdickey 7304 Jul 25 18:08 crabexe.lzh
-rw-r----- 1 ljdickey 12333 Jul 25 18:08 crabs

Here is the important stuff from t.di :

1,43d0
...
< Message-ID: <binaries.15.53@twitterpater.eng.sun.com>
< Date: 4 Jul 91 17:32:04 GMT
```

```
[...]
< o /
< >--------X--snip snip snip-------
< O \
210c167
< ..8>OG83<SX LGU[._T "Jt
---
> ..8>OG83<SX LGU[._T"Jt
213,214d169
<
<
```

In my explorations, I found that if I now used the revised file,
(the one with the <T">), that UUD and uudecode would both handle
it and both gave the same results.

Of course, the ".lzh" _appears_ to be corrupted, but I did not
move the file to the ST and try to run it. It might be OK.

Comments about uudecode:
I know that the first char of a line (usually the M) tell how many chars
the decoder should find on the line. The "." (first char) seems to be
saying, pick up <..8>OG83<SX LGU[._T ">, then UUD looks at the next char
and says OOPS, the J is wrong, and should give a "sequence error".
On the other hand, "uudecode" ignores superflous characters. (It
ignored all of the trailing characters "z", "y", and so on, from the
top of the file. If your "uudecode" does not ignore superflous chars,
it is not "standard".

I hope this helps.

--
Prof Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
UUCP: ljdickey@watmath.UUCP ...!uunet!watmath!ljdickey
Obsolescent?: ljdickey@watmath.waterloo.edu BITNET/EARN: ljdickey@watdcs

3067. Patch for PCDITTO...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-26 00:08:50 UTC
From: baffoni@aludra.usc.edu
Message-ID: <18564@chaph.usc.edu>
Source record: 47406

Sorry about posting this, but Warwick's email address bounced.

Warwick, you said you had a patch for PCDITTO so that it recognized
ST partitions. Does that work for ICD formatted drives? (no BGM or other
partitions - TOS1.0 and all 16MB or less). I don't have access to GENIE
so if it is possible could you uuencode it and send it to my email address?
baffoni@aludra.usc.edu.

Thanks!
Mike

3068. Where do I find a description of it?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-26 08:27:41 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Jul26.082741.28912@newcastle.ac.uk>
Source record: 47412

In article <1991Jul25.124406.1384@informatik.uni-erlangen.de>,
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
|>
|>To be more exact: FATSPEED wants to be the first program in the
|>Trap #1 chain as it doesn't know about XBRA.
|>

Where do I find a good desription on how to program XBRA, I have scanned my dev docs but couldn't see anything. So does anyone know where to find XBRA in the docs or where else to look.

Thanks,

Dave H.

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

3069. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-26 12:37:48 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91207.124650ONM07@DMSWWU1A.BITNET>
Source record: 47407

In article <1991Jul25.124535.1653@informatik.uni-erlangen.de>,
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) says:
>
>ONM07@DMSWWU1A.BITNET writes:
>
>>>And what kind of extensions would you like to see there?
>
>>(1) Support for disks, which do NOT have 2 FATs.
>
>There's a 'number of FATs' field in the standard boot sector parameter
>block. We don't need an additional field for that.
>
>>(2) Support for future, more powerful file systems.
>
>You could use the OEM bytes for that purpose.

No, no! I was speaking of an extended BIOS parameter block (BPB), not of
changing the boot sector format.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

3070. Re: TT memory (was allocation)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-26 13:49:35 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <2092@richsun.cpg.trs.reuter.com>
Source record: 47409
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <RALPH.91Jul15155649@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>I am considering upgrading to an Atari TT. As I understand it TT's
>only come in two models: the TT/2 and the TT/8. Is the ST RAM *only*
>on the mother board, or is half of it on the extra TT RAM card?

A. Pratt from Atari posted info about TT RAM a while back. Here in the U.S.
one can purchase TT/2, TT/4 or TT/8. The TT/2 is ST RAM 2M on the Mother
Board. To upgrade or purchase TT/4 you will get 2M more of ST RAM on
a ST RAM daughter board. To upgrade or purchase TT/8 you will get another
daughter board with TT RAM - another 4M of RAM (these are SIMMs -
no SIMMs for ST RAM).
>
>Also what kind of RAM is in the two types of RAM for the TT: SIMMs,
>SIPs, chips, or some mixture of the above? I would prefer getting a
>TT/2 and upgrading the ST RAM to 4 Mb in the case that SIMMs are
>involved. I would probably later on, sometime next year when the
>European plant for 16 Mb chips starts operation, get the faster TT RAM
>when prices would fall.
>--
You can expand ST RAM to get a total of 10M. If you replace the 1M SIMMs
from the TT RAM daughter board with 4M SIMMs you will get 16M of TT (fast)
RAM. That means total memory could be 10M + 16M = 26M.

>Ralph P. Sobek Disclaimer: The above ruminations are my own.
>ralph@laas.fr Addresses are ordered by importance.
>ralph@laas.uucp, or ...!uunet!laas!ralph
>If all else fails, try: sobek@eclair.Berkeley.EDU
>Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
>==
>Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

You may not want a TT - STe is much cheaper and you can update memory with SIMMs.
I have a TT and a ST. Many programs run on both, but of course, most games from
the ST will probably not run on the TT. I believe that all of the Double Click
Software that has been posted in the binaries is ST and TT compatible.

CUL,
Chuck

3071. Atari and Hard Disk Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-26 13:52:56 UTC
From: tensmekl@infonode.ingr.com
Message-ID: <1991Jul26.135256.5029@infonode.ingr.com>
Source record: 47408

In article <9107221949.AA01296@cervantes.cc.gatech.edu> dave@CC.GATECH.EDU (Dave Aylesworth) writes:
>
> I need help setting up my atari mega 2 with tos 1.4 to use my SH205
>hard disk. I can format the drive fine, and copy files onto it and they appear
>to be there, but when I try to execute them, I get bus errors (2 bombs) and
>illegal instruction errors (3 bombs). I've tried reformatting countless times.
>I also can't get the machine to boot off of the hard drive.
> If anyone is using a similar setup or knows what my problem might be,
>I would appreciate your advice. I've been using this hard drive with my 1040
>tos 1.0 machine for over a year without problem.
>
>Thanks in advance,
>AYLESWORTH,DAVID VINCENT

I seem to be in the same boat, even with a different configuration.
The problems appear similar enough that there may be a common solution.

I have (1040 ST - 1Meg tos 1.0, 1040STE 2.5 Meg tos 1.4) and
a Supra Hard Drive 20 Meg (Version 4.05 and 3.2 formatters).

The short part of the story: it works consistently with the
1040 and dosn't with the STE. I've reformatted the disk with the
new supra format software, and the software reports 90% of
the sectors as bad. When I format the disk with the 1040
using the same version of the software only 3 sectors are
marked as bad.

At this point I'm not even trying to boot from the hard disk, I would
be satisfied (for now) with being able to write files to the disk,
and being able to read them back. Executibles won't work and
picture files are corrupted and displaying the file locks the
machine.

Any ideas, anyone? (I'm seriously toying with the idea of
sending the 1040STE back to the dealer for a refund.

Has anyone set up a STE tos 1.4 to work with a Hard Disk, espec
a Supra Hard Disk?

--
Kermit Tensmeyer | Intergraph Corporation
UUCP: ...uunet!infonode!tensmekl | One Madison Industrial Park
INTERNET: tensmekl@infonode.com | Mail Stop LR23A2
AT&T: (205)730-8127 | Huntsville, AL 35807-4201

3072. Deep Space

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-26 14:49:33 UTC
From: dandy@sys6626.bison.mb.ca
Message-ID: <a0aP64w164w@sys6626.bison.mb.ca>
Source record: 47413

M. Goo:
I have a copy of deep space that I got with my computer without the
instructions. How do you get past the titlte screen?

--- (Daniel Mutch) a user of sys6626, running waffle 1.64
E-mail: dandy@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

3073. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-26 15:47:53 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul26.154753.25773@informatik.uni-erlangen.de>
Source record: 47410

ONM07@DMSWWU1A.BITNET writes:

>No, no! I was speaking of an extended BIOS parameter block (BPB), not of
>changing the boot sector format.

So I misunderstood you. But I still think we don't need an extended BPB
for the purposes mentioned. Alternate file system will probably be handled
by MetaDOS in future, so BIOS is all out of the way.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

3074. Re: crabs -- Screen-eating program for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-26 19:44:03 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.91Jul26214403@track.cs.tu-berlin.de>
Source record: 47414
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, I just took the lzh that I got from uudecode and tried it...
It worked flawlessy.

Sigh,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)
Attention: My phone-# is changing 01-Jan-1991 ! s/246292/2186292/

3075. DC Weekly Post 7/26

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-27 00:01:04 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jul27.000104.2139@menudo.uh.edu>
Source record: 47416
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

DC No-Stic will prevent hard disk stiction from happening. Stiction
was such a problem with Seagate drives that they put in circuitry to
move the hard disk heads after a length of disk inactivity. DC
No-Stic emulates this logic.
100% assembly. ST, STe and TT compatible. Work with all hard disks.

- mike vederman / double click software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3076. Re: Atari and Hard Disk Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-27 02:12:00 UTC
From: baffoni@aludra.usc.edu
Message-ID: <18595@chaph.usc.edu>
Source record: 47415

In article <1991Jul26.135256.5029@infonode.ingr.com> tensmekl@infonode.ingr.com (Kermit Tensmeyer) writes:
> I seem to be in the same boat, even with a different configuration.

Actually, I think you are in a boat with no rudder....

> The problems appear similar enough that there may be a common solution.
>
> I have (1040 ST - 1Meg tos 1.0, 1040STE 2.5 Meg tos 1.4) and
^^^^
I think this might be your problem! The STe line requires TOS1.6
or higer to support it. If you are using TOS1.4, you have not only downgraded
but are doomed (I think) to have severe problems. What happened to your
original TOS? It should have come with >=1.6.....
>
>--
>Kermit Tensmeyer | Intergraph Corporation
>UUCP: ...uunet!infonode!tensmekl | One Madison Industrial Park
>INTERNET: tensmekl@infonode.com | Mail Stop LR23A2
>AT&T: (205)730-8127 | Huntsville, AL 35807-4201

-Mike

3077. Re: Need a good book on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-27 08:52:30 UTC
From: Robert.Elsinga@p10.f301.n282.z2.fidonet.org
Message-ID: <fido_2_282/301.10_289134f7@linn.fidonet.org>
Source record: 47389

In a message of <18 Jul 91 23:12:23>, cpmurphy@vax1.tcd.ie (2:320/100.1)
writes:

c> In a nut shell, I am looking a good technical reference text for the
c> Atari ST computer. I am working for a newly started games company in
c> Ireland and am responsible for the Atari format of a new game.
c> Unfortunately we have no suitable atari texts.
c>
c> What I'm looking for is a LOW level and DETAILED reference book on
c> the Atari ST hardware and its programming. Basically I need to know
c> how to handle disk drives, graphic output, keyboard and other I/O
c> devices without the aid of an operating system. I need to hit the
c> metal I'm afraid.

If you're capable of reading german, try the 'Profibuch' (Sybex). It's a very
good, detailed book about hardware and all BIOS, XBIOS, GEMDOS, AES, etcetera
calls. The newest version (to be released soon) will be 1300 pages (!!) thick,
also covering the STe and TT. More info? Reply!

Robert Elsinga =8-)

reply: Robert_Elsinga%p10.f301.n282.z2@hippo.slcdec.dfv.rwth-aachen.de
---
Co-sysop * Atari BBS Connection * Leeuwarden NL
Robert.Elsinga@p10.f301.n282.z2.fidonet.org
or tfd.com!afp!gna!linn!p10.f301.n282.z2.fido!Robert.Elsinga

3078. Re: Atari and Hard Disk Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-27 12:33:19 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul27.123319.15428@actrix.gen.nz>
Source record: 47417

In article <1991Jul26.135256.5029@infonode.ingr.com> tensmekl@infonode.ingr.com (Kermit Tensmeyer) writes:
> In article <9107221949.AA01296@cervantes.cc.gatech.edu> dave@CC.GATECH.EDU (Dave Aylesworth) writes:
> >
> > I need help setting up my atari mega 2 with tos 1.4 to use my SH205
> >hard disk. I can format the drive fine, and copy files onto it and they appear
> >to be there, but when I try to execute them, I get bus errors (2 bombs) and
> >illegal instruction errors (3 bombs). I've tried reformatting countless times.
> >I also can't get the machine to boot off of the hard drive.
> > If anyone is using a similar setup or knows what my problem might be,
> >I would appreciate your advice. I've been using this hard drive with my 1040
> >tos 1.0 machine for over a year without problem.
> >
> >Thanks in advance,
> >AYLESWORTH,DAVID VINCENT
>
> I seem to be in the same boat, even with a different configuration.
> The problems appear similar enough that there may be a common solution.
>
> I have (1040 ST - 1Meg tos 1.0, 1040STE 2.5 Meg tos 1.4) and
> a Supra Hard Drive 20 Meg (Version 4.05 and 3.2 formatters).
>
> The short part of the story: it works consistently with the
> 1040 and dosn't with the STE. I've reformatted the disk with the
> new supra format software, and the software reports 90% of
> the sectors as bad. When I format the disk with the 1040
> using the same version of the software only 3 sectors are
> marked as bad.
>
> At this point I'm not even trying to boot from the hard disk, I would
> be satisfied (for now) with being able to write files to the disk,
> and being able to read them back. Executibles won't work and
> picture files are corrupted and displaying the file locks the
> machine.
>
> Any ideas, anyone? (I'm seriously toying with the idea of
> sending the 1040STE back to the dealer for a refund.
>
> Has anyone set up a STE tos 1.4 to work with a Hard Disk, espec
> a Supra Hard Disk?
> Kermit Tensmeyer | Intergraph Corporation
> UUCP: ...uunet!infonode!tensmekl | One Madison Industrial Park
> INTERNET: tensmekl@infonode.com | Mail Stop LR23A2

> AT&T: (205)730-8127 | Huntsville, AL 35807-4201

Tos 1.4 does not work with a STE, from what you have stated here,
you have the Famous STE DMA Bug, get the DMA Chip replaced or
get a later STE.

Note: Later STE's have brass plugs underneath, where the mounting screws
for the main PCB, screw into the base, just tip over the machine and look,
for some small brass inserts.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

3079. DC Programs of the Weeks

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-27 13:52:07 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jul27.135207.3837@menudo.uh.edu>
Source record: 47418
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just got done sending all of our Programs of the Week to the ftp site atari.archive.umich.edu

All of our Programs of the Week are there, plus some oldies but goodies.

Over 40 programs if I remember correctly. Get 'em while they're hot! :-)

- mike vederman / double click software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3080. Atari Meese 1991

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-27 13:58:22 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Jul27.135822.4089@menudo.uh.edu>
Source record: 47419
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just thought I'd drop a note to the net letting all of our international friends know that Double Click Software will be attending, displaying and selling our wares at this year's Atari Meese show in Duesseldorf.

We will be showing something of particular interest to owners of AT Speed or PC Speed. Can't say more, you have to wait. :-)

We will also be showing (but not selling) our new game authoring package. Wow, it is hot!

Plus, our DC Utilities, DC Desktop, DC Shower and (tadum!) Data Diet - the _only_ realtime compression program for the Atari computer. Not to mention our DC Port serial expansion cartridge, too.

We really look forward to meeting our net friends face to face (and sharing a few rounds with them too!).

- mike vederman / double click software
--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3081. Re: HELP: Turbo-C helpfile format ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-27 14:08:45 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Jul27.140845.14133@frmug.fr.mugnet.org>
Source record: 47424

In article <michaels.680269642@tabaqui>, michaels@tabaqui.informatik.rwth-aachen.de (Michael Schwingen) writes:
> I am looking for a description of the file format of the help files that
> come with Turbo-C 2.0 - I want to write a program which is able to display
> specific help pages from outside TC (specifically, from inside the ORIGAMI
> folding editor). Has anybody information on this topic ?

With Turbo C 2.03 is shiped an accessroy who can be called by gem
messages and display inside a window the help pages. The source code for
the calling function is given with the acc.

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

3082. irrelevant posts

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-27 17:33:09 UTC
From: David_Galloway@mindlink.bc.ca
Message-ID: <6826@mindlink.bc.ca>
Source record: 47421

I am fairly new to UseNet and I was hoping that some one else would say something but I personally am annoyed at the number of messages that do not seem to belong in the TECH section. Specifically I am talking about the discussions and adverts for GAMES.

Please keep all posts relevant to the Tech theme of this section.

(Yes, I realize the dilemma of posting this message being itself non-technical in nature :-(

3083. Re: Atari and Hard Disk Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-27 21:28:50 UTC
From: tensmekl@infonode.ingr.com
Message-ID: <1991Jul27.212850.8929@infonode.ingr.com>
Source record: 47420

In article <1991Jul27.123319.15428@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <1991Jul26.135256.5029@infonode.ingr.com> tensmekl@infonode.ingr.com (Kermit Tensmeyer) writes:
>> In article <9107221949.AA01296@cervantes.cc.gatech.edu> dave@CC.GATECH.EDU (Dave Aylesworth) writes:
>> >
>> > I need help setting up my atari mega 2 with tos 1.4 to use my SH205
>> >hard disk. I can format the drive fine, and copy files onto it and they appear
>> >to be there, but when I try to execute them, I get bus errors (2 bombs) and
>> >illegal instruction errors (3 bombs). I've tried reformatting countless times.
>> >I also can't get the machine to boot off of the hard drive.
>> > If anyone is using a similar setup or knows what my problem might be,
>> >I would appreciate your advice. I've been using this hard drive with my 1040
>> >tos 1.0 machine for over a year without problem.
>> >
>> >Thanks in advance,
>> >AYLESWORTH,DAVID VINCENT
>>
>> I seem to be in the same boat, even with a different configuration.
>> The problems appear similar enough that there may be a common solution.
>>
>> I have (1040 ST - 1Meg tos 1.0, 1040STE 2.5 Meg tos 1.4) and
>> a Supra Hard Drive 20 Meg (Version 4.05 and 3.2 formatters).
>>
>> The short part of the story: it works consistently with the
>> 1040 and dosn't with the STE. I've reformatted the disk with the
>> new supra format software, and the software reports 90% of
>> the sectors as bad. When I format the disk with the 1040
>> using the same version of the software only 3 sectors are
>> marked as bad.
>>
>> At this point I'm not even trying to boot from the hard disk, I would
>> be satisfied (for now) with being able to write files to the disk,
>> and being able to read them back. Executibles won't work and
>> picture files are corrupted and displaying the file locks the
>> machine.
>>
>> Any ideas, anyone? (I'm seriously toying with the idea of
>> sending the 1040STE back to the dealer for a refund.
>>
>> Has anyone set up a STE tos 1.4 to work with a Hard Disk, espec
>> a Supra Hard Disk?
>> Kermit Tensmeyer | Intergraph Corporation

>> UUCP: ...uunet!infonode!tensmekl | One Madison Industrial Park
>> INTERNET: tensmekl@infonode.com | Mail Stop LR23A2
>> AT&T: (205)730-8127 | Huntsville, AL 35807-4201
>
>Tos 1.4 does not work with a STE, from what you have stated here,
>you have the Famous STE DMA Bug, get the DMA Chip replaced or
>get a later STE.
>
>Note: Later STE's have brass plugs underneath, where the mounting screws
>for the main PCB, screw into the base, just tip over the machine and look,
>for some small brass inserts.
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * At least I don't Flicker, not ***
>*** Kapiti New Zealand.. * like a dying light globe. ! ***
>

--
Kermit Tensmeyer | Intergraph Corporation
UUCP: ...uunet!infonode!tensmekl | One Madison Industrial Park
INTERNET: tensmekl@infonode.com | Mail Stop LR23A2
AT&T: (205)730-8127 | Huntsville, AL 35807-4201

3084. Re: Interesting Archiver Facts [was Re: Use Unlzh 1.72 ...]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-27 22:29:05 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.91Jul28002905@troll.cs.tu-berlin.de>
Source record: 47422
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello.

Perhaps this is interesting news for you: There is a new version
of lharc (lharc 2.0) which has a new compression method. It packs
better than zip. I could send Thomas Quester's version to comp.binaries,
but I better ask him first...
Anyway, it has already been distributed through the Maus-net here in
Germany...

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)
Attention: My phone-# is changing 01-Jan-1991 ! s/246292/2186292/

3085. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-28 10:22:42 UTC
From: danny@fiction.ms.sub.org
Message-ID: <rsm463@fiction>
Source record: 47428

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

> danny@fiction.ms.sub.org (Daniel Roedding) writes:

> >I just checked it ... it works fine. Does anyone have an idea how to code
> >such a 12/16 flag in the boot sector so it can be read by such a TSR?
> >Which field should be used for this?

> There is no field for this purpose. I though about monitoring the first
> four bytes of the FAT, but this is unreliable.

What about coding it in the media byte, which isn't used on the Atari ST?
(Don't tell me anything 'bout DOS compatibility, such disk won't be readable
on a DOS machine anyway...)

Daniel

3086. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-28 17:59:24 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Jul28.125924.12128@doug.cae.wisc.edu>
Source record: 47426

How about getting a discussion about Turbo C 2.0 bugs for the ST?

I have 1 that I have found, very annoying. Maybe we could share?

Or compilers in general. That would be fun, and useful at the same time.
Then we can knock on compiler writers, instead of Atari Corp! :)

And everyone knows MY opinions about Atari...right? :)

--Greg

CoBoL and FORTRAN GURU's BEWARE....adapt OR DIE! Or go hungry!

Currently thinking about a SIG. something snappy, outrageous maybe..maybe..
I KNOW!

3087. Re: Where do I find a description of it?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-28 18:18:14 UTC
From: Scott.Bigham@bbs.oit.unc.edu
Message-ID: <4812@beguine.UUCP>
Source record: 47423

In article <1991Jul26.082741.28912@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:
>Where do I find a good desription on how to program XBRA, I have scanned my
>dev docs but couldn't see anything. So does anyone know where to find XBRA in
>the docs or where else to look.

Look for the program fix_gdos.prg at atari.archive (I think it's in /atari/utilities/tosfixes, but don't hold me to it). It's fully XBRA-conformant and includes assembly source code. The comments are in German, but you should be able to figure it out.

For the record, I am not advocating that you lift the XBRA code from this program and use it verbatim (at least not without the express permission of the author), merely that you study the code (after all, why else would the author have provided it?) and learn how to implement XBRA for yourself. The more people understand standards like XBRA, ARGV, and their ilk, the more people will use them, and the better our life will be (I could say the same of the cookie jar, but that's another story).

>---
>Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
>Halliday EMail : D.C.Halliday@newcastle.ac.uk
> Phone : +44 91 222 8214 Fax : +44 91 222 8232

--
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internet: bbs.oit.unc.edu or 128.109.157.30

3088. Grandson of the 40-folder bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-28 18:46:17 UTC
From: Scott.Bigham@bbs.oit.unc.edu
Message-ID: <4813@beguine.UUCP>
Source record: 47425

I think I'm being bitten by a variant of the 40-folder bug and I seek advice.

Background: I'm running TeX on a 1-meg 1040ST, TOS 1.0 circa 11/20/85, FOLDR100.PRG (about as much as I can have and still run TeX). Everything works as advertised until about the eighth or ninth invocation of TeX or DVIATARI, at which point the system seems to become suddenly unable to open any file anywhere, a symptom I've always associated with the 40-folder bug. If I reset the computer, everything is fine again.

Now, DVIATARI touches several folders in its quest for fonts, but it's always the same folders, so apparently the system is using a new slot every time it touches a folder. Obviously this is an unclever thing to do, but if there were an easy way to do things cleverly, this whole problem would have been fixed by now.

So, short of hitting RESET every twenty minutes, is there any way to clear out the folder slots or correct GEMDOS's view of reality? I'm almost desperate enough to try catching the GEMDOS OPEN and CLOSE calls and building some intelligence into them, but I'm a little edgy about that.

[If this isn't the 40-folder bug at all, or if I'm missing something obvious, please tell me gently :)]

--
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| Darn Good Reason.
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Technology, or the Experimental Bulletin Board Service.
internet: bbs.oit.unc.edu or 128.109.157.30

3089. Re: Grandson of the 40-folder bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-28 22:30:17 UTC
From: marshall@cs.uq.oz.au
Message-ID: <2749@uqcspe.cs.uq.oz.au>
Source record: 47427

In <4813@beguine.UUCP> Scott.Bigham@bbs.oit.unc.edu (Scott Bigham) writes:

>I think I'm being bitten by a variant of the 40-folder bug and I seek advice.

>Background: I'm running TeX on a 1-meg 1040ST, TOS 1.0 circa 11/20/85,
>FOLDR100.PRG (about as much as I can have and still run TeX). Everything
>works as advertised until about the eighth or ninth invocation of TeX or
>DVIATARI, at which point the system seems to become suddenly unable to open
>any file anywhere, a symptom I've always associated with the 40-folder bug.
>If I reset the computer, everything is fine again
I get a similar problem with the 1st2pw prgram that converts 1stword to
postscript. After doing a certain number of files, it freezes, and the
only thing that works is to restart the program - I don't have to reboot.
Is this the same phenomenon?
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

3090. Re: irrelevant posts

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-28 22:33:39 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <s3LT62w164w@sys6626.bison.mb.ca>
Source record: 47429

David_Galloway@mindlink.bc.ca (David Galloway) writes:

> I am fairly new to UseNet and I was hoping that some one else would say
> something but I personally am annoyed at the number of messages that do not
> seem to belong in the TECH section. Specifically I am talking about the
> discussions and adverts for GAMES.
>
> Please keep all posts relevant to the Tech theme of this section.
>
> (Yes, I realize the dilemma of posting this message being itself non-technic
> in nature :-(

Sorry if it bugs you, but two comments: One I don't have access to any
other ST newsgroups. Hence the fact that I have ONCE or TWICE posted
messages re: games. And, second, So wat if we do. Maybe it's not totally
"legal" but it's not like it costs you money. Sure posts add up, but it
costs the same here or there.

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

3091. PAL for Megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-29 00:31:20 UTC
From: zarko@cup.portal.com
Message-ID: <44911@cup.portal.com>
Source record: 47430

The C101740 PAL in my Megafile 30 died. Since I have a GAL
-prommer I would appreciate if somebody could send me a file for
GAL-prommer software for programing GAL to "act as" the PAL in
question.

3092. Re: Grandson of the 40-folder bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-29 03:55:20 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Jul29.035520.6198@actrix.gen.nz>
Source record: 47431

In article <4813@beguine.UUCP> Scott.Bigham@bbs.oit.unc.edu (Scott Bigham) writes:
> I think I'm being bitten by a variant of the 40-folder bug and I seek advice.
>
> Background: I'm running TeX on a 1-meg 1040ST, TOS 1.0 circa 11/20/85,
> FOLDR100.PRG (about as much as I can have and still run TeX). Everything
> works as advertised until about the eighth or ninth invocation of TeX or
> DVIATARI, at which point the system seems to become suddenly unable to open
> any file anywhere, a symptom I've always associated with the 40-folder bug.
>
> [If this isn't the 40-folder bug at all, or if I'm missing something obvious,
> please tell me gently :)]
> Scott Bigham | The opinions expressed above are
> bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
> Or 'R' to this as a last resort | copied or distributed without a

Well why not save yourself a lot of Problems and Go get TOS 1.4, this
has a lot of improvements to the Folder Bug, and lets you sleep better
if you ask Atari about any Problems the First thing they say go fit
TOS 1.4 then you can complain..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

3093. Default Font specs....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-29 04:42:00 UTC
From: cmedley@wam.umd.edu
Message-ID: <1991Jul29.044200.5384@wam.umd.edu>
Source record: 47432

I know this is probably "illegal" but....

I have a program that fixes its own resource file(s) up. I'm only using one .RSC file for it, so in order to make it work in ST color and mono, I have to "scale" the character coordinates by the size of the default character set (font) used in that resolution.

In mono, this is 8x16, in color it is 8x8, and I understand that the TT has others(?), so I'm trying to find a consistent way to get the standard width and height of the default system font.

I've tried using vqt_attributes, but this fails under MultiDesk, since that program has everything set up for a 6x6 font. vqt_fontinfo seems to be a potential winner, but it sounds like it won't be consistent on a system with GDOS installed (I don't know for sure).

I've looked through my ST developer docs, and looked at the information on VDI font formats, and realized I could use the Line-A, look into the FONT_RING, and find the default system font and get the specs on the font that way, but I would just like to get an idea of whether it is worth it to go that route, since it seems like a lot of code to get the job done.

(incidentally, according to Abacus' GEM Programmer's Reference, they claim the font sizes returned from a v_opnvwk are inaccurate, and only return the monochrome 8x16 font's specs.... I wanted to know if this is true even now, with the newer machines....)

3094. Re: Atari Meese 1991

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-29 11:06:37 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91210.104102ONM07@DMSWWU1A.BITNET>
Source record: 47433
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Jul27.135822.4089@menudo.uh.edu>, uace0@menudo.uh.edu (ATARI Computer Enthusiasts) says:
>
>Just thought I'd drop a note to the net letting all of our international
>friends know that Double Click Software will be attending, displaying and
>selling our wares at this year's Atari Meese show in Duesseldorf.

Nice to hear this. The Atari fair in Duesseldorf is a great thing to meet people!

>Plus, our DC Utilities, DC Desktop, DC Shower and (tadum!) Data Diet - the
>_only_ realtime compression program for the Atari computer. Not to mention
>our DC Port serial expansion cartridge, too.
>

Umph, this is not entirely true. A similar program (don't konw how good it is) was published by 'TOS-Magazin' last year.

>We really look forward to meeting our net friends face to face (and sharing
>a few rounds with them too!).
>
>- mike vederman / double click software
>--
>---
>Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274
>---
>Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

3095. Re: Default Font specs....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-29 11:06:41 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91210.123826ONM07@DMSWWU1A.BITNET>
Source record: 47434

In article <1991Jul29.044200.5384@wam.umd.edu>, cmedley@wam.umd.edu (Charles Henry Medley) says:
>
>I know this is probably "illegal" but....
>
>I have a program that fixes its own resource file(s) up. I'm only using one
>.RSC file for it, so in order to make it work in ST color and mono, I have
>to "scale" the character coordinates by the size of the default character
>set (font) used in that resolution.
>
>In mono, this is 8x16, in color it is 8x8, and I understand that the TT has
>others(?), so I'm trying to find a consistent way to get the standard width
>and height of the default system font.
>
>I've tried using vqt_attributes, but this fails under MultiDesk, since
>that program has everything set up for a 6x6 font. vqt_fontinfo seems
>to be a potential winner, but it sounds like it won't be consistent on a
>system with GDOS installed (I don't know for sure).
>
>I've looked through my ST developer docs, and looked at the information
>on VDI font formats, and realized I could use the Line-A, look into the
>FONT_RING, and find the default system font and get the specs on the font
>that way, but I would just like to get an idea of whether it is worth it
>to go that route, since it seems like a lot of code to get the job done.
>
>(incidentally, according to Abacus' GEM Programmer's Reference, they
>claim the font sizes returned from a v_opnvwk are inaccurate, and only
>return the monochrome 8x16 font's specs.... I wanted to know if this
>is true even now, with the newer machines....)
>
>

Take a look at rsrc_obfix(). This function does all what you need.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

3096. Re: Where do I find a description of it?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-29 11:54:14 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul29.115414.22359@informatik.uni-erlangen.de>
Source record: 47435

D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:

>Where do I find a good desription on how to program XBRA, I have scanned my
>dev docs but couldn't see anything. So does anyone know where to find XBRA in
>the docs or where else to look.

Just a quick example in 68000 code: Suppose we want to re-direct the
hdv_rw vector to check for a drive of our own or whatever. The following
code assumes we're in SOOOUPER user mode and that the vector handler
and assorted stuff stay resident.

```
...
move.l $476.w,o_rw ; get old vector and store it
move.l #new_rw,$476.w ; install own vector handler
... (make code resident, terminate, try to fool your users or whatever
you like)

dc.b "XBRA" ; XBRA magic
dc.b "F0AD" ; special magic designating our program
o_rw:
dc.l 0 ; longword to store the old vector
new_rw:
cmp.w $E(a7),ourdrive ; do we want to handle this drive?
beq.s ownstuff ; yes, so don't hesitate
tooldhandler:
move.l o_rw(pc),-(sp) ; get old adrress
rts ; and jump to it
ownstuff:
...
```

After several programs linked into a vector following this protocol,
a linked chain is built up. Knowing this, it should be easy for
you to program a routine that follows a vector chain.

The special magic your program uses to identify itself in the
chain should be unique. To make sure your ID is unique, you should
have Julian "Master of the XBRA list" Reschke register it.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

3097. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-29 11:56:21 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Jul29.115621.22740@informatik.uni-erlangen.de>
Source record: 47436

danny@fiction.ms.sub.org (Daniel Roedding) writes:

>What about coding it in the media byte, which isn't used on the Atari ST?
>(Don't tell me anything 'bout DOS compatibility, such disk won't be readable
>on a DOS machine anyway...)

I just don't think we need 16 bit FATs on standard disks. Different story
with ED disks, but we'll need special drivers for them anyway.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

3098. IBM keyboard adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-29 15:53:50 UTC
From: george@electro.com
Message-ID: <1991Jul29.155350.4196@electro.com>
Source record: 47438

In article <680422271.1@therip.FidoNet> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
>I have a friend who is trying to get his 1040 working properly...
>I told him its a power thing since he has so many things hooked up to it..
> ...
>IBM keyboard adapter using an IBM keyboard.
> ...

What is involved in attaching an IBM keyboard?
What kind of adapter is this? Can this be built at home?
Is it expensive to buy?

--

____
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com

3099. Re: irrelevant posts

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-29 16:33:26 UTC
From: steve@thelake.mn.org
Message-ID: <A1546458877@thelake.mn.org>
Source record: 47437

[In article <s3LT62w164w@sys6626.bison.mb.ca>,
marco@sys6626.bison.mb.ca (Marco) writes ...]

> Sorry if it bugs you, but two comments: One I don't have access to any
> other ST newsgroups. Hence the fact that I have ONCE or TWICE posted
> messages re: games. And, second, So wat if we do. Maybe it's not totally
> "legal" but it's not like it costs you money. Sure posts add up, but it
> costs the same here or there.

If the only newsgroup you received was rec.humor.funny, would you
use it to post questions about computer games?

Not having access to comp.sys.atari.st is not a valid excuse; that
shortcoming can be fixed easily enough. See your local system
administrator. Don't abuse Usenet because of a flaw in your local system.

The charter of comp.sys.atari.st.tech is clear. Games and for sale
postings are inappropriate. This newsgroup was created specifically to
segregate technical postings from nontechnical chatter. Keep it that way.

Steve Yelvington <steve@thelake.mn.org>
Marine on St. Croix, Minnesota

3100. The c.s.a.s.tech Charter [was Re: irrelevant posts]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-29 19:25:51 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jul29.192551.18040@wam.umd.edu>
Source record: 47439

In article <A1546458877@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>The charter of comp.sys.atari.st.tech is clear. Games and for sale
>postings are inappropriate. This newsgroup was created specifically to
>segregate technical postings from nontechnical chatter. Keep it that way.

For everyone's information, here's the actual charter which was approved
last July (wow, it's been a year!) when I ran the vote:

Article 27996 of comp.sys.atari.st:
Newsgroups: news.announce.newgroups,comp.sys.atari.st
Subject: CALL FOR DISCUSSION: comp.sys.atari.st.tech
Message-ID: <1990Apr13.225146.7988@wam.umd.edu>
Date: 22 Apr 90 22:51:46 GMT
Sender: lear@turbo.bio.net
Reply-To: dmb@wam.umd.edu (David M. Baggett)
Approved: lear@turbo.bio.net

[...]

Charter
------

comp.sys.atari.st.tech will be devoted to technical discussion
regarding Atari ST software and hardware. Examples of topics to
be discussed in this newsgroup include:

"What are the pinouts for the ___ port on the ST?"

"Has anyone managed to hook up a ___ successfully?"
(Assuming this is a nontrivial task)

"Which system vector controls ____?"

"What is the official, Atari-sanctioned method of doing ___?"

"What are the specs for ___ file format?"

"How does ___ manage to get 20 million colors on the screen?"

"What is the best way to do fine scrolling?"

Examples of topics NOT to be discussed in this newsgroup include:

"How do you get past the dragon in ___ game?"

"For sale: ___"

"New product announcement: ___"

"My ST is better than your ___ because"

"My ___ is better than your ST because..."

"Atari's financial situation is ___"

Generally speaking, I think there have been very few "infractions" in the first year, and fortunately not a whole lot of net.policing either. In fact, compared to the vote itself (anyone remember?) life's been cheery here!

Let's keep up the good work...

Dave Baggett
dmb@wam.umd.edu

3101. Re: The c.s.a.s.tech Charter [was Re: irrelevant posts]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-29 21:55:53 UTC
From: lchd_ltd@uhura.cc.rochester.edu
Message-ID: <1991Jul29.215553.8974@galileo.cc.rochester.edu>
Source record: 47440

```
In article <1991Jul29.192551.18040@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>In article <A1546458877@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>>The charter of comp.sys.atari.st.tech is clear. Games and for sale
>>postings are inappropriate. This newsgroup was created specifically to
>>segregate technical postings from nontechnical chatter. Keep it that way.
>
>For everyone's information, here's the actual charter which was approved
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>
>------------------------------------------------------------------------------
>Article 27996 of comp.sys.atari.st:
>Newsgroups: news.announce.newgroups,comp.sys.atari.st
>Subject: CALL FOR DISCUSSION: comp.sys.atari.st.tech
>Message-ID: <1990Apr13.225146.7988@wam.umd.edu>
>Date: 22 Apr 90 22:51:46 GMT
>Sender: lear@turbo.bio.net
>Reply-To: dmb@wam.umd.edu (David M. Baggett)
>Approved: lear@turbo.bio.net
>
>[...]
>
>Charter
>------
>
> comp.sys.atari.st.tech will be devoted to technical discussion
>regarding Atari ST software and hardware. Examples of topics to
>be discussed in this newsgroup include:
>
>
> "What are the pinouts for the ___ port on the ST?"
>
> "Has anyone managed to hook up a ___ successfully?"
> (Assuming this is a nontrivial task)
>
> "Which system vector controls ____?"
>
> "What is the official, Atari-sanctioned method of doing ___?"
>
> "What are the specs for ___ file format?"
>
> "How does ___ manage to get 20 million colors on the screen?"
CAN THIS BE DONE!!! How???
>
```

...
Ling Cherd

3102. Re: Default Font specs....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-29 22:17:34 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Jul30001734@acae127.cadence.com>
Source record: 47343

In article <1991Jul29.044200.5384@wam.umd.edu> cmedley@wam.umd.edu (Charles Henry Medley) writes:
>
> I have a program that fixes its own resource file(s) up. I'm only using one
....
> others(?), so I'm trying to find a consistent way to get the standard width
> and height of the default system font.

i have always used
graf_handle(&wchar, &hchar, ..., ...);
for this purpose, and fixed up the resource using whatever it gives
back. i seem to remember that if you were doing this, the root object
(but not all objects) had to be aligned on the character boundary or
some such...

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

3103. Re: Grandson of the 40-folder bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-29 22:20:57 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Jul30002057@acae127.cadence.com>
Source record: 47344

a) you should really move up to tos 1.4

b) use showdvi instead of dviatari: a far superior/faster program, and it packs all its fonts into a library, so it does'nt have to go searching all over the filesystem, open that many files, much easier to maintain etc etc.. it should be on A.A

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

3104. Re: The c.s.a.s.tech Charter [was Re: irrelevant posts]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-30 03:02:53 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2785@uqcspe.cs.uq.oz.au>
Source record: 47342

In <1991Jul29.215553.8974@galileo.cc.rochester.edu> lchd_ltd@uhura.cc.rochester.edu (----* Ho Ling Cherd *----) writes:
>In article <1991Jul29.192551.18040@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>>In article <A1546458877@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>>
>>Charter
>>------
>> "How does ___ manage to get 20 million colors on the screen?"

>CAN THIS BE DONE!!! How???

Okay, let's see...

512 is easy - You just restrict the number per line.

Then, to get more than the actual ST pallette, you have to use flicker-methods (or buy an STe/TT!).

Quantum paint I recall uses flicker to get 4096 colour pallletttes, then uses the Spectrum-style horizontal-scan-synchronisation to allow that many colours on the screen at once.

By extending the methods, you can use up 1 megabyte of memory and get 16 million colours on the screen.

Trivia :-),
Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3105. "How does ___ manage to get 20 million colors on the screen?"

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-30 04:32:56 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Jul30.043256.23463@wam.umd.edu>
Source record: 47345

In article <1991Jul29.215553.8974@galileo.cc.rochester.edu>
lchd_ltd@uhura.cc.rochester.edu (----* Ho Ling Cherd *----) writes:
>In article <1991Jul29.192551.18040@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett)
writes:
>> [c.s.a.s.tech charter]
>> "How does ___ manage to get 20 million colors on the screen?"
>
>CAN THIS BE DONE!!! How???

Nope, it was just a hyperbolic example. I was just trying to be
funny. (OK, so I won't quit my day job.)

Dave Baggett
dmb@wam.umd.edu

3106. TT RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-30 07:19:06 UTC
From: univwa@sbuvax.rz.uni-sb.de
Message-ID: <12167@sbsvax.cs.uni-sb.de>
Source record: 47341
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,dnet.atari

Hi there,

I have some questions concerning memory upgrade in TT030:

I have a TT030/6/48MB, achieved in Germany in 11/90:

- How can I upgrade the ST RAM? (now: 2MB)
What kind of RAM Chips do I need?
Where are they sitting? Socketed on motherboard?

- How I can I manage to upgrade TT RAM? (now: 4MB)
(same questions as before)

I know that I may need a so called daughterboard, is this beast already
built in with my 4MB TT RAM?
Where can I buy such a thinW?

Thank you for your help.

greetings Bernhard


```
*****************************************************************************
* *
* Dipl.Ing. Bernhard Stumpf | | | *
* / ___ / University of the Saarland | | | *
* /----. /__. -/- D-6600 Saarbruecken | | | *
* /____/ ___/ /_. / | \ *
* phone : ++49-681-302-41.43 / | \ *
* e-mail: bestu@sbuvax.rz.uni-sb.de / | \ *
* *
*****************************************************************************
```

3107. Are there any PD resource compilers?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-30 16:10:57 UTC
From: goldthor@parc.xerox.com
Message-ID: <1991Jul30.161057.21064@parc.xerox.com>
Source record: 47346

Are there any public domain/FREEWARE resource compilers available. I'm
just starting to have a go with GEM and need some way of creating
resource files (either interactively or compiled).

Thanks,
-Steve Goldthorpe

XEROX CIN: SGoldthorpe:wgc-e:rx | Rank Xerox Ltd,
INET: goldthor@arisia.xerox.com | Workstation Software Group,
sgoldthorpe.wgc-e@rx.xerox.com | European Software Development Centre,
XEROX INTELNET: 8*668-2350 | Welwyn Hall, Bessemer Rd,
TELEPHONE: +44 707 382350 | Welwyn Garden City, HERTS.
MESG TOOL: 15556.25220325363.0 | AL7 1LQ ENGLAND

3108. Re: Grandson of the 40-folder bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-30 16:20:31 UTC
From: Scott.Bigham@bbs.oit.unc.edu
Message-ID: <4855@beguine.UUCP>
Source record: 47347

In article <BAMMI.91Jul30002057@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
>a) you should really move up to tos 1.4
I'd love to, but to my knowledge there are no Atari dealers in town. Can it be gotten mail order?

>b) use showdvi instead of dviatari: a far superior/faster program, and it
>packs all its fonts into a library, so it does'nt have to go searching
>all over the filesystem, open that many files, much easier to maintain
>etc etc.. it should be on A.A
Unless I'm mistaken, though, showdvi only supports mono. I got dviatari specifically because it seemed to be the only one that would work with my color monitor.

>--
>bang: uunet!cadence!bammi jwahar r. bammi
>domain: bammi@cadence.com
>GEnie: J.Bammi
>CIS: 71515,155

Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
or 'R' to this message as a last resort | copied or distributed without a
| Darn Good Reason.
--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: bbs.oit.unc.edu or 128.109.157.30

3109. Re: Mail Order TOS 1.4 was:Grandson of the 40-folder bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-30 18:15:55 UTC
From: pegram@kira.UUCP
Message-ID: <1991Jul30.181555.13822@uvm.edu>
Source record: 47350

From article <4855@beguine.UUCP>, by Scott.Bigham@bbs.oit.unc.edu (Scott Bigham):
> In article <BAMMI.91Jul30002057@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
>>a) you should really move up to tos 1.4
> I'd love to, but to my knowledge there are no Atari dealers in town. Can it
> be gotten mail order?

Yes, absolutely; off hand, Toad, Joppa and Best Electronics sell TOS 1.4. If I get enough requests, I can post my tips file, since the docs for insertion are not as clear as the ones I got with TOS 1.0 for my previous 520. Of course, there was only one motherboard to deal with then!

bye

Bob Pegram

pegram@{griffin,kira,newton,sadye}.uvm.edu
or
...!uvm-gen!pegram

3110. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-30 20:11:23 UTC
From: adamd@rhi.hi.is
Message-ID: <3440@krafla.rhi.hi.is>
Source record: 47351

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>danny@fiction.ms.sub.org (Daniel Roedding) writes:

>>What about coding it in the media byte, which isn't used on the Atari ST?
>>(Don't tell me anything 'bout DOS compatibility, such disk won't be readable
>>on a DOS machine anyway...)

Ah, but it might be...
Why sacrifice data compatibility if it is possible to retain it. The first
two entries of the FAT itself can indicate what size entries are in the FAT.

>I just don't think we need 16 bit FATs on standard disks. Different story
>with ED disks, but we'll need special drivers for them anyway.

16 bit floppy FATs are a rather unusual configuration but not entirely unlikely.
They are more human-readable and take a little less CPU time (not that it
matters all that much in most cases). Depending on controller / drive setup
the standard BIOS floppy driver will handle ED disks as well as any other if
the sectors per cluster is set high enough.

BTW: I heard that there was a PC driver out that puts ED density on HD disks
using HD drives. Comments anyone? I would guess this is more reliable than
punching holes in DD disk jackets to pretend they are HD.

--
Adam David.
(adamd@rhi.hi.is)

3111. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-30 22:33:26 UTC
From: ytsuji@cfi.waseda.ac.jp
Message-ID: <875@wsdnws.waseda.ac.jp>
Source record: 47349

Hello, you seem to have stuck to a nonsensical problem. There are actually no differences between using a SCSI interface or not as far as ED disks are concerned. If you use a SCSI, you will have to make sure that your SCSI driver supports the ED drive. If the ED drive is clever enough and can format the floppy in the standard way (some parameters and then the format command), it will be straightforward. In this case the software problems are contained in the firmware of the SCSI drive. Note that while hard disks are pre-formatted and have a sector that registers the drive's specification such as bad sectors, formatting data and so on, the ED floppies and normal floppies don't have those. That's why you have to give some parameters to the SCSI firmware. On the other hand, your no-SCSI ED driver will be doing what your SCSI firmware will be doing. Therefore, if you are not good at writing device drivers, you could disassemble the firmware and translate part of it into 68K. This is hardly recommendable as writing a device driver for an ED drive is so easy.

All these futile debates on BiosFat routines (I have never thought of bios routines handling FAT's) derive from a lazy attitude of not being willing to writing the right device driver for the ED drives. As a matter of fact, writing a device driver on atari is very simple: just writing a small subroutine that reads/writes the logical sector N on the device and return a reply to a media change query. atari st cannot distinguish between a RAM disk and an ED disk basically.
Y.T.

3112. problem with 4 Meg 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-30 22:45:09 UTC
From: figuei@arakis.rutgers.edu
Message-ID: <Jul.30.18.45.09.1991.265@arakis.rutgers.edu>
Source record: 47352

Hi! I just starting experiencing a weird problem with my 1040ST. It has been upgraded to 4 Meg with an JRI board, installed by a dealer in Philadelphia, and has been working great until a few days ago. I noticed that after having the machine on for a while (about 20 minutes) it hung up. If I reset it or power it down and then up immediately nothing happens, but if I wait long enough (presumably until it is cold) it comes up OK. I am not a hardware type of guy, but my guess is that it is some circuit which opens up when the machine is hot. I remember the dealer told me that the board couldn't fit with the rf shield so he took it out. Any comments/suggestions/help will be greatly appreciated.

Francisco Figueirido
email: figuei@lutece.rutgers.edu

3113. Re: Are there any PD resource compilers?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-31 01:54:22 UTC
From: steve@thelake.mn.org
Message-ID: <A2798327550@thelake.mn.org>
Source record: 47348

[In article <1991Jul30.161057.21064@parc.xerox.com>,
goldthor@parc.xerox.com (Stephen Michael Goldthorpe) writes ...]

> Are there any public domain/FREEWARE resource compilers available. I'm
> just starting to have a go with GEM and need some way of creating
> resource files (either interactively or compiled).

Jim Charlton's resource editor was published in comp.binaries.atari.st
and comp.sources.atari.st. It can be fetched from
archive-server@twitterpater.eng.sun.com by sending mail with the following
commands:

send sources/volume3/mkrsc part01 part02 part03
send binaries/volume13/mkrsc part01 part02

The resource editor creates .RSC files and .H files for a C compiler, but
not .C files. To get .C files from .RSC, use Bob Silliker's RSCTOC program,
also available from twitterpater. (You don't need .C files unless you intend
to bind the resource directly into the executable program.)

I found that Jim's resource editor works just fine, but it's fairly basic
-- lacks the ability to edit icons and images, for example. After you get
used to GEM, you may wish to buy a commercial resource editor such as
WERCS.

Steve Yelvington <steve@thelake.mn.org>
Marine on St. Croix, Minnesota

3114. Re: Grandson of the 40-folder bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-31 10:31:47 UTC
From: robin@castle.ed.ac.uk
Message-ID: <11929@castle.ed.ac.uk>
Source record: 47359

In article <4855@beguine.UUCP> Scott.Bigham@bbs.oit.unc.edu (Scott Bigham) writes:
>Unless I'm mistaken, though, showdvi only supports mono. I got dviatari
>specifically because it seemed to be the only one that would work with my
>color monitor.

I afraid you are mistaken it does support colour, but to be fair I think
that the earlier versions didn't (Unless I'm mistaken!).

I wish I could get the source code for showdvi.... is it out there
anywhere?

Robin

3115. STE Analogue Joystick Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-31 10:32:28 UTC
From: ZZDLG@LIVERPOOL.AC.UK
Message-ID: <91212.113228ZZDLG@LIVERPOOL.AC.UK>
Source record: 47357

Can any one tell me the electrical spec for the STE analogue
joystick ports. Is it 0-5v or more or less or what. Thanks
in anticipation.

3116. Problem making up a monitor lead....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-31 11:11:49 UTC
From: simonp@sun.pcl.ac.uk
Message-ID: <1991Jul31.111149.9336@sun.pcl.ac.uk>
Source record: 47353

I'm currently trying to make a lead to connect my ST to a Hitachi CPT 1444.
Unfortunately it doesn't seem to want to work!

Everything works except that the picture breaks up when there is a large
amount of white on screen, to the extent that a totally white screen results
in a loss of vertical lock/hold.
I put this down to having used the composite video as the sync input!
(Vertical Sync from the ST doesn't work at all)
The Hitachi documentation refers to "Sync (-ve)" on the pin diagram whereas
the ST documentation offers "Vertical Sync" & "Composite Video" pins.

Can anyone tell me the correct way to do it? [please!!]

Any help is greatly appreciated, Simon.

[simonp@uk.ac.pcl.sun]

3117. Re: Mail Order TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-31 11:56:12 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991Jul31.115612.15612@newcastle.ac.uk>
Source record: 47363

pegram@kira.UUCP (Robert B. Pegram) writes:

>From article <4855@beguine.UUCP>, by Scott.Bigham@bbs.oit.unc.edu (Scott Bigham):
>> In article <BAMMI.91Jul30002057@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
>>>a) you should really move up to tos 1.4
>> I'd love to, but to my knowledge there are no Atari dealers in town. Can it
>> be gotten mail order?

>Yes, absolutely; off hand, Toad, Joppa and Best Electronics sell TOS
>1.4. If I get enough requests, I can post my tips file, since the
>docs for insertion are not as clear as the ones I got with TOS 1.0 for
>my previous 520. Of course, there was only one motherboard to deal
>with then!

>bye

>Bob Pegram

>pegram@{griffin,kira,newton,sadye}.uvm.edu
> or
>...!uvm-gen!pegram

Tos 1.4 is like gold dust in the UK, more so over finding out that there are two different ways that it can be bought, (2 chip set or 6 chip set). Having checked and discovered that I was a two chip set person, I starting ringing round the mail order companies in the UK. Only Ladbrokes (sp) based in Preston had the two chip set and they were out of stock and did not know when it was coming in again. Other companies had the 6 chip set for sale. I asked around my mates and discovered it is possible to install the 6 chip set in a two set machine if I sit down and solder in 4 sockets and make (or break) a link and the motherboard.
Having desoldered and sockect the shifter chip this should be no problem but it took me six weeks or so to believe that the ST was still working after I have done that small operation. (And I was thinking of installing a blitter chip)
So I wouldn't mind looking at any tips of how to install it as it appears that my machine is completely different to every one else (Why my shifter was not sockected I do not know every thing else is, the MMU, TOS 1.2, the GLUE chip)

Yours

Dave J

3118. Re: problem with 4 Meg 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-31 13:48:51 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Jul31.084851.7395@doug.cae.wisc.edu>
Source record: 47354

In article <Jul.30.18.45.09.1991.265@arakis.rutgers.edu> figuei@arakis.rutgers.edu (Francisco Figueirido) writes:
>
>Hi! I just starting experiencing a weird problem with my 1040ST. It
>has been upgraded to 4 Meg with an JRI board, installed by a dealer in
>Philadelphia, and has been working great until a few days ago. I
>noticed that after having the machine on for a while (about 20
>minutes) it hung up. If I reset it or power it down and then up
>immediately nothing happens, but if I wait long enough (presumably
>until it is cold) it comes up OK. I am not a hardware type of guy, but
>my guess is that it is some circuit which opens up when the machine is
>hot. I remember the dealer told me that the board couldn't fit with
>the rf shield so he took it out. Any comments/suggestions/help will be
>greatly appreciated.
>
> Francisco Figueirido
> email: figuei@lutece.rutgers.edu

I would wait till the machine heated up, had the problem, then take
a continuity tester and check the solder points to the motherboard.

OR

You can take a can of FREON and BLOW each contact and see how the machine
responds upon BOOT UP.

--Greg

3119. comp.sys.atari.st

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-31 14:15:31 UTC
From: lchd_ltd@uhura.cc.rochester.edu
Message-ID: <1991Jul31.141531.19436@galileo.cc.rochester.edu>
Source record: 47355

I wish to assemble a hard drive myself. Could anybody please kindly
give me some advise on how to do it and what parts do I need?
Or just tell me if I will be able to do it (I have very little hard
ware experience but did opened up my ST's many times before.)

Thanks.

...
Ling Cherd
.

3120. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-31 14:37:34 UTC
From: danny@fiction.ms.sub.org
Message-ID: <rsm469@fiction>
Source record: 47372

csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:

> I just don't think we need 16 bit FATs on standard disks. Different story
> with ED disks, but we'll need special drivers for them anyway.

16 bit FATs have one serious advantage: They make debugging much easier.
I hate this kind of doublethink you need to correct a corrupted 12 bit FAT.

Daniel

3121. Re: Are there any PD resource compilers?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-31 15:41:04 UTC
From: charltn@ccu.umanitoba.ca
Message-ID: <1991Jul31.154104.17636@ccu.umanitoba.ca>
Source record: 47356

In <A2798327550@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:

>[In article <1991Jul30.161057.21064@parc.xerox.com>,
> goldthor@parc.xerox.com (Stephen Michael Goldthorpe) writes ...]

> > Are there any public domain/FREEWARE resource compilers available. I'm
> > just starting to have a go with GEM and need some way of creating
> > resource files (either interactively or compiled).

>Jim Charlton's resource editor was published in comp.binaries.atari.st
>and comp.sources.atari.st. It can be fetched from
>archive-server@twitterpater.eng.sun.com by sending mail with the following
>commands:

>send sources/volume3/mkrsc part01 part02 part03
>send binaries/volume13/mkrsc part01 part02

>The resource editor creates .RSC files and .H files for a C compiler, but
>not .C files. To get .C files from .RSC, use Bob Silliker's RSCTOC program,
>also available from twitterpater. (You don't need .C files unless you intend
>to bind the resource directly into the executable program.)

....

> ----
> Steve Yelvington <steve@thelake.mn.org>
> Marine on St. Croix, Minnesota

Just a minor correction to your post Steve... MKRSC can create .C ouput
files. They are also somewhat easier to use than than those created
by some of the other utilities. Perhaps you still have one of the beta
test versions of MKRSC which did not have the .C output option included.
There was only one official version of MKRSC released (vs 1.0) but it did
include the .C output option.

Jim Charlton charltn@ccu.umanitoba.ca

3122. Re: comp.sys.atari.st

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-31 16:13:44 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Jul31.111344.8522@doug.cae.wisc.edu>
Source record: 47358

In article <1991Jul31.141531.19436@galileo.cc.rochester.edu>
lchd_ltd@uhura.cc.rochester.edu (----* Ho Ling Cherd *----) writes:
>I wish to assemble a hard drive myself. Could anybody please kindly
>give me some advise on how to do it and what parts do I need?
>Or just tell me if I will be able to do it (I have very little hard
>ware experience but did opened up my ST's many times before.)
>
>Thanks.
>
>...
> Ling Cherd
>.

Well, to start you need, 1) a Host adapter, 2) Controller Board,
3) 50W Plus power supply, for starters..
4) 45Meg or more hard drive...anything smaller
your wasting your money in my opinion.
Recommend a Seagate, or if you get beyond
80, check out RODIME, QUANTUM drives.
5) Some kind of housing, ribbon cables and
ASCSI cable connector.

I think most people here would agree with me that ICD is the Hard Drive king!
They make very good equipment..I am impressed anyway. Very fast TOO.

Explaining how to hook something like this up over news is probably a bad
thing to do, save your frustration and either:

1) Be daring and follow the directions with an HD kit...

2) Seek out your local Atari Dealer (Don't forget your weed hopper).

3) Seek out your local Atari User Group, (more of those around by far)
and get some help.

--And good luck!

--Greg

Always an Atari owner, but always critical of Atari.

3123. Re: Need a good book on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-31 17:11:50 UTC
From: Jan.Willekens@p12.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.12_2896efd6@linn.fidonet.org>
Source record: 47388

In a message of <27 Jul 91 09:52:30>, Robert Elsinga (2:282/301.10) writes:

RE> In a message of <18 Jul 91 23:12:23>, cpmurphy@vax1.tcd.ie
RE> (2:320/100.1) writes:
RE>
RE> If you're capable of reading german, try the 'Profibuch' (Sybex).
RE> It's a very good, detailed book about hardware and all BIOS, XBIOS,
RE> GEMDOS, AES, etcetera calls. The newest version (to be released soon)
RE> will be 1300 pages (!!) thick, also covering the STe and TT. More
RE> info? Reply!

I have heard that it already has been released. (ComputerShop Utrecht aught to have it) It costs 109 Dutch Guilders (+- US $ 55) and a diskette also comes with it.

Greetings... - Jan -

STabloid's Chief Editor... Prerelease out soon!
Jan.Willekens@p12.f202.n281.z2.fidonet.org
or tfd.com!afp!gna!linn!p12.f202.n281.z2.fido!Jan.Willekens

3124. Re: Grandson of the 40-folder bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-31 19:03:21 UTC
From: darius@edm.isac.CA
Message-ID: <1991Jul31.190321.13164@edm.isac.CA>
Source record: 47367

In article <4855@beguine.UUCP> Scott.Bigham@bbs.oit.unc.edu (Scott Bigham) writes:
>Unless I'm mistaken, though, showdvi only supports mono. I got dviatari
>specifically because it seemed to be the only one that would work with my
>color monitor.
>

The version of showdvi I have supports color too. I have the latest
one to be posted to comp.binaries.atari.st; I assume that the one on
atari.archive is at least as recent as this.

--
Darius S. Naqvi mail:darius@edm.isac.ca
ISA Corp. phone:(403) 420-8081
Edmonton, Alberta, Canada

3125. Re: Grandson of the 40-folder bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-31 21:09:49 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1991Jul31.210949.15984@NCoast.ORG>
Source record: 47366

In article <4855@beguine.UUCP> Scott.Bigham@bbs.oit.unc.edu (Scott Bigham) writes:
>In article <BAMMI.91Jul30002057@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
>>b) use showdvi instead of dviatari: a far superior/faster program, and it
>>packs all its fonts into a library, so it does'nt have to go searching
>>all over the filesystem, open that many files, much easier to maintain
>>etc etc.. it should be on A.A
>Unless I'm mistaken, though, showdvi only supports mono. I got dviatari
>specifically because it seemed to be the only one that would work with my
>color monitor.

I use showdvi on a color monitor, with very satisfactory results. I
believe it was only the very early versions of showdvi that were mono only.
--

Bill Shroka
bjsjr@NCoast.ORG
ncoast!bjsjr@usenet.INS.CWRU.Edu

3126. Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-31 21:14:24 UTC
From: tdrga@ccwf.cc.utexas.edu
Message-ID: <53343@ut-emx.uucp>
Source record: 47362

Since there is a great controversy about which archive program is best, fastest, most compatible, etc. --

Why hasn't someone written a 'universal extractor (tm)' which would extract ARC, Lzh, ZOO, etc. files automagically?

It seems simple as far as the main structure of the program goes:

- Read file header, dettermine file compression scheme

- Jump to {subroutine,module} which extracts files from archive

I realize that there are programs like ArcShell, etc. which provide a graphical interface for the .TTP's, but if the sources for the compression schemes are available, then it shouldn't be too hard to put them all into one program - right?

Oh well, just a thought I had...

Todd Drga

--
= INTERNET-> tdrga@ccwf.cc.utexas.edu (Todd Drga, UT Dept. of Drama) =
= =
= ' The dry grass will set fire to the damp grass ' =
= =
= African proverb brought to the Americas by slaves =

3127. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-31 21:55:01 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Jul31.215501.1458@jpl-devvax.jpl.nasa.gov>
Source record: 47360

In article <53343@ut-emx.uucp> tdrga@ccwf.cc.utexas.edu (Todd Drga) writes:
>Since there is a great controversy about which archive program is best,
>fastest, most compatible, etc. --
>
>Why hasn't someone written a 'universal extractor (tm)' which would
>extract ARC, Lzh, ZOO, etc. files automagically?

I think the Double Click guys already did this with DCXtract. Otherwise
I have one about half finished, which I abandoned when I found out about
theirs...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
Disclaimer: How would I know, I just got here!

3128. Re: problem with 4 Meg 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-31 22:16:05 UTC
From: lchd_ltd@uhura.cc.rochester.edu
Message-ID: <1991Jul31.221605.29001@galileo.cc.rochester.edu>
Source record: 47361

In article <1991Jul31.084851.7395@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter) writes:
>In article <Jul.30.18.45.09.1991.265@arakis.rutgers.edu> figuei@arakis.rutgers.edu (Francisco Figueirido) writes:
>>
>>Hi! I just starting experiencing a weird problem with my 1040ST. It
>>has been upgraded to 4 Meg with an JRI board, installed by a dealer in
>>Philadelphia, and has been working great until a few days ago. I
>>noticed that after having the machine on for a while (about 20
>>minutes) it hung up. If I reset it or power it down and then up
>>immediately nothing happens, but if I wait long enough (presumably
>>until it is cold) it comes up OK. I am not a hardware type of guy, but
>>my guess is that it is some circuit which opens up when the machine is
>>hot. I remember the dealer told me that the board couldn't fit with
>>the rf shield so he took it out. Any comments/suggestions/help will be
>>greatly appreciated.
>>
>> Francisco Figueirido
>> email: figuei@lutece.rutgers.edu
>
>I would wait till the machine heated up, had the problem, then take
>a continuity tester and check the solder points to the motherboard.
>
>
>OR
>
>You can take a can of FREON and BLOW each contact and see how the machine
>responds upon BOOT UP.
>
>--Greg

Is Freon the stuff that is detroying the ozon layer of the Earth?
By the way, how can thes help searching for problems in the motherboard?

3129. Re: problem with 4 Meg 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-07-31 23:17:26 UTC
From: azog@world.std.com
Message-ID: <1991Jul31.231726.22953@world.std.com>
Source record: 47365

In article <1991Jul31.221605.29001@galileo.cc.rochester.edu>
lchd_ltd@uhura.cc.rochester.edu (----* Ho Ling Cherd *----) writes:
>
>Is Freon the stuff that is detroying the ozon layer of the Earth?
>By the way, how can thes help searching for problems in the motherboard?

I dunno about destroying the ozone layer...

But Freon is used in tracing cold-solder joints. When the machine
gets hot, and dies, spray Freon is an _small_ area, usually just over
one intergrated circut chip, and if it works, wala! you resolder
that chip. Its a major freezing spray, nothing to play with. If I
remember, itll freeze down to about -100f. I gave my friend a nasty
burn mark, by spraying him with it...

(btw: why is it called a cold-solder joint when it fails when it
gets _hot_? :-) (just a stupid question, I know the answer...)

+--------------------------+---+
| Billy D'Augustine | I beg to differ! |
| azog@world.std.com | -- Prong -- |
+--------------------------+---+

3130. Re: Grandson of the 40-folder bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-01 09:34:06 UTC
From: raichle@azu.informatik.uni-stuttgart.de
Message-ID: <RAICHLE.91Aug1113406@azu.informatik.uni-stuttgart.de>
Source record: 47364

In article <11929@castle.ed.ac.uk> robin@castle.ed.ac.uk (R C Smith) writes:
> I wish I could get the source code for showdvi.... is it out there
> anywhere?

No, only a few people have the source...
(... and I hope a new version is coming soon. ;-)

-bernd

3131. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-01 11:50:30 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug01.115030.1293@actrix.gen.nz>
Source record: 47368

In article <1991Jul31.215501.1458@jpl-devvax.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
> In article <53343@ut-emx.uucp> tdrga@ccwf.cc.utexas.edu (Todd Drga) writes:
> >Since there is a great controversy about which archive program is best,
> >fastest, most compatible, etc. --
> >
> >Why hasn't someone written a 'universal extractor (tm)' which would
> >extract ARC, Lzh, ZOO, etc. files automagically?
>
> I think the Double Click guys already did this with DCXtract. Otherwise
> I have one about half finished, which I abandoned when I found out about
> theirs...
> --
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
> Disclaimer: How would I know, I just got here!

Well its not Automatic, and I find very Buggy,
they do have another called DCSHOW + or some thing like that
it could be Automatic, its only a extracter.

But with all these New archivers Zoo 2.1 and LZH 2.0, they all need a
rewrite..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * At least I don't Flicker, not ***
*** Kapiti New Zealand.. * like a dying light globe. ! ***

3132. Re: Grandson of the 40-folder bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-01 20:08:27 UTC
From: peter@geog.ubc.ca
Message-ID: <1991Aug1.130827@geog.ubc.ca>
Source record: 47369

In article <1991Jul31.210949.15984@NCoast.ORG>, bjsjr@NCoast.ORG (Bill Shroka) writes:
|> In article <4855@beguine.UUCP> Scott.Bigham@bbs.oit.unc.edu (Scott Bigham) writes:
|> >In article <BAMMI.91Jul30002057@acae127.cadence.com> bammi@acae127.cadence.com (Jwahar R. Bammi) writes:
|> >>b) use showdvi instead of dviatari: a far superior/faster program, and it
|> >>packs all its fonts into a library, so it does'nt have to go searching
|> >>all over the filesystem, open that many files, much easier to maintain
|> >>etc etc.. it should be on A.A
|> >Unless I'm mistaken, though, showdvi only supports mono. I got dviatari
|> >specifically because it seemed to be the only one that would work with my
|> >color monitor.
|>
|> I use showdvi on a color monitor, with very satisfactory results. I
|> believe it was only the very early versions of showdvi that were mono only.
|> --
|>

|> Bill Shroka
|> bjsjr@NCoast.ORG
|> ncoast!bjsjr@usenet.INS.CWRU.Edu

I had a look at showdvi, it seemed slick however it wasn't apparent to me from the docs how to create a font library from a bunch of fonts. If anyone has created such a font library already, I think it would be a really useful service to upload it to atari.archive. (The fonts that I was able to find there were incomplete)

What do others think?

--
Peter L. Jackson | peter@geog.ubc.ca
Atmospheric Science Programme | pjackson@unixg.ubc.ca
Department of Geography | usermeso@ubcmtsg.bitnet
University of British Columbia | ph:(604)822-2269 fax:(604)822-6150

--
==
Peter L. Jackson | peter@geog.ubc.ca
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Department of Geography | usermeso@ubcmtsg.bitnet
University of British Columbia | ph:(604)822-2269 fax:(604)822-6150

3133. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-01 21:18:27 UTC
From: pegram@kira.UUCP
Message-ID: <1991Aug1.211827.26745@uvm.edu>
Source record: 47370

From article <1991Jul31.215501.1458@jpl-devvax.jpl.nasa.gov>, by hyc@hanauma.jpl.nasa.gov (Howard Chu):
> In article <53343@ut-emx.uucp> tdrga@ccwf.cc.utexas.edu (Todd Drga) writes:
>>Since there is a great controversy about which archive program is best,
>>fastest, most compatible, etc. --
>>
>>Why hasn't someone written a 'universal extractor (tm)' which would
>>extract ARC, Lzh, ZOO, etc. files automagically?
>
> I think the Double Click guys already did this with DCXtract. Otherwise
> I have one about half finished, which I abandoned when I found out about
> theirs...
> --
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
> Disclaimer: How would I know, I just got here!

Why not finish it Howard? Roger Shepard claims DCXtract has some bugs. I've not tested extensively, but it wasn't as good as my regular archiving program when dealing with a screwy header on a non STE compatible DCSea file (I mean, I had to hack off most of the extraction program - voila very funky header 8-). Besides, you have to first pick which kind of archive you want to deal with, before you try to unarchive it. This is not what was asked for in the original posting. Sounds cool to me...

bye,

Bob Pegram

pegram@{griffin,kira,newton,sadye}.uvm.edu
or
...!uvm-gen!pegram

3134. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-02 04:10:07 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.91Aug2061007@heute.cs.tu-berlin.de>
Source record: 47371

Hi.

What I'm searching for is a program like stdcat, that is capable of reading the contents of all kinds of archives. If I save net-stuff into archives like NEWS2412.ARC, it isn't useful to store the archive's name into the disk-db w/o storing what's inside. There are a few programs that store arc or zoo or something like that, but that isn't enough. I guess the easiest way to deal with that is to have an universal interface for the archivers and just call them to get the contents. For the purpose of disk-databases, it would be ideal to treat all archives like folders...

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)
Attention: My phone-# is changing 01-Jan-1991 ! s/246292/2186292/

3135. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-02 07:11:28 UTC
From: marshall@cs.uq.oz.au
Message-ID: <2895@uqcspe.cs.uq.oz.au>
Source record: 47373

In <RIPLEY.91Aug2061007@heute.cs.tu-berlin.de> ripley@cs.tu-berlin.de (Hans-Ch. Eckert) writes:

>Hi.

>What I'm searching for is a program like stdcat, that is capable of
>reading the contents of all kinds of archives. If I save net-stuff
>into archives like NEWS2412.ARC, it isn't useful to store the
>archive's name into the disk-db w/o storing what's inside. There...
I'd sure like to have a cataloguer that worked like that!
-
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

3136. Re: Are there any PD resource compilers?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-02 09:03:06 UTC
From: jan@janhh.hanse.de
Message-ID: <1945.08.91@janhh.hanse.de>
Source record: 47382

Steve Yelvington writes:
> Stephen Michael Goldthorpe asked:
>
> > Are there any public domain/FREEWARE resource compilers available.
>
> Jim Charlton's resource editor was published in comp.binaries.atari.st
> and comp.sources.atari.st. [...]
> I found that Jim's resource editor works just fine, but it's fairly basic
> -- lacks the ability to edit icons and images, for example. After you get
> used to GEM, you may wish to buy a commercial resource editor such as
> WERCS.

I've always used the Atari RCS 1.4. It's not really PD but in Germany you can buy it for ~$8. WERCS I don't know, but I prefer it, inspite of some shortcomings, over Atari's RCS 2.0 (which is packaged with some commercial products).

And it's by Tim Oren...

Cheers, Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

3137. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-02 13:53:40 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Aug2.135340.4316@menudo.uh.edu>
Source record: 47374

This message is for Roger Sheppard. Sorry, but all attempts to mail to him have bounced back (since a long time ago).

Roger, please contact us about updating your utilities disk. DCX+ has gone thru several changes since you received it.

Thank you, and back to out normally scheduled rap session. :-)

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3138. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-02 13:59:28 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Aug2.135928.4694@menudo.uh.edu>
Source record: 47375

In article <1991Aug1.211827.26745@uvm.edu> pegram@kira.UUCP (Robert B. Pegram) writes:
>From article <1991Jul31.215501.1458@jpl-devvax.jpl.nasa.gov>, by hyc@hanauma.jpl.nasa.gov (Howard Chu):

[stuff deleted...]

>Why not finish it Howard? Roger Shepard claims DCXtract has some
>bugs. I've not tested extensively, but it wasn't as good as my
>regular archiving program when dealing with a screwy header on a non
>STE compatible DCSea file (I mean, I had to hack off most of the
>extraction program - voila very funky header 8-). Besides, you have
>to first pick which kind of archive you want to deal with, before you
>try to unarchive it. This is not what was asked for in the original
>posting. Sounds cool to me...
>
>bye,
>
> Bob Pegram

The next planned release of DC Xtract Plus has an auto detect mode for
auto selection of an archive type (on extract and creation).

DCX+ also handles imbedded archives (in self-extracting programs - PC too) in
its current release (I know, I've demonstrated it dozens of times at shows).

Additionally, DCX+ next release has other nice options (including auto select
to select files in the archive when you 'open' it).

Remember, this is _one_ program in the entire DC Utilities package.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3139. Re: Grandson of the 40-folder bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-02 16:55:15 UTC
From: darius@edm.isac.CA
Message-ID: <1991Aug02.165515.12144@edm.isac.CA>
Source record: 47380

In article <11929@castle.ed.ac.uk> robin@castle.ed.ac.uk (R C Smith) writes:
>In article <4855@beguine.UUCP> Scott.Bigham@bbs.oit.unc.edu (Scott Bigham) writes:
>>Unless I'm mistaken, though, showdvi only supports mono. I got dviatari
>>specifically because it seemed to be the only one that would work with my
>>color monitor.
>
>
>
>
>I afraid you are mistaken it does support colour, but to be fair I think
>that the earlier versions didn't (Unless I'm mistaken!).

You're right: the earlier versions were mono-only, but the *latest*
version posted to comp.binaries.atari.st (1.00T, I believe) supports
colour as well, even using the same set of pk fonts.
>
>
>I wish I could get the source code for showdvi.... is it out there
>anywhere?
>
>Robin

The documentation that I got with showdvi states that it is a
binary-only PD distribution. You might try contacting the authors,
but it seems that they don't want to distribute source, although they
might just do it for a fee.
--
Darius S. Naqvi mail:darius@edm.isac.ca
ISA Corp. phone:(403) 420-8081
Edmonton, Alberta, Canada

3140. Bitmapping techniques

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-02 18:16:03 UTC
From: bittrolff@evans.enet.dec.com
Message-ID: <3696@shodha.enet.dec.com>
Source record: 47376

Greetings,

What techniques are available for bitmapping. Specifically, I would like to place pieces, or icons, on a static map on the screen, just like any one of a hundred games such as empire. What is the best way to design and move these icons? I will be working in MWC, and using GEM.

I suspect that this is a fairly easy thing to do, I just haven't played with it yet.

~^~^~^

3141. Program relocation information

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-02 20:22:02 UTC
From: rwmcm@ccwf.cc.utexas.edu
Message-ID: <53469@ut-emx.uucp>
Source record: 47377

Can anyone give me information on the format of the relocation information that is located at the end of a program file? The basic structure is to use a byte offset to locate the next label that needs relocating. But, my question is: what happens if the offset is greater than 256 bytes away?

Thanks in advance for any info!

Rob McMullen rwmcm@ccwf.cc.utexas.edu

3142. Re: problem with 4 Meg 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-02 21:25:18 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Aug2.162518.27904@doug.cae.wisc.edu>
Source record: 47378

In article <1991Jul31.221605.29001@galileo.cc.rochester.edu>
lchd_ltd@uhura.cc.rochester.edu (----* Ho Ling Cherd *----) writes:
>In article <1991Jul31.084851.7395@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter)
writes:
>>In article <Jul.30.18.45.09.1991.265@arakis.rutgers.edu> figuei@arakis.rutgers.edu
(Francisco Figueirido) writes:
>>>
>>>Hi! I just starting experiencing a weird problem with my 1040ST. It
>>>has been upgraded to 4 Meg with an JRI board, installed by a dealer in
>>>Philadelphia, and has been working great until a few days ago. I
>>>noticed that after having the machine on for a while (about 20
>>>minutes) it hung up. If I reset it or power it down and then up
>>>immediately nothing happens, but if I wait long enough (presumably
>>>until it is cold) it comes up OK. I am not a hardware type of guy, but
>>>my guess is that it is some circuit which opens up when the machine is
>>>hot. I remember the dealer told me that the board couldn't fit with
>>>the rf shield so he took it out. Any comments/suggestions/help will be
>>>greatly appreciated.
>>>
>>> Francisco Figueirido
>>> email: figuei@lutece.rutgers.edu
>>
>>I would wait till the machine heated up, had the problem, then take
>>a continuity tester and check the solder points to the motherboard.
>>
>>
>>OR
>>
>>You can take a can of FREON and BLOW each contact and see how the machine
>>responds upon BOOT UP.
>>
>>--Greg
>
>Is Freon the stuff that is detroying the ozon layer of the Earth?
>By the way, how can thes help searching for problems in the motherboard?

Well, I never said the advice I gave was environmentally sound! But,
for your question about the freon. It cools contacts on contact.
If they aren't sound, soldering contacts, they will usually crash the
machine with great changes in tempreture induced by the evaporating
freon.

Now I have heard everything, environmentally sound computer repair tech
iques.

Ok, don't use freon....use isobutane...and blow yourself up! :)

<**********BOOOM**********>

It does work, trust me. Spot cooling circuits is a great way to tell
the pros from the amatuers...(I DEFINEATELY am an amateur when it comes to
destroying...errrr, soldering circuits....)

--Greg

PS: Atari sucks. We want UNIX, we want MOTIF, we want DEMAND a real OS.

AND I DON'T MEAN MULTI BLAH (GEM) either.

3143. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-03 05:48:48 UTC
From: cmedley@wam.umd.edu
Message-ID: <1991Aug3.054848.15268@wam.umd.edu>
Source record: 47379

I've come across a problem with a program I am writing that steals the TRAP vectors on the TT.

It seems that it works fine on STs, STes, Mega STs, and Mega STe's, but not on the TT, and I've been told that this is because of a difference in how the TT is handling the TRAP exception.

The answer to this is supposed to lie in knowing how to react to the contents of a location in memory ($59e), which is supposed to tell me the processor configuration (or something like that) as I understand it.

Can someone out there explain exactly what the difference(s) are, and how Atari wants us hackers to handle these scenarios? I'd love to have my program work on the TT...

3144. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-03 14:31:32 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0b9l74k@nathan.ruhr.de>
Source record: 47384

In <53343@ut-emx.uucp>, Todd Drga writes:
>Since there is a great controversy about which archive program is best,
>fastest, most compatible, etc. --
>
>Why hasn't someone written a 'universal extractor (tm)' which would
>extract ARC, Lzh, ZOO, etc. files automagically?
>
>It seems simple as far as the main structure of the program goes:
>
>- Read file header, dettermine file compression scheme
>
>- Jump to {subroutine,module} which extracts files from archive
>
>I realize that there are programs like ArcShell, etc. which provide a
>graphical interface for the .TTP's, but if the sources for the compression
>schemes are available, then it shouldn't be too hard to put them all
>into one program - right?
Hmm, and everytime there is a new version of one packer, the program has to
be rewritten. Look back in time, two months ago nobody had thought of
STZip, Zoo 2.1 or LHA 2.00.
I found a small programm that makes use of the "install application" feature
of the desktop. You can install it as standard application for all
arhcives, it shows the contents of this archive (except zoo 2.1, the
author doesn't know the header structure).
At last, you've got a possibiltiy to select the files to be extracted from
the archive. At last, it calls the corresponding archive in order to
extract that file.
Anyone interested?
/s/
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

3145. Stupid ICD hard drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-03 23:07:58 UTC
From: plucky@ais.org
Message-ID: <1D9DF0&@irie.ais.org>
Source record: 47385

SHORT VERSION: Can you split a partition into 2 partitions with
ICD's software without trashing the entire hard disk?

LONG: I just picked up a 85Meg hard drive from D&P (yay!). It
comes pre-formatted in equal 13.9 Meg partitions, and has about 8 Meg
of software already on it. I'd like to get a sub 5 Meg partition which
I can format as MFS (for Transverter). Is there a way I can split
the last partition into 10 & 4 Meg partitions without REPARTITIONING
THE ENTIRE HARD DRIVE and thereby toasting all the installed software?

Thanks MUCH in advance for suggestions to this e-mail address.

==
/ Chris L. Adamson / "See the world... /
/ Michigan State U. / buy a globe." /
/ Telecomm Production / ---------------------------------- /
/ M.A. student / plucky@irie.ais.org /
==

DISCLAIMER: MSU wishes it could be so erudite and clever...

3146. DC Weekly post

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-04 00:20:10 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Aug4.002010.23942@menudo.uh.edu>
Source record: 47383
Cross-posted to: comp.sysy.atari.st,comp.sys.atari.st.tech

```
DC Snowball Fight is a two-player game that simulates the thrills, chills
and spills of the popular winter pastime children all around the world
enjoy when the Nintendo is broken. Written using THE GAME WORKBENCH,
available Christmas 1991 from Double Click Software.
100% Sozobon 'C' and The GWB! ST, STe and TT compatible. Color only.

Posted to ftp site atari.archive.umich.edu and newsgroup comp.binaries.atari.st

- mike vederman / double click software

--
------------------------------------------------------------------------------
Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274
------------------------------------------------------------------------------
Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others
```

3147. **FREE** back issues of ST-Log

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-04 19:25:42 UTC
From: exuhag@exurchn1.ericsson.se
Message-ID: <1991Aug4.192542.16694@exurchn1.ericsson.se>
Source record: 47386
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just run across the following back issues of ST-Log in
my plethora of Atari stuff:

Issue 10, January 1987
Issue 11, February 1987
Issue 12, March 1987
Issue 14, May 1987
Issue 15, June 1987

These are all in good condtion and still have covers, etc--which is
not surprising since I never owned an ST (but I was planning on it back
then). I just can't bring myself to throw them out so I'm giving each
issue away for a 9x12 SASE (use an old issue or similar sized magazine
to figure the postage). Just let me know which issue(s) you are
interested in and I'll reserve it for you. If you want the whole lot I
can also work out a special deal.

--
James Hague
exuhag@exurchn1.ericsson.se
Yes, my address ends with ".se," but I'm in Texas, not Sweden.

3148. Re: Are there any PD resource compilers?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-04 20:38:24 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <PeF761w164w@sys6626.bison.mb.ca>
Source record: 47387

jan@janhh.hanse.de (Jan Willamowius) writes:

> Steve Yelvington writes:
> > Stephen Michael Goldthorpe asked:
> >
> > > Are there any public domain/FREEWARE resource compilers available.
> >
> > Jim Charlton's resource editor was published in comp.binaries.atari.st
> > and comp.sources.atari.st. [...]
> > I found that Jim's resource editor works just fine, but it's fairly basic
> > -- lacks the ability to edit icons and images, for example. After you get
> > used to GEM, you may wish to buy a commercial resource editor such as
> > WERCS.

If you like I could e-mail you Jim's RCP LHArced and uuencoded (it's 50K
after all that), I'd say it's worth it? I had it until I bought LaserC,
which includes a very complete RCP, once you're into GEM you might
consider it...

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

3149. Re: The c.s.a.s.tech Charter [was Re: irrelevant posts]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-05 04:28:09 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <91217.002809JOKHC@CUNYVM.BITNET>
Source record: 47381

only one small problem.
640x200=128000
how are you going to get more colors on the screen than you have pixels.
of course, with 1280x800 you could have a meg...
inane, isn't it. 8-)
CYTOFFS

****
* JOSHUA KRONENGOLD<JOKHC@CUNYVM.BITNET> *
* <JOKHC@CUNYVM.CUNY.EDU> *
* "Oh Lord, what fools these mortals be!" *
* Robin Goodfellow *
* "Never underestimate man's potential for stupidity *
* Woodrow Wilson Smith *
****

****
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* Robin Goodfellow *
* "Never underestimate man's potential for stupidity *
* Woodrow Wilson Smith *
****

3150. Re: <None> OR TurboC 2.0 bugs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-05 14:50:10 UTC
From: fabian@etek.chalmers.se
Message-ID: <1991Aug5.145010.20079@etek.chalmers.se>
Source record: 47390

In article <1991Jul28.125924.12128@doug.cae.wisc.edu>, carter@cae.wisc.edu (Gregory Carter) writes:
|> How about getting a discussion about Turbo C 2.0 bugs for the ST?
|>
|> I have 1 that I have found, very annoying. Maybe we could share?
|>
|> Or compilers in general. That would be fun, and useful at the same time.
|> Then we can knock on compiler writers, instead of Atari Corp! :)
|>
|> And everyone knows MY opinions about Atari...right? :)
|>
|> --Greg
|>
|>
|> --
|> CoBoL and FORTRAN GURU's BEWARE....adapt OR DIE! Or go hungry!
|> --
|>
|> Currently thinking about a SIG. something snappy, outrageous maybe..maybe..
|> I KNOW!

So, what is the bug ?!

M Fabian, fabian@contrl.chalmers.se | Control Engineering
fabian@etek.chalmers.se | Laboratory, CTH
mf@contrl.chalmers.se | Sweden

"Nuclear arms can wipe out life on earth, if used properly."
(D Byrne)

3151. Book FOR SALE

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-05 17:11:05 UTC
From: exuhag@exurchn1.ericsson.se
Message-ID: <1991Aug5.171105.4908@exurchn1.ericsson.se>
Source record: 47291
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

While exploring my closet I have come across a copy of ATARI ST
INTERNALS from Abacus which is in good condition. I have no use for
it, but I just hate to throw it away. Is anyone interested in it for
$8? (Yes, eight dollars.) I'll pay postage so there isn't any profit
in this for me, I'm just hoping someone can use it.
--
James Hague
exuhag@exurchn1.ericsson.se
Yes, my address ends with ".se," but I'm in Texas, not Sweden.

3152. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-05 18:27:30 UTC
From: mspacek@fquest.fidonet.org
Message-ID: <Jgy861w164w@fquest.fidonet.org>
Source record: 47301

> I found a small programm that makes use of the "install application" feature
> of the desktop. You can install it as standard application for all
> arhcives, it shows the contents of this archive (except zoo 2.1, the
> author doesn't know the header structure).
> At last, you've got a possibiltiy to select the files to be extracted from
> the archive. At last, it calls the corresponding archive in order to
> extract that file.
> Anyone interested?

I'm interested, sounds useful to me.

On a similar note, has anyone heard of a program called WHATARC?
I've seen some discussion of it on Fidonet. From what I've seen it looks
like a program that you can config to handle any type of archive you have
a TTP for - but not a GEM menu type of thing like ARCSHELL or ARGSHELL.
If I understand it right, once you get it configured, you can just click
on a file and it processes it, no menu selections involved. There was
one guy who posted his configuration file and I noticed he had it
configured for ARJ and unARJ TTPs, I didn't even know ARJ was out for the
ST. I'd read in the info file of the IBM version that a full port was
planned, but didn't know ANY port had been done yet. Anyway....

3153. Color monitor gone bad

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-05 19:48:06 UTC
From: jgholm@crhc.uiuc.edu
Message-ID: <jgholm.681421686@lucky.crhc.uiuc.edu>
Source record: 47292

My SC1224 atari monitor just bit the dust.
For a while it would fail intermitently by flashing on
and off and sqeeking while it did this. It usually
warmed up and would stop flashing, but now it is dead.
It has no indication of life anymore.

I opened the box up and found that the board that noise was
coming from is the vertically mounted board on the right side
of the tube. I pulled this board and found that one of the
components had melted. The board markings say that the
component number is TH901. It looks like a capacitor (ceramic
type), but most of the other capacitors are marked
with C###, not TH###. Some of the other TH### parts have
coil symbols (inductor symbols) printed on the board, while
some of the inductors are labeled L###.

Unfortunately, this black component has NO markings on it.
I have no idea what to replace it with. I do not have
a schematic of the monitor, nor do I know where I can get one.
If anyone has any idea what this component is and what its
specs are, please post a response or send mail to me.
Information on where I can obtain a suitable replacement would
also be usefull.

Thanks in advance,
John
jgholm@crhc.uiuc.edu

3154. Re: Word Up 3.0 and the PATH

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-05 20:33:54 UTC
From: pegram@kira.UUCP
Message-ID: <1991Aug5.203354.24139@uvm.edu>
Source record: 47293
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From article <1991Aug5.201253.22070@uvm.edu>, by pegram@kira.UUCP (Robert B. Pegram):
> Sometimes I wonder if it's all worth it; then I look at a bare desktop
> 8-).
>
> Bob Pegram
>
> pegram@{griffin,kira,sadye,newton}.uvm.edu
> or
> ....!uvm-gen!pegram

And Sometimes I wonder about Un*x and my news software!

To give a digest of what was lost...

Word Up looks for the string "PATH=" in system ram. When I
set up an environment variable in NeoDesk 3.02, Word Up (last version)
found that instead and thought its files were on ".;". To work
around, set the first path for the environment variable to be Word
Up's home directory.
When debugging a NeoDesk problem, do not just disable all auto
programs and desk accessories, but also all the NeoDesk .inf, .not,
and .mac files. You may also have to run NeoDesk from the desktop and
you may have to turn off the fast-load bit on the program under test
(if you have Tos >= 1.4).
BTW, what is the correct way to find a program's directory?
This was discussed on c.s.a.st.tech a while ago, I forgot the outcome.
Word Up now has this bug, a bug that leaves the mouse hidden
if you type control E, has ugly fonts, and is really ***SLOW***.
Only the PC ported dictionary and thesaurus are really good. Hope
Atari fixes it up right and rereleases it before A.D.2000 8-).

Bob Pegram

(see address above 8-)

3155. Re: Word Up 3.0 and the PATH

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-05 20:37:19 UTC
From: pegram@kira.UUCP
Message-ID: <1991Aug5.203719.24483@uvm.edu>
Source record: 47294

I posted:

> Sometimes I wonder if it's all worth it; then I look at a bare desktop
> 8-).
>
> Bob Pegram
>
> pegram@{griffin,kira,sadye,newton}.uvm.edu
> or
> ....!uvm-gen!pegram

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Only the PC ported dictionary and thesaurus are really good. Hope
Atari fixes it up right and rereleases it before A.D.2000 8-).

Bob Pegram

(see address above 8-)

3156. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-05 21:48:59 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug6.094900.4560@waikato.ac.nz>
Source record: 47296
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

3157. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-05 22:39:44 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug5.193944.949@ac.dal.ca>
Source record: 47303
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: nstn.ns.ca!news.cs.indiana.edu!sdd.hp.com!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

3158. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-05 23:04:55 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug5.180456.1279@bsu-ucs.uucp>
Source record: 47298
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: news.cs.indiana.edu!sdd.hp.com!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

3159. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-05 23:21:29 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug5.192129.228@sugaree.uu.net>
Source record: 47307
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: bagate!dsinc!widener!ukma!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

3160. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-05 23:35:59 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug5.183559.2086@titan.ksc.nasa.gov>
Source record: 47302
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: ames!think.com!zaphod.mps.ohio-state.edu!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
..!uvm-gen!pegram

3161. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-05 23:39:16 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug5.163916.141@esvax.hamavnet.com>
Source record: 47297
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: decwrl!elroy.jpl.nasa.gov!sdd.hp.com!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

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8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

3162. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-05 23:59:53 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug5.185953.232@ducvax.auburn.edu>
Source record: 47300
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: noc.sura.net!europa.asd.contel.com!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

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8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

3163. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 00:15:15 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug6.001516.16574@montagar.lonestar.org>
Source record: 47316
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: mic!convex!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

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8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

3164. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 00:31:56 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug5.193156.105@ucbeh.san.uc.edu>
Source record: 47295
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path:
ucunix.san.uc.edu!att!pacbell.com!iggy.GW.Vitalink.COM!widener!ukma!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

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8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

3165. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 00:40:36 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug5.184036.859@mac.cc.macalstr.edu>
Source record: 47299
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: noc.MR.NET!msi.umn.edu!news.cs.indiana.edu!sdd.hp.com!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

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Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

3166. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 01:32:28 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug5.213228.11846@umiami.ir.miami.edu>
Source record: 47304
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: news.miami.edu!mthvax!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

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8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

3167. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 04:13:46 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug6.001347.11817@rcf.rsmas.miami.edu>
Source record: 47310
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: news.miami.edu!mthvax!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

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Bob Pegram

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or
...!uvm-gen!pegram

3168. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 04:40:40 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug6.004040.11818@rcf.rsmas.miami.edu>
Source record: 47311
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: news.miami.edu!mthvax!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

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Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

3169. Re: Program relocation information

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 08:05:18 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <3999.08.91@drdhh.hanse.de>
Source record: 47331

rwmcm@ccwf.cc.utexas.edu (Rob McMullen) writes:
>Can anyone give me information on the format of the relocation information
>that is located at the end of a program file? The basic structure is to
>use a byte offset to locate the next label that needs relocating. But,
>my question is: what happens if the offset is greater than 256 bytes
>away?

RelocTab starts with one long indicating first relocatable longword.
If any distance (indicated by the following bytes) is > 255, a distance
of 1 is used (unlikely to be needed / misalignment on 68030 'd be stupid),
which leads to 254 ! being added.
ReleocTable is terminated by 0.

hope that helps, Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / D-2000 Hamburg 76
"Und nun die Temperaturen unseres Sendegebisses..."
Radio Schleswig Holstein, 02.08.91 04:02

3170. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 09:04:39 UTC
From: "** Sender Unknown **"
Message-ID: <1266.289e2de7@vger.nsu.edu>
Source record: 47315
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path:
uvaarpa!haven.umd.edu!ames!think.com!zaphod.mps.ohio-state.edu!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

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8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

3171. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 09:08:40 UTC
From: pseemann@iiic.ethz.ch
Message-ID: <30357@neptune.inf.ethz.ch>
Source record: 47308

In article <Jgy861w164w@fquest.fidonet.org> mspacek@fquest.fidonet.org (Mark Spacek) writes:
> On a similar note, has anyone heard of a program called WHATARC?

WhatArc acts as a front end for different archivers. It checks the typ
of the archive file passed on the command line and calls the
appropriate archiver.

>configured for ARJ and unARJ TTPs, I didn't even know ARJ was out for the
>ST. I'd read in the info file of the IBM version that a full port was
>planned, but didn't know ANY port had been done yet. Anyway....

As far as I know it is not fully ported yet. Until know I saw only an
ARJ lister and an ARJ extractor.

Patrick
--
"The universe is full of magical things, patiently waiting for our wits to grow sharper." -- Eden Phillpots

3172. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 10:15:50 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug6.061550.13478@pbs.org>
Source record: 47312
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: uupsi!psinntp!iggy.GW.Vitalink.COM!widener!ukma!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

3173. Re: Need a good book on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 10:36:13 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91218.114301ONM07@DMSWWU1A.BITNET>
Source record: 47309

In article <fido_2_281/202.12_2896efd6@linn.fidonet.org>,
Jan.Willekens@p12.f202.n281.z2.fidonet.org (Jan Willekens) says:
>
>In a message of <27 Jul 91 09:52:30>, Robert Elsinga (2:282/301.10) writes:
>
> RE> In a message of <18 Jul 91 23:12:23>, cpmurphy@vax1.tcd.ie
> RE> (2:320/100.1) writes:
> RE>
> RE> If you're capable of reading german, try the 'Profibuch' (Sybex).
> RE> It's a very good, detailed book about hardware and all BIOS, XBIOS,
> RE> GEMDOS, AES, etcetera calls. The newest version (to be released soon)
> RE> will be 1300 pages (!!) thick, also covering the STe and TT. More
> RE> info? Reply!
>
>I have heard that it already has been released. (ComputerShop Utrecht aught to
>have it) It costs 109 Dutch Guilders (+- US $ 55) and a diskette also comes
>with it.
>
>Greetings... - Jan -
>
>---

Can't be true.

We are just checking the first layouts. And there is no disk sold together
with the 'Atari Profibuch ST/STE/TT'.

>STabloid's Chief Editor... Prerelease out soon!
> Jan.Willekens@p12.f202.n281.z2.fidonet.org
> or tfd.com!afp!gna!linn!p12.f202.n281.z2.fido!Jan.Willekens
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

3174. Re: <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 11:37:33 UTC
From: marc@sequoia.cray.com
Message-ID: <063733.12794@timbuk.cray.com>
Source record: 47314
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug6.004040.11818@rcf.rsmas.miami.edu>, ** Sender Unknown ** writes:
>
> When I recently upgraded my NeoDesk to patch 3.02, I
> I seem to recall a discussion of the problem of finding an
> If Atari ever wants to rerelease WUP, it has a lot to do. Fix
> Oh yeah, moral of this story, when debugging a NeoDesk
> Path: news.miami.edu!mthvax!wupost!uunet!kira!news
> From: pegram@kira.UUCP (Robert B. Pegram)
> Subject: Word Up 3.0 and the PATH
> Message-ID: <1991Aug5.201253.22070@uvm.edu>
> Sender: news@uvm.edu
> Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
> Date: Mon, 5 Aug 91 15:12:53 CDT
> Lines: 8
>
> Sometimes I wonder if it's all worth it; then I look at a bare desktop
> 8-).
>
> Bob Pegram
>
> pegram@{griffin,kira,sadye,newton}.uvm.edu
> or
> ...!uvm-gen!pegram

BOB! STOP!!!

3175. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 12:41:11 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug6.124112.9055@janus.usq.edu.au>
Source record: 47305
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: bunyip.cc.uq.oz.au!munnari.oz.au!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

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Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

3176. Maxtor in TT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 14:18:25 UTC
From: univwa@sbuvax.rz.uni-sb.de
Message-ID: <12296@sbsvax.cs.uni-sb.de>
Source record: 47318
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there!

I need some harddisk help:

I want to change my built-in Seagate ST157N-1 and to replace it
with my new Maxtor LXT 213 SY. My machine is an Atari TT030/6
with TOS 3.01, diskdriver AHDI 4.0.

I got only one data sheet with the disk, it says (in german):

Jumpersetting:
...
Jumper 5 (PIN 9,10) activates the Parity (cannot be switched off)
Jumper 4 (PIN 7,8) chooses the spin power option

Questions:
1. I know that the ICD Host Adaptor (often used to connect the
ST 157N-1 with a Mega ST) is not able to drive a SCSI disk without
paritity. This is an information from ICD Germany.

Will the host adaptor in the TT (bought 11/91) be able to drive
my new 210 MB disk?

2. What does Jumper 4 mean???

Thank for your replies, i won't install the new disk before!

BTW: Does somebody know how to connect the ST157N-1 with my Megafile 44?
I want to install it in the same case, are there any built in frames to
hold the disk?

Thanks Bernhard


```
*****************************************************************************
* *
* Dipl.Ing. Bernhard Stumpf | | | *
* / ___ / University of the Saarland | | | *
* /----. /__. -/- D-6600 Saarbruecken | | | *
* /____/ ___/ /_. / | \ *
* phone : ++49-681-302-41.43 / | \ *
* e-mail: bestu@sbuvax.rz.uni-sb.de / | \ *
* *
*****************************************************************************
```

3177. Re: <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 14:27:34 UTC
From: lchd_ltd@uhura.cc.rochester.edu
Message-ID: <1991Aug6.142734.10109@galileo.cc.rochester.edu>
Source record: 47317
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1266.289e2de7@vger.nsu.edu> ** Sender Unknown ** writes:
>
> When I recently upgraded my NeoDesk to patch 3.02, I
> I seem to recall a discussion of the problem of finding an
> If Atari ever wants to rerelease WUP, it has a lot to do. Fix
> Oh yeah, moral of this story, when debugging a NeoDesk
>Path:
uvaarpa!haven.umd.edu!ames!think.com!zaphod.mps.ohio-state.edu!wupost!uunet!kira!news
>From: pegram@kira.UUCP (Robert B. Pegram)
>Subject: Word Up 3.0 and the PATH
>Message-ID: <1991Aug5.201253.22070@uvm.edu>
>Sender: news@uvm.edu
>Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
>Date: Mon, 5 Aug 91 20:12:53 GMT
>Lines: 8
>
>Sometimes I wonder if it's all worth it; then I look at a bare desktop
>8-).
>
>Bob Pegram
>
>pegram@{griffin,kira,sadye,newton}.uvm.edu
> or
>...!uvm-gen!pegram

BOB!!!ENOUGH!!!CALM DOWN!!!

3178. Re: <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 15:21:28 UTC
From: kurto@cc.usu.edu
Message-ID: <1991Aug6.092129.48651@cc.usu.edu>
Source record: 47319
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug6.142734.10109@galileo.cc.rochester.edu>,
lchd_ltd@uhura.cc.rochester.edu (----* Ho Ling Cherd *----) writes:
> In article <1266.289e2de7@vger.nsu.edu> ** Sender Unknown ** writes:
>
> BOB!!!ENOUGH!!!CALM DOWN!!!

Guys, I don't think Bob keeps posting this. I would guess a mailer/news
posting problem. So lets not take it out on Bob, OK? Talk to your news
manager and see if you can figure out how to kill it (like sending out
cancelation notices? or maybe something else.)

Kurt Olsen
kurto@cc.usu.edu

3179. Re: <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 15:27:57 UTC
From: kurto@cc.usu.edu
Message-ID: <1991Aug6.092758.48652@cc.usu.edu>
Source record: 47320
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug6.092129.48651@cc.usu.edu>, kurto@cc.usu.edu writes:
> In article <1991Aug6.142734.10109@galileo.cc.rochester.edu>,
lchd_ltd@uhura.cc.rochester.edu (----* Ho Ling Cherd *----) writes:
>> In article <1266.289e2de7@vger.nsu.edu> ** Sender Unknown ** writes:
>>
[Stuff about being nice, blah, blah, blah]
>
> Kurt Olsen
> kurto@cc.usu.edu

Look at the message. It has two paths, I think that Bob's message somehow got slapped on top of, but not completely covering someone elses message. Also check your message ID's for the various message of subject <None>, they are all different. So you might want to place something in your kill files to temporarily wipe these suckers out. Then once they've been expired from the net, we can remove those from our kill files. What to put in the kill file, I don't know, any suggestions? Or any other ideas about getting rid of these messages?

Kurt Olsen
kurto@cc.usu.edu

PS - Bob, I'm not trying to get you "black-listed" (ie. stuck in everyones kill files), but these do need to be taken care of, somehow.

3180. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 16:23:05 UTC
From: ZVM055@DMSWWU1C.BITNET
Message-ID: <91218.174010ZVM055@DMSWWU1C.BITNET>
Source record: 47321

In article <Jgy861w164w@fquest.fidonet.org>, mspacek@fquest.fidonet.org (Mark Spacek) says:
>configured for ARJ and unARJ TTPs, I didn't even know ARJ was out for the
>ST. I'd read in the info file of the IBM version that a full port was
>planned, but didn't know ANY port had been done yet. Anyway....
The sources of an arj lister/extractor are included in the package for PCs.
It works fine after some minor adaptions.

Ulrich

+---------------+----------------------------+-----------+
| Ulrich Kuehn | Internet: | no MOTD |
| Stud.Math.Inf | kuehn@math.uni-muenster.de | found yet |
+---------------+----------------------------+-----------+

3181. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 18:28:21 UTC
From: "** Sender Unknown **"
Message-ID: <1991Aug6.132822.307@actew.oz.au>
Source record: 47306
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: sserve!manuel!munnari.oz.au!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

3182. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 19:19:00 UTC
From: "** Sender Unknown **"
Message-ID: <18927.289ef624@windy.dsir.govt.nz>
Source record: 47313
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: comp.vuw.ac.nz!munnari.oz.au!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

3183. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 20:44:48 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0b9r8eo@nathan.ruhr.de>
Source record: 47198

In <Jgy861w164w@fquest.fidonet.org>, Mark Spacek writes:
[ARCLZH, calling extractors for different archives]

> I'm interested, sounds useful to me.
There are just two small problems stopping me from posting: I'm gonna use LHA2.01 for compressing and it will create -lh5- archives. I'm not gonna waste my time by installing a zoo version creating incorrect file dates because I did not set an environment variable (and noone knows the correct name and value for the US - what about Germany?)
And I'm not gonna waste my money by using the ineffective old lharc, zoo and arc methods creating huge archives. No Sir, definitely not.
You could say, hey, the new LHarc is not aviable for unix. I think that doesn't matter, after all, it's comp.binaries.ATARI.ST, not unix.
If it's not posted because it was packed with LHA2.01, then it's bad luck for you....

The second problem is the documentation. The program was written by a German and the documentation is - right, in German. Sorry, I'll have to do a translation first, it can take a week or two...

> On a similar note, has anyone heard of a program called WHATARC?
>I've seen some discussion of it on Fidonet. From what I've seen it looks
>like a program that you can config to handle any type of archive you have
>a TTP for - but not a GEM menu type of thing like ARCSHELL or ARGSHELL.
Yes, I know WHATARC, I'm in Fido, too. The disadvantage of whatarc is that it needs five parameters:
1. the action to be done (add or extract)
2. the path to the archive
3. the name of the archive
4. the path for the extracted files
5. the name(s) of the files to be extracted.

After all, it's a lot of typing. You can't use it as a standard application, TOS won't give it the correct path. Whatarc is a program written to work as an interface between the fido exporter and the packers, or in other words, between two programms. ARCLZH was designed as an interface between a human being and the packers.

>If I understand it right, once you get it configured, you can just click
>on a file and it processes it, no menu selections involved. There was
Nope. If you have configured it right, it will help the fido exporter to create the right packets at the right place using the right archiver. It was not designed as any kind of user interface.

>one guy who posted his configuration file and I noticed he had it
>configured for ARJ and unARJ TTPs, I didn't even know ARJ was out for the

>ST. I'd read in the info file of the IBM version that a full port was
>planned, but didn't know ANY port had been done yet. Anyway....
There is an UNARJ for the st, I've never seen an ARJ. If you can get your
hands on one, please leave me a note.
/s/
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

3184. Re: Are there any PD resource compilers?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 21:00:43 UTC
From: kbad@atari.UUCP
Message-ID: <3008@atari.UUCP>
Source record: 47323

jan@janhh.hanse.de (Jan Willamowius) writes:

|I've always used the Atari RCS 1.4 [...] I prefer it, inspite of some
|shortcomings, over Atari's RCS 2.0.

Hmmm, what are the differences? The current RCS version that I use is
2.8. I'm curious why you would prefer an outdated (and buggy) version.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3185. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 21:05:42 UTC
From: kbad@atari.UUCP
Message-ID: <3009@atari.UUCP>
Source record: 47324

I can't believe my eyes...

adamd@rhi.hi.is (Adam David) writes:

|16 bit floppy FATs are a rather unusual configuration but not entirely unlikely.
|They are more human-readable ...
^^^^^^^^^^^^^^^

If God had intended for you to be reading 16 bit floppy FATs...

;-)
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3186. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-06 22:19:32 UTC
From: kbad@atari.UUCP
Message-ID: <3010@atari.UUCP>
Source record: 47325

tdrga@ccwf.cc.utexas.edu (Todd Drga) writes:

|Why hasn't someone written a 'universal extractor (tm)' which would
|extract ARC, Lzh, ZOO, etc. files automagically?

It's called DCXtract, and it works GREAT! Anyone who hasn't anted up to Double Click Software for Paul's great all-in-one archiver, go to your dealer & ask for it, or send a check off to Double Click right away.

(I bet that as I type this he's furiously working on adding the ZOO high-performance code to DCXtract, too...)
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

3187. TT RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-07 05:39:25 UTC
From: cse0507@desire.wright.edu
Message-ID: <1991Aug7.003925.4354@desire.wright.edu>
Source record: 47326

What exactly is the difference in the actual RAM hardware for the TT/ST RAM? Can you take one SIMM (SIPP, whatever) from ST RAM and plug it somewhere different on the board, thereby getting TT RAM? Give me mechanics; are there required ns speeds for the TT RAM?
Bob The (nosig) Schulze

3188. Re: floppyBIOS FAT handling.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-07 09:41:22 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Aug7.094122.3658@informatik.uni-erlangen.de>
Source record: 47322

kbad@atari.UUCP (Ken Badertscher) writes:

>If God had intended for you to be reading 16 bit floppy FATs...

This is real fun! Lots of MOOSE type puns there and the like... 8-)

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

3189. Warning: Two versions of Zoo 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-07 12:49:50 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Aug7144950@orion.laas.fr>
Source record: 47327
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

There seem to be two versions of zoo 2.1 available for the Atari ST.
Before zoo21bin.zoo came available from the binaries newsgroup, I
recovered from atari.archive the following:

-rw-rw-r-- 1 1401 327325 Jul 14 23:14 zooV21.zoo

This latter version seems to have trouble with the recent postings:
lynxlib2.zoo and sokobin2.zoo.

Any comments?
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

3190. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-07 13:30:17 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Aug7.133017.17033@menudo.uh.edu>
Source record: 47328

```
In article <3010@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>tdrga@ccwf.cc.utexas.edu (Todd Drga) writes:
>
>|Why hasn't someone written a 'universal extractor (tm)' which would
>|extract ARC, Lzh, ZOO, etc. files automagically?
>
>It's called DCXtract, and it works GREAT! Anyone who hasn't anted up
>to Double Click Software for Paul's great all-in-one archiver, go to
>your dealer & ask for it, or send a check off to Double Click right
>away.
>
>(I bet that as I type this he's furiously working on adding the ZOO
>high-performance code to DCXtract, too...)

Right you are, Ken!

In fact, he's already got it in there and he has also put in the new
LHARC stuff (compatible with Thomas Questor's version).

I don't know much about that sorta stuff, but Paul tells me they are
basically the same compression technique!

Imagine that.

Off it goes to the beta testers...

>--
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

- mike

(see you in Glendale!)
--
-------------------------------------------------------------------------------
Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274
-------------------------------------------------------------------------------
Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others
```

3191. Re: Warning: Two versions of Zoo 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-07 13:45:30 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.91Aug7154530@ruunfs.fys.ruu.nl>
Source record: 47329
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> There seem to be two versions of zoo 2.1 available for the Atari ST.
> Before zoo21bin.zoo came available from the binaries newsgroup, I
> recovered from atari.archive the following:

> -rw-rw-r-- 1 1401 327325 Jul 14 23:14 zooV21.zoo

> This latter version seems to have trouble with the recent postings:
> lynxlib2.zoo and sokobin2.zoo.

Could you post which and where is the version of zoo2.1 which works
well? I'm not sure anymore which one I had.
--
Peter Mutsaers email: muts@fys.ruu.nl
Rijksuniversiteit Utrecht muts@fysap.fys.ruu.nl
Princetonplein 5 tel: (+31)-(0)30-533880
3584 CG Utrecht, Nederland

3192. <None>

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-07 23:13:26 UTC
From: "** Sender Unknown **"
Message-ID: <19.28a07e96@spacm1.spac.spc.com>
Source record: 47337
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When I recently upgraded my NeoDesk to patch 3.02, I
I seem to recall a discussion of the problem of finding an
If Atari ever wants to rerelease WUP, it has a lot to do. Fix
Oh yeah, moral of this story, when debugging a NeoDesk
Path: elroy.jpl.nasa.gov!sdd.hp.com!wupost!uunet!kira!news
From: pegram@kira.UUCP (Robert B. Pegram)
Subject: Word Up 3.0 and the PATH
Message-ID: <1991Aug5.201253.22070@uvm.edu>
Sender: news@uvm.edu
Organization: Univ. of Vermont, Eng., Math., and Bus. Admin. (EMBA) Computer Facility
Date: Mon, 5 Aug 91 20:12:53 GMT
Lines: 8

Sometimes I wonder if it's all worth it; then I look at a bare desktop
8-).

Bob Pegram

pegram@{griffin,kira,sadye,newton}.uvm.edu
or
...!uvm-gen!pegram

3193. Re: Warning: Two versions of Zoo 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-08 00:17:56 UTC
From: rosenkra@convex.com
Message-ID: <1991Aug08.001756.21842@convex.com>
Source record: 47332
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <RALPH.91Aug7144950@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>There seem to be two versions of zoo 2.1 available for the Atari ST.
>Before zoo21bin.zoo came available from the binaries newsgroup, I
>recovered from atari.archive the following:

here we go again. now zoo is going to be ruined like lharc was. i suggest
that all those people who care to dabble with zoo 2.1 (and intend to post
it) get together and organize. there should be one version, not 10.

since there was a quasi-official version posted by our esteemed moderator,
i suggest at least initially, that we limit ourselves to that version
ALONE for posting zoo'd archives of any form (well, 2.01 is ok, too). i
hate to speak for steve, but it would not be a bad idea to either post
here your intentions for working on zoo or drop steve a line and let him
summarize who is doing what. if i had the time, i'd volunteer to coordinate
the zoo effort, but i don't. besides i'd rather work on more interesting
applications (like nroff 2.0 which i just started). i can live with slow/
big archives, as long as i can unpack them :-(

and it would not be a bad idea to contact rahul dhesi as well once we have
a working, optimized version and let him #ifdef atarist into the official
distribution.

if you do work on zoo, do NOT change the algorithm and do NOT change the
file format. optimize the heck out of it and even improve the interface
but do NOT do anything which would render archives unarchivable by the
"standard" release.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3194. sozbonobon and vdi

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-08 01:30:23 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <91219.213023JOKHC@CUNYVM.BITNET>
Source record: 47330
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

since sozobon doesn't support such funtions as v_openvwk, graf_handle, and appl_exit, is there anywhere I can get a library of gem functions compatible with it.

****
* JOSHUA KRONENGOLD<JOKHC@CUNYVM.BITNET> *
* <JOKHC@CUNYVM.CUNY.EDU> *
* "Oh Lord, what fools these mortals be!" *
* Robin Goodfellow *
* "Never underestimate man's potential for stupidity *
* Woodrow Wilson Smith *
****

3195. Re: sozbonobon and vdi

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-08 06:10:48 UTC
From: steve@thelake.mn.org
Message-ID: <A156768008@thelake.mn.org>
Source record: 47333
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[In article <91219.213023JOKHC@CUNYVM.BITNET>,
JOKHC@CUNYVM.BITNET (Joshua Kronengold) writes ...]

> since sozobon doesn't support such funtions as v_openvwk, graf_handle, and
> appl_exit, is there anywhere I can get a library of gem functions compatible
> with it.

Sure. That's what GEMFAST is for. GEMFAST 1.5 binaries and sources are
at atari.archive.umich.edu. Just include the appropriate libraries on
the command line when you run the compiler, i.e.:

cc -o program.prg program.c aesfast vdifast

GEMFAST 1.6 is included with a new ``Heat and Serve'' self-installing
Sozobon C package from Ian Lepore. I've been testing Ian's package for
a few weeks. It includes some bugfixes in GEMFAST, but the most significant
changes involve the ability to run Sozobon from the GEM Desktop or another
graphical shell. I'm running the new Sozobon C 1.30i directly from Gemini
by double-clicking on makefiles, and it works like a charm.

I'm going to ask Mike Dorman to upload it to a.a., since he's at an
Internet site and I'm stuck with UUCP and a 1200bps modem. (Really!)

Here is a summary of the changes I've noticed from the last official
release:

* A very polished GEM-based installation program creates the appropriate
directories and installs all the programs, header files, documentation,
etc., on your system.

* A GEM environment setter program is included so that global information
can be made available to the compiler components (and other programs, for
that matter) without requiring the use of a command shell.

* CC, the compiler driver program, supports a number of added switches:
-v[1][2][3][4] Numbers now cause cc to pass the -v flag to components.
-r <file> specifies an alternate runtime startup module.
-h holds the screen with a Hit any key... prompt before exit.

* HCC supports ANSI-style concatenation of adjacent string literals, and
there is no limit to the total length of a string assembled by the
concatenations. (ANSI-style concatenation means that if two strings are
separated only by white space, they are logically joined together as if
they were a single string literal.)

* HCC allows C++ comments (// delimits a comment).

* HCC fully supports void* pointers as a generic pointer type that does not generate a type mismatch warning. (This is especially welcome for the ob_spec field of an OBJECT.)

* Include files may be nested to any depth (former limit was 8).

* JAS, the assembler, no longer accepts C-style comments and comments set off by asterisks. (Stars in column 1 still delimit a comment, but semicolons are required to add comments to the end of a line of asm code.)

* JAS processes full ANSI escape sequences within string constants.

* JAS runs 50-100% faster than the original Sozobon version, by Ian's account.

* TOP, the optimizer, is more powerful. Ian has added several dozen new peephole sequences the he says shorten code sequences commonly found in GEM programming, such as access to an element in an array of structures via pointer and index into the array.

* The BUFSIZE environment variable can instruct HCC, TOP and JAS to use large i/o buffers for faster compilation if you have enough memory.

* MAKE is replaced by an enhanced version of a public-domain 'make' utility that is much more powerful. It works with a MAKE.INI file that you can tailor to your environment.

* DLIBS has been modified with several fixed routines, including the XARGS support routines, lmemcpy and bzero functions, and Ian's hand-coded assembler string library functions. (The bugfixes appear to be the same ones that are included in most commonly circulated versions of dlibs. I don't think the argument parser has been upgraded to support the ARGV standard.)

* DSTART.O is supplemented by alternate startup files (apstart.o and minstart.o) for creating GEM applications and desk accessories.

* GEMFAST 1.6 bindings for GEM functions are included.

* Some rarely encountered bugs are documented in detail.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org

3196. Re: Warning: Two versions of Zoo 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-08 13:27:25 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <2125@richsun.cpg.trs.reuter.com>
Source record: 47334
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <MUTS.91Aug7154530@ruunfs.fys.ruu.nl> muts@fysap.fys.ruu.nl (Peter Mutsaers) writes:
>
> > There seem to be two versions of zoo 2.1 available for the Atari ST.
> > Before zoo21bin.zoo came available from the binaries newsgroup, I
> > recovered from atari.archive the following:
> > -rw-rw-r-- 1 1401 327325 Jul 14 23:14 zooV21.zoo
> > This latter version seems to have trouble with the recent postings:
> > lynxlib2.zoo and sokobin2.zoo.
>
>Could you post which and where is the version of zoo2.1 which works
>well? I'm not sure anymore which one I had.

I also cannot un-zoo the above files. I've not been able to find zoo 2.1. Can anyone post this to comp.binaries.atari.st? I guess there is souece available also?

CUL,
Chuck

3197. Re: TOS (GEM) file selector windows [FSEL wrapper source code]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-08 14:18:51 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Aug8.141851.6114@wam.umd.edu>
Source record: 47335
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <jansteen.681649792@piring.cwi.nl> jansteen@cwi.nl (Jan van der Steen) writes:
>
>I noticed that when giving a relative path to the file selector
>of the Atari STe it's impossible to do more "cd .."'s (using the close
>box of the window) than the directory where the relative path started.
>This has to do with the way the system figures out the parent directory.
> [...]
>So, it seems that the system code performs the "cd .." command
>by stripping *one* directory from the current path. However,
>the used algorithm doesn't make sense in this case.
> [...]
> Should one only supply full pathnames to the file selector,
> or should the described behaviour be considered a bug?

It does this on TOS 1.4, too. Sure seems like a bug to me. The only
instance where this is really a problem is when you want to give the
file selector a pathname relative to the current working directory.
Calling fsel_input with ".\\" causes the same problems you describe
since it's a relative pathname. To solve this, I wrote a wrapper for
the file selector that expands an initial . in a pathname to the
complete specification for the current working directory. I.e.,
".*.c" -> "d:\usr\src*.c".

The wrapper also puts up a text string prompt. I've included the
C source below. Use it in good health!

Dave Baggett
dmb@wam.umd.edu

```
--------------------------------------------------------------------------------
/*
* Handy File Selector Wrapper
* by Dave Baggett
*
* This routine prompts the user for a filename using the GEM file selector
* and returns a pointer to a complete path specification for the file.
*
* ".\" is expanded to the full pathname of the current working directory
* to work around the GEM file selctor's problems with relative pathnames.
*
* The wrapper puts up a text message in the upper left corner telling the
* user what he/she/it is selecting. The screen is cleared before and after
* file selection.
*
* Remember to write the \'s as \\ in C; e.g., ".\\*.c"
```

```
*
* Example call:
*
* static char path[255] = ".\\*.c", file[14] = "file.c";
* static char filename[255];
*
* filename = file_select(path, file, "SELECT C SOURCE FILE");
* if (filename)
* load_c(filename);
*
* After the call, _filename_ will contain the complete path, e.g.,
* "d:\src\bin\foo.c".
*
* NOTE that the path and file parameters must be static strings (NOT
* literals) because the file_select routine modfies them. This is so that
* the path and file specification will be the same as the user set them
* (with the file selector) in the previous call. A call like
*
* file_select("d:\\foo\\*.c", "myfile", "PICK A FILE");
*
* will NOT work correctly because the path and file parameters are literals.
*
* This source code is in the public domain.
*/
#include <stdio.h>
#include <osbind.h>

static void remove_wildcard();

/*
* Put up a file selector box with prompting text.
*
* A pointer to the selected pathname is returned. If no filename was
* selected (i.e., the user pressed CANCEL), a NULL is returned.
*
* The path and filename strings will be modified.
*/
char *
file_select(path, filename, message)
char *path;
char *filename;
char *message;
{
static char p[255]; /* This MUST be static */
int button;

if (path[0] == '.') {
/*
* Expand current working directory for brain-damaged
* GEM file selector.
*/
```

```
p[0] = (char) Dgetdrv() + 'A';
p[1] = ':';
Dgetpath(&p[2], 0);
strcat(p, &path[1]);
}
else {
strcpy(p, path);
}

/*
* Put info message up
*/
Cconws("\033f\033E");
Cconws(message);
fsel_input(p, filename, &button);

/*
* Clear the screen once the file has been selected
*/
Cconws("\033f\033E");

if (button) {
strcpy(path, p);
remove_wildcard(p);
strcat(p, filename);
return p;
}
else
return NULL;
}

/*
* Remove wildcards at the end of a pathspec returned by fsel_input
*/
static void
remove_wildcard(p)
register char *p;
{
register char *base = p;

/*
* Find terminating null
*/
while (*p) p++;

/*
* Delete characters until either \ or : are reached.
*/
while (p != base) {
if (*p == '\\' || *p == ':')
break;
```

```
*p-- = '\0';
}
}
```

3198. Re: TOS (GEM) ... [FSEL wrapper source code] Minor Correction

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-08 14:25:47 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Aug8.142547.6295@wam.umd.edu>
Source record: 47336
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug8.141851.6114@wam.umd.edu> I stupidly wrote:

```
>/*
> * Handy File Selector Wrapper
> * by Dave Baggett
> [...]
> * Example call:
> *
> * static char path[255] = ".\\*.c", file[14] = "file.c";
> * static char filename[255];
> [...]
```

Wouldn't ya know it? A bug in my comments. Get rid of

```
* static char filename[255];
```

and replace it with

```
* char *filename;
```

and it makes sense.

Sorry, folks.

Dave Baggett
dmb@wam.umd.edu

3199. Re: TOS (GEM) file selector windows [FSEL wrapper source code]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-08 16:28:40 UTC
From: steve@thelake.mn.org
Message-ID: <A1536431880@thelake.mn.org>
Source record: 47338
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[In article <1991Aug8.141851.6114@wam.umd.edu>,
dmb@wam.umd.edu (David M. Baggett) writes ...]

> ... To solve this, I wrote a wrapper for
> the file selector that expands an initial . in a pathname to the
> complete specification for the current working directory. I.e.,
> ".*.c" -> "d:\usr\src*.c".

This is a good thing to do, and thanks for the code. I've had problems
with some commercial applications (including PageStream) used across
multiple hard drive partitions because the application didn't pass a
full and proper path mask to the fsel.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org

3200. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-08 20:27:34 UTC
From: baffoni@aludra.usc.edu
Message-ID: <18841@chaph.usc.edu>
Source record: 47339

In article <1991Aug7.133017.17033@menudo.uh.edu> uace0@menudo.uh.edu (Michael B. Vederman) writes:
>
>(see you in Glendale!)

Does this mean the WOA, Glendale show is coming up? When is it, and
can you get advance tickets?

>--
>---
>Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274
>---
>Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

-Mike

3201. Re: TT trap handling

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-08 20:56:32 UTC
From: harold@alice.hobby.nl
Message-ID: <2483307@alice.hobby.nl>
Source record: 47199

usenet@wam.umd.edu (USENET Posting) wrote

> It seems that it works fine on STs, STes, Mega STs, and Mega STe's, but not
> on the TT, and I've been told that this is because of a difference in how
> the TT is handling the TRAP exception.
>

The main difference is the format of the stack frame, it is different for
different processors.

voor the TRAP instruction they are as follows

```
68000: Status registers 68010: Status register 0
-------------- --------------
Program counter (high word) Program counter (high word) 2
-------------- --------------
Program counter (low word) Program counter (low word) 4
-------------- --------------
0010 | vector offset 6
--------------

68020
68030: Status registers 0
--------------
Program counter (high word) 2
--------------
Program counter (low word) 4
--------------
0010 | vector offset 6
--------------
instruction address (high word) 8
--------------
instruction address (low word) 10
--------------
```

note that on the 68000 the vector number can be found in the high byte of the
PC. Knowledge of the vector number can be used to have all exceptions point to
the same code but is not really needed with the TRAP instruction.
Which processor is in the computer can be checked with the following code

```
-------------
/* routine that checks configuration of the system
* recognizes: 68000/10/20/30, 68881/2, presence of MMU
*
* return codes: $0000 0000 CPU is 68000
* $0000 0001 CPU is 68010
* $0000 0002 CPU is 68020
```

```
* $0000 0003 CPU is 68030
* $0000 0100 FPU is 68881
* $0000 0200 FPU is 68882
* $0001 0000 MMU present
*
* or combinations
* example: 68030 with 68882 gives $0001 0203
*
* Assembled with TurboC MAS release 19
* Instructions for 68851 translated by hand and put in the program
* as initialized data because of bad translation by TurboC assembler
*
* from: "68030 assembly language reference", 1989
* by: Steve Williams
* publisher: Addison-Wesley Publishing Company, Inc.
* ISBN: 0-201-08876-2
*
* NOTE: these routines are not TOS specific, should run on any Motorola 68K
* CPU, TOS specific part is in C-function get_cpu
* No precaution are taken to insure that the changing of vectors can not
* be disturbed by interupts.
*/

EXPORT get_config, chon30, choff30

MC68010 ; select instruction set for 68010
MC68020 ; select instruction set for 68020
MC68030 ; select instruction set for 68030
MC68851 ; select instruction set for 68851
MC68881 ; select instruction set for 68881/2
SUPER ; select priviledged instruction set

IS000 EQU $00000
IS010 EQU $00001
IS020 EQU $00002
IS030 EQU $00003

IS881 EQU $00100
IS882 EQU $00200

MMU EQU $10000

illvec EQU $10 ; illegal instruction vector
linef EQU $2c ; LineF vector

get_config:
move.l #1,d0 ; set index register
lea table,a0
move.b 0(a0,d0.L*4),d0 ; get return value
bne.b got020 ; it is a 020
lea illvec,a0 ; load illegal vector
lea con20,a1 ; new illegal vector
```

```
move.l (a0),-(sp) ; save old vector
move.l a1,(a0) ; set new vector
move.l sp,a1 ; save stack pointer
move ccr,d0 ; see if 010
con10: move.l #IS010,d0 ; it is a 010
con20: move.l a1,sp ; restore stack pointer
move.l (sp)+,(a0) ; restore old vec
rts ; d0 = IS000 or IS010

got020: movec vbr,a0 ; get vector base register
lea linef(a0),a0 ; line F vector in a0
move.l (a0),-(sp) ; save vector
lea con40,a1 ; new trap handler
move.l a1,(a0) ; set new vector
move.l sp,a1 ; save stackpointer
fnop ; make sure it is idle
fsave -(sp) ; see if got fpu (inspect stack frame)
cmp.b #$18,1(sp) ; is it a 68881
beq.b con30 ; no
add.l #IS881,d0 ; make a 68882
con30: add.l #IS881,d0 ; or a 68881
con40: move.l a1,sp ; restore stackpointer
lea con20,a1 ; set vector again
move.l a1,(a0) ; point to exit routine
move.l sp,a1 ; save stack pointer
* pflusha ; flush MMU
dc.w 0xF000,0x2400 ; MAS does not assembly MMU instructions
; correctly, so put it in directly
add.l #MMU,d0 ; set MMU flag
lea con50,a1 ; set another vector
move.l a1,(a0) ; now see if 030
move.l sp,a1 ; remember stack
* psave -(sp) ; only for 851
dc.w 0xF127 ; MAS does not assembly MMU instructions
; correctly, so put it in directly
bra.b con20 ; go exit
con50: or.l #IS030,d0 ; we are a 030
bra.b con20 ; now we know it all

table: dc.b 0,0,0,0 ; CPU value table
dc.b 2,0,0,0

* some other general 68030 functions, to set chache on/off

chon30:
movec cacr,d0 ; get CACR register 20/30 only
or #$0101,d0 ; clear cache and switch on
movec d0,cacr ; move to CACR
rts

choff30:
movec cacr,d0 ; get CACR register 20/30 only
```

```
move.l d0,d1 ; make a copy
or #$0808,d1 ; clear cache
and #$fefe,d1 ; switch off
movec d1,cacr ; move to CACR
and.l #$0101,d0 ; old status of cache returned
rts
END
```

--

Harold van Aalderen

for the time being send replys to: hvaalde@cs.vu.nl
exception for hobby.nl domain that should always reach me at harold@alice

3202. Re: Warning: Two versions of Zoo 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-08 23:13:29 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1991Aug8.231329.1313@NCoast.ORG>
Source record: 47340

In article <1991Aug08.001756.21842@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>here we go again. now zoo is going to be ruined like lharc was. i suggest
>that all those people who care to dabble with zoo 2.1 (and intend to post
>it) get together and organize. there should be one version, not 10.

There may even be a third version released. I believe there is work under way for a port of Zoo that is compiled by Lattice C. The programmer is hoping to make a smaller executable than the GNU C compiler makes.

>since there was a quasi-official version posted by our esteemed moderator,
>i suggest at least initially, that we limit ourselves to that version
>ALONE for posting zoo'd archives of any form (well, 2.01 is ok, too). i
>hate to speak for steve, but it would not be a bad idea to either post
>here your intentions for working on zoo or drop steve a line and let him
>summarize who is doing what. if i had the time, i'd volunteer to coordinate
>the zoo effort, but i don't. besides i'd rather work on more interesting
>applications (like nroff 2.0 which i just started). i can live with slow/
>big archives, as long as i can unpack them :-(

That's the version I did. I am aware of a few minor bugs and they will be fixed and a new version released in the near future. I'm going to try and wait for Dhesi's "fast compression" version that supposed to be released in the next month or so.

>and it would not be a bad idea to contact rahul dhesi as well once we have
>a working, optimized version and let him #ifdef atarist into the official
>distribution.

Not a bad idea.

>if you do work on zoo, do NOT change the algorithm and do NOT change the
>file format. optimize the heck out of it and even improve the interface
>but do NOT do anything which would render archives unarchivable by the
>"standard" release.

My version follows that belief exactly. All I did, internally, were some optimizations to improve the speed. Everything else (globbing and the -backup code) is done "outside" of zoo. There were no changes made to the zoo code.
--

Bill Shroka
bjsjr@NCoast.ORG
uunet!usenet.INS.CWRU.Edu!ncoast!bjsjr

3203. Re: Warning: Two versions of Zoo 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-09 08:49:15 UTC
From: ate@cs.ruu.nl
Message-ID: <1991Aug09.084915.23771@cs.ruu.nl>
Source record: 47191
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <MUTS.91Aug7154530@ruunfs.fys.ruu.nl> muts@fysap.fys.ruu.nl (Peter Mutsaers) writes:

> > There seem to be two versions of zoo 2.1 available for the Atari ST.
> > Before zoo21bin.zoo came available from the binaries newsgroup, I
> > recovered from atari.archive the following:
>
> > -rw-rw-r-- 1 1401 327325 Jul 14 23:14 zooV21.zoo
>
> > This latter version seems to have trouble with the recent postings:
> > lynxlib2.zoo and sokobin2.zoo.
>
>Could you post which and where is the version of zoo2.1 which works
>well? I'm not sure anymore which one I had.

I tried zooV21.zoo from atari.archive and it didn't work!
The version from comp.binaries.atari.st is much better. This version is
available at our archive by anonymous FTP or by our Mail-Server.

*****> by anonymous FTP:

Site: archive.cs.ruu.nl [131.211.80.5]
Login: "anonymous" or "ftp"
Password: your email address (you@your_domain)
Usage: see the ftp(1) manual on your system
File: ATARI-ST/utils/zoo.zoo
ATARI-ST/archivers/zoo.ttp
Important: don't forget to set binary mode.

*****> by our Mail-Server program:

1) The Mail-Server can be reached at the address

mail-server@cs.ruu.nl

2) The Mail-Server understands a couple of commands, all commands
must be in the message body. The first thing you might want to
do is ask it for help:

send HELP

3) The Mail-Server will send you the UUENCODED package
if you put the following commands in the message body:

begin
send ATARI-ST/utils/zoo.zoo
send ATARI-ST/archivers/zoo.ttp
end

Note: The zoo.ttp is the binary file in case you don't have an older version
of ZOO to extract zoo.zoo.

Ate Brink (ate@cs.ruu.nl)
Moderator of the Atari archive at the Utrecht University
--
Ate Brink, Dept. of Computer Science, Utrecht University
P.O. Box 80.089, 3508 TB Utrecht, The Netherlands
Telephone: +31-30-534408 Email: ate@cs.ruu.nl

3204. STE Joystick Port

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-09 13:39:17 UTC
From: danny@fiction.ms.sub.org
Message-ID: <rsm499@fiction>
Source record: 47195

Hello!

I'm looking for a description of the new STE joystick ports. Are they also addressable as output ports? Are there new BIOS functions for the port I/O, or, if not, where are the ports located in memory?

Thanx in advance,
Daniel

3205. DC Weekly Post 8/9

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-09 22:18:01 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Aug9.221801.3583@menudo.uh.edu>
Source record: 47192
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

DC Mouse Saver will turn the mouse cursor off after a defined time
of no mouse activity and turn the mouse cursor back on with any mouse
activity. 'A third generation Homey' - read docs :-)

100% assembly. ST, STe and TT compatible. Program of the week.

- mike vederman / double click software

See you in Duesseldorf!

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3206. FaST ICD Drive with STe w/internal HD problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-10 00:07:30 UTC
From: avp@garfield.cs.mun.ca
Message-ID: <1991Aug10.000730.22909@garfield.cs.mun.ca>
Source record: 47193

I just got a mega STe w/internal HD. I used to have a FaST ICD
Hard Drive, I need to get both on line so I can transfer the filee
from my old ICD to the new internal. I can't seem to get the
both of them hooked up and working together.

I was thinking I might need to change some SCSI ID #s???

Any help would be greatly appreciated.

thanks

Anthony V. PauL /| -----
137 Rennies Mill Rd. / | / /
St. John's, Nf / | / /
CanadA /---| /----
A1B 2P2 / | /
/ |/

avp@garfield.UUCP || It wasn't me. || Electrical '9
avp@garfield.cs.mun.ca || Boston Celtics in 91-92 || Engineering 3

3207. Fix bugs to fix bugs, or to Fix Bugs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-10 00:55:24 UTC
From: kbad@atari.UUCP
Message-ID: <3015@atari.UUCP>
Source record: 47194
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

jansteen@cwi.nl (Jan van der Steen) writes:

|[...] it seems that the system code performs the "cd .." command
|by stripping *one* directory from the current path. However,
|the used algorithm doesn't make sense [if relative paths are passed in].

| Should one only supply full pathnames to the file selector,
| or should the described behaviour be considered a bug?

I think this is a case of "Doc, it hurts when I do this..." As Allan has said, if the file selector misbehaves when you pass it a relative filename, don't pass relative filenames to the file selector. It bothers me when I see programs doing this, because what does "." mean when a program brings up a file selector? For all I know, the program could change directories numerous times for its own devious purposes. How the heck do I know what its idea of the current directory is?

Please use fully qualified pathnames in the file selector. I know that means you can't go very deep, but that's life on one line of a 40 column screen.

hofer@urz.unibas.ch (Remo Hofer) writes:

|Wouldn't this be an idea for a dc week utility. A TSR that parses all pathnames
|before calling the system routine. So these commercial applications will not
|cause problems to anyone.

I'd like to echo Allan's sentiments on this one, too... fixing "bugs" for no other reason than to allow buggy programs to run is A Bad Idea.

Believe it or not, I may even be more rabid about this issue than Allan. I think Atari should do everything in its power to discourage lazy programming. Our goal should be able to point at programs available on our computers and show how easy they are to use, and how robust they are. We shouldn't be required to apologize for the number of auto folder programs that you need to patch various bugs/features/whatevers so that programs X.PRG, Y.APP and Z.PRG can all coexist peacefully.

I think people who write little TSR helper programs shouldn't waste their time writing auto folder patches that let DB Master One run under TOS 6.7. They should spend their time enhancing the utility of TOS machines, so we move forward.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine

/ | \ #include <disclaimer>

3208. Re: Are there any PD resource compilers?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-10 12:40:18 UTC
From: steveh@tharr.UUCP
Message-ID: <2505@tharr.UUCP>
Source record: 47196

In article <3008@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>jan@janhh.hanse.de (Jan Willamowius) writes:
>
>|I've always used the Atari RCS 1.4 [...] I prefer it, inspite of some
>|shortcomings, over Atari's RCS 2.0.
>
>Hmmm, what are the differences? The current RCS version that I use is
>2.8. I'm curious why you would prefer an outdated (and buggy) version.

Although there are a number of bugs in V1, I must admit that personally I preferred the user interface design to V2. In particular, I find the click on an object to produce a menu and then click again on the menu choice required is extremely fiddly. Unfortunately it seems to have also found its way into the Extensible Control Panel too... This attempt at being different from the Mac just seems to make things more awkward.

<steveh%tharr.uucp@ukc.ac.uk> <...ukc!axion!tharr!steveh>
<Free Usenet in the UK from Tharr: 0234 841503>

--
<steveh%tharr.uucp@ukc.ac.uk> <...ukc!axion!tharr!steveh>
<Free Usenet in the UK from Tharr: 0234 841503>

3209. Gemdoss 87 -- Fdatime!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-10 12:46:30 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <8ZRg71w164w@ersys.edmonton.ab.ca>
Source record: 47197

I have a problem, and this seems like the appropriate area to ask for help. I need to know what the proper format (and use) of the Fdatime command from Gemdos is. The books I have tell me this:

Fdatime does not return an error code, and requires three parameters. The first parameter is an array of two integers, with the first integer in the array representing the date and the second integer representing the time. The integers of SHORT. The second parameter is the handle of a file openeed with Fopen, and the third parameter is a flag which tells the system to SET the date and time stamp of a file when it is 0 and GET the date and time stamp of a file when it is 1.

This is all well and good, but it doesn't work. A friend of mine with a GFA manual tells me that I have to have the first parameter as a single integer, but then how would I set the date and time? Wouldn't they conflict with eachother? The method of setting the date and time in their respective integers (mentioned above) that I used was like this:

```
Buf [1] = Shl (Year, 9) | Shl (Month, 5) | Day ;
Buf [2] = Shl (Hour, 11) | Shl (Minutes, 5) | Seconds DIV 2 ;
```

Year is the current year - 1980. The above lines are meant to give you an idea of what I did. I write in Pascal, but the help I need woulf be greatly appreciated in any language (other than Assembly, which I don't understand...<Grin>).

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>

<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

3210. Re: STE Joystick Port

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-10 22:01:35 UTC
From: lchd_ltd@uhura.cc.rochester.edu
Message-ID: <1991Aug10.220135.9746@galileo.cc.rochester.edu>
Source record: 47200

In article <rsm499@fiction> danny@fiction.ms.sub.org (Daniel Roedding) writes:
>Hello!
>
>I'm looking for a description of the new STE joystick ports. Are they
>also addressable as output ports? Are there new BIOS functions for the
>port I/O, or, if not, where are the ports located in memory?
>
>Thanx in advance,
>Daniel

It is really annoying that Atari gave me a 4-year old manual with my
1040 STe that doesn't not tell anything about the new features of STe.

3211. Re: Gemdoss 87 -- Fdatime!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-11 00:21:48 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Aug11.002148.8016@cs.yale.edu>
Source record: 47201

HIn article <8ZRg71w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>I need to know what the proper format (and use) of the Fdatime
>command from Gemdos is. The books I have tell me this:
>
>...and the third parameter is a flag which tells
>the system to SET the date and time stamp of a file when it is 0 and GET
>the date and time stamp of a file when it is 1.
I think you have the meaning of 0 and 1 reversed.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3212. Re: Fix bugs to fix bugs, or to Fix Bugs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-11 01:27:54 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Aug11.012754.1258@lsuc.on.ca>
Source record: 47202

In article <3015@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>jansteen@cwi.nl (Jan van der Steen) writes:

[deleted stuff about "cd .."]

>| Should one only supply full pathnames to the file selector,
>| or should the described behaviour be considered a bug?
>
>I think this is a case of "Doc, it hurts when I do this..." As Allan
>has said, if the file selector misbehaves when you pass it a relative
>filename, don't pass relative filenames to the file selector. It
>bothers me when I see programs doing this, because what does "." mean
>when a program brings up a file selector? For all I know, the program

Ken, "." is Atari's terminology, not mine. I didn't make it
up. Actually Atari didn't either, but according to your literature
you support it. If you're going to support something, then do so.
This seems to be something I keep saying year after year to many
companies. If at all possible, do what you say you are going to do.
Call it "integrity", call it "dedication", call it "honour", I don't
care. But if you say you're going to do something, then do it.
Otherwise, don't say you're going to do it.

As for what "." means, it means what it says. :-) Go look it
up in an MS-DOS manual. That's the system you people seem to be
emulating. Or look it up in a Unix manual. I'd prefer that you got
past this MS-DOS silliness anyway. Or better still, look it up in
an OS-9 manual. I like OS-9. :-)

>could change directories numerous times for its own devious purposes.
>How the heck do I know what its idea of the current directory is?

Well gee Ken, when you start up a program like "ed" in a Unix
system, how do you know what the current directory is for that
program?

>Please use fully qualified pathnames in the file selector. I know that
>means you can't go very deep, but that's life on one line of a 40
>column screen.
>
>
>hofer@urz.unibas.ch (Remo Hofer) writes:
>
>|Wouldn't this be an idea for a dc week utility. A TSR that parses all pathnames
>|before calling the system routine. So these commercial applications will not
>|cause problems to anyone.

>
>I'd like to echo Allan's sentiments on this one, too... fixing "bugs"
>for no other reason than to allow buggy programs to run is A Bad Idea.

Overall, I disagree with your reasons, but I come to the same
conclusion. I think the better statement for not creating yet another
patch is because you just end up causing confusion. Look at this
mess we have with GDOS. Some people have it. Some people don't.
Some programs run with it, some don't. Some times I get bombs because
I booted with a German GDOS and either the system or a program can't
find its fonts. And then there's the Pool Patch and the Rainbow TOS
patch -- enough. End users want to run applications, not go hunting
around BBS's for patch programs and then piecing them together.

>Believe it or not, I may even be more rabid about this issue than Allan.
>I think Atari should do everything in its power to discourage lazy
>programming. Our goal should be able to point at programs available on
>our computers and show how easy they are to use, and how robust they are.
>We shouldn't be required to apologize for the number of auto folder
>programs that you need to patch various bugs/features/whatevers so that
>programs X.PRG, Y.APP and Z.PRG can all coexist peacefully.

Well, again, I have to disagree with something of your reasoning.
Programmers have better things to do than waste their time trying to
get around system bugs. But the real solution is for you guys to
bring out a more bug-free version of TOS in ROM, so we can get rid
of at least the Pool patch and the Rainbow TOS patches.

You know, I've owned over a dozen computers, most on different
systems (unique from each other), and only 2 Atari products (the
Portfolio and the 1040ST) and you know, the *only* 2 computers I
own that *need* system patches are the Portfolio and the ST. That's
not to say that all the others were entirely bug free, but the bugs
in the others (sometimes after revisions) were *so* obscure that
often I could run any major program on them without problems. That
is the kind of performance I expect at this stage -- 5 odd years
after I bought my ST. Yet here I am with this TOS 1.4 ROM set.

>I think people who write little TSR helper programs shouldn't waste
>their time writing auto folder patches that let DB Master One run
>under TOS 6.7. They should spend their time enhancing the utility
>of TOS machines, so we move forward.

Well that much is what we all want. So the first step should
be to fix the bugs and bring out a set of ROMs that lets me get
on with writing applications. That and a good set of manuals.
But that's Lattice's problem right now. :-)

--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3213. GCC question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-11 06:54:59 UTC
From: michael@dime.cs.umass.edu
Message-ID: <34657@dime.cs.umass.edu>
Source record: 47203
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This is probably a silly question, but I've installed GCC on my system and can't get it to compile anything, so I'll ask anyway.

The problem is how it is treating TOS filenames. If I try to compile using a command such as

gcc -O -c test.c

then it will not see the file. If, on the other hand, I try to compile with

gcc -O -c TEST.C

then it DOES see the file, but it doesn't seem to know what to do with the .C extender, so no actual compilation takes place.

Is there a switch or an environment variable I can use to correct this?

Thanks in advance,

Michael Kieras

3214. Re: Gemdoss 87 -- Fdatime!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-11 12:30:43 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <wXLi73w164w@ersys.edmonton.ab.ca>
Source record: 47204

fischer-michael@cs.yale.edu (Michael Fischer) writes:

> I think you have the meaning of 0 and 1 reversed.

> ==
> | Michael Fischer <fischer-michael@cs.yale.edu> |
> ==

Actually, the book had it reversed. My information came from Tackle Box ST, and is usually accurate. Unfortunately, it wasn't this time. The TIME should come before the DATE, and the integers don't have to be shifted at all. You can get the integers for the time and date from the tgettime and tgetdate functions if all you want to do is "touch" the file. Thanks for you help...

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

3215. Recongnizing Drives...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-11 12:36:31 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <k8Li74w164w@ersys.edmonton.ab.ca>
Source record: 47205

Does anyone know how to test to see whether a drive exists or not? The GEM Desktop can tell you instantly whether the drive exists or not, yet I can't find a way to do it from within a program. I want to check the free space on a drive, and things go fine until you choose a drive that isn't there. Can anyone help me out with this one? I thought of using the Drvmap routine (Bios 10) to do it, but I can't figure out how to test to see if a particular drive exists.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

3216. Re: Recongnizing Drives...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-11 16:13:51 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Aug11.161351.3199@newcastle.ac.uk>
Source record: 47206

In article <k8Li74w164w@ersys.edmonton.ab.ca>,
mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
|>Does anyone know how to test to see whether a drive exists or not? The
|>GEM Desktop can tell you instantly whether the drive exists or not, yet I
|>can't find a way to do it from within a program. I want to check the
|>free space on a drive, and things go fine until you choose a drive that
|>isn't there. Can anyone help me out with this one? I thought of using
|>the Drvmap routine (Bios 10) to do it, but I can't figure out how to
|>test to see if a particular drive exists.
|>
|>

Drvmap returns a bitmap of the available drive so to test is a particular drive exists you have to AND the bitmap with the mask for the drive you are testing. If the drive exists the result is non zero if it doesn't exist the result is zero. Its as simple as that.

Finally a quick example:

SAY drvmp returns 15 This indicates drives A,B,C and E exist. So to test for drive A you simply and with, 1 to test for B and with 2, C and with 4 and So on.

The problem with drvmp is that if A exists B will exist also even if there is only one physical drive on the system with TOS emulating two by asking for disk swaps. As to how you would try to detect the physical existance of a second flopy
I don't know.

Dave.

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

3217. Re: Recongnizing Drives...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-11 17:43:23 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <1e1i72w164w@ersys.edmonton.ab.ca>
Source record: 47208

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

> Does anyone know how to test to see whether a drive exists or not? The
> GEM Desktop can tell you instantly whether the drive exists or not, yet I
> can't find a way to do it from within a program. I want to check the
> free space on a drive, and things go fine until you choose a drive that
> isn't there. Can anyone help me out with this one? I thought of using
> the Drvmap routine (Bios 10) to do it, but I can't figure out how to
> test to see if a particular drive exists.
>
>
> << ---------------------------------- >>
> << ersys!mforget@nro.cs.athabascau.ca >>
> << mforget@ersys.edmonton.ab.ca >>
> << Michel Forget >>
> << "He's dead, Jim..." - Bones >>
> << ---------------------------------- >>

The number that you get from Bios 10 (the Drvmap function) will return a
decimal number. You need to convert this number to binary, and from
there you will find out which drives are active (the leftmost one being
"A" drive). I hope this helps, Mike.

Greg Granger

< InterNet: ggranger@ersys.edmonton.ab.ca > "Gimme the strongest
< FoReMNet: Greg Granger @ 532 or Dark Knight @ 595 > thing you've got."
< Mail Adr: 5906-188 St. Edmonton, AB Canada T6M-2A9 >
< Phone : +1 403 481-0803 or +1 403 481-5110 > - Lt. Frank Drebin

3218. Atari Messe Help.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-11 18:28:34 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Aug11.182834.16502@menudo.uh.edu>
Source record: 47207
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Help! Double Click Software is looking to borrow an ST equipped with AT-SPEED
for use at the Atari Messe in Duesseldorf.

We will need to borrow the machine for the entire show. We will provide any
helpful individual with a free pass for all days of the show, plus a copy
of our software packages.

We can arrange to pick the ST up if it fits in our travel plans. We will be
in Frankfurt, Munich, Wiesbaden and Duesseldorf before the opening of the show,
but we could travel by train to get the equipment.

Please reply in EMAIL to:

uace0@menudo.uh.edu <-- (that's a zero - uace0)

If you can help us out. We would **greatly** appreciate any help.

Thank you. And now back to the news.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3219. Re: Recongnizing Drives...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-11 21:18:57 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <aeaJ75w164w@ersys.edmonton.ab.ca>
Source record: 47209

D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:

> SAY drvmp returns 15 This indicates drives A,B,C and E exist. So to test for
> drive A you simply and with, 1 to test for B and with 2, C and with 4
> and So on.
>
> The problem with drvmp is that if A exists B will exist also even if there is
> only one physical drive on the system with TOS emulating two by asking for di
> swaps. As to how you would try to detect the physical existance of a
> second flopy
> I don't know.
>
> Dave.
> --
> Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
> Halliday EMail : D.C.Halliday@newcastle.ac.uk
> Phone : +44 91 222 8214 Fax : +44 91 222 8232

Thanks for the information. I'll give your suggestion a try, as well as
the others I received in Mail. I appreciate the help.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

3220. Re: Recongnizing Drives...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-12 03:17:28 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug12.031728.3802@actrix.gen.nz>
Source record: 47210

In article <k8Li74w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> Does anyone know how to test to see whether a drive exists or not? The
> GEM Desktop can tell you instantly whether the drive exists or not, yet I
> can't find a way to do it from within a program. I want to check the
> free space on a drive, and things go fine until you choose a drive that
> isn't there. Can anyone help me out with this one? I thought of using
> the Drvmap routine (Bios 10) to do it, but I can't figure out how to
> test to see if a particular drive exists.
> << ersys!mforget@nro.cs.athabascau.ca >>
> << mforget@ersys.edmonton.ab.ca >>
> << Michel Forget >>
> << "He's dead, Jim..." - Bones >>
> << ---------- >>

Well there is _nflops $4a6.w = 0 or 2.

Then there is _drvbits $4c2.l, this is a bit for each drive,
so drives a/b will = 3, and a/b/c will = 7...etc..

Does that help..
--
*** Roger W. Sheppard Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * GEnie. R.SHEPPARD5 ***
*** Kapiti * * At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3221. Re: Recongnizing Drives...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-12 09:02:39 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Aug12.090239.24791@informatik.uni-erlangen.de>
Source record: 47211

```
>> The problem with drvmp is that if A exists B will exist also even if there is
>> only one physical drive on the system with TOS emulating two by asking for di
>> swaps. As to how you would try to detect the physical existance of a
>> second flopy
>> I don't know.

That's simple. There's a system variable at $4a6 (called _nflops), word size,
which is set to the number of floppy disk drives connected to the system at
boot-up time. If you find 1 in _nflops, drive B: is a fake, if you find 2
or a higher number, it's real.

Anyway, I don't think this part of the problem is relevant to the original
poster's question 8-)

---
------------------------------------------------------------------------
Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de
------------------------------------------------------------------------
```

3222. == No Subject ==

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-12 10:38:24 UTC
From: jeason@cix.compulink.co.uk
Message-ID: <1991Aug12.103824.469@demon.co.uk>
Source record: 47219

Subject: Re: Recongnizing Drives...

In article <1991Aug11.161351.3199@newcastle.ac.uk>,
D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:

|>The problem with drvmp is that if A exists B will exist also even if there i-

|>only one physical drive on the system with TOS emulating two by asking for d-

|>swaps. As to how you would try to detect the physical existance of a
|>second flopy
|>I don't know.

|>Dave.

That's easy. The documented system variable _nflops at $4A6.W gives
the number of floppys connected to the system. (0,1 or 2)
So you check it (in supervisor mode) and use the result as a mask against
the result returned by Drvmap.
I then ror the result for each possible drive and call the space checking
routine according to the state of the carry flag.

A small example entered with d5.L holding the drvmap result after masking :

```
move.w #15,d4 Number of possible drives-1
loop:
ror #1,d5
bcc nodrive
.....(your space check routine here. 15-d3 is the drive number)
nodrive:
dbra d4,loop
```

etc.

Hope this helps.

Regards
John.

jeason@cix.compulink.co.uk

3223. Noisetracker Source Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-12 10:39:06 UTC
From: Al_Crawford@edinburgh.ac.uk
Message-ID: <15969@skye.cs.ed.ac.uk>
Source record: 47216
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know if there exists such a thing as a Protracker compatible Noisetracker (a la The Empire Noisetracker) for which source code is available? I'm currently in the process of developing a game and it's intended that it should have copious amounts of wonderful music. So far I've managed to find some (possibly erroneous) documentation on the Protracker file format and the source for a Noisetracker, which I had intended to use as a guide from which to develop my own tracker for embedding within my program.

However, having spent several evenings analysing and commenting the source I've come to a couple of conclusions. 1) It doesn't work due to some (correctable) bugs. 2) It's very obscure re the techniques used in the arpeggiator, portamento up and down features and 3) it uses a lot of self-modifying code, a crime punishable by death in my books.

So, does anyone know where I might find source for something more useful? I don't intend to use it directly in my program, but with an example of a working tracker it'd make writing my own a lot easier (esp w.r.t. the translation between 4 voice Amiga and 3 voice ST sound).

Ta,

Al

--
Al Crawford - Al_Crawford@edinburgh.ac.uk
"Such a digital lifetime, it's been by numbers all the while"

3224. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-12 11:10:05 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Aug12.111005.2770@ugle.unit.no>
Source record: 47213

In article <53343@ut-emx.uucp>, tdrga@ccwf.cc.utexas.edu (Todd Drga) writes:
|> Why hasn't someone written a 'universal extractor (tm)' which would
|> extract ARC, Lzh, ZOO, etc. files automagically?

I have made a program which starts zoo, lzh, uudecode, arc or zip with the system() call. The program is fine on the Gemini desktop. I can drag whatever archive file I want on it, and it will be extracted.
If there is some interest, I can send it to atari.archive.....

Stig Vidar Hovland - stigvi@lise.unit.no

3225. Re: Recongnizing Drives...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-12 11:55:29 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91224.103823ONM07@DMSWWU1A.BITNET>
Source record: 47212

In article <1991Aug12.031728.3802@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) says:

```
>Well there is _nflops $4a6.w = 0 or 2.
>
>Then there is _drvbits $4c2.l, this is a bit for each drive,
>so drives a/b will = 3, and a/b/c will = 7...etc..
>
>Does that help..
>--
>*** Roger W. Sheppard Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * GEnie. R.SHEPPARD5 ***
>*** Kapiti * * At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***
```

Please don't mess around with system variables or BIOS to get information about existing *GEMDOS* devices -- these are different thinks. Use the 32 bit return value from Dsetdrv(), as in:

```
unsigned long drivemap = Dsetdrv (Dgetdrv ());
```

```
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________
```

3226. Re: Warning: Two versions of Zoo 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-12 14:59:58 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Aug12165958@orion.laas.fr>
Source record: 47214
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1991Aug08.001756.21842@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
| here we go again. now zoo is going to be ruined like lharc was. i suggest
| that all those people who care to dabble with zoo 2.1 (and intend to post
| it) get together and organize. there should be one version, not 10.

I agree with Bill. My initial posting stated that the one posted to
the newsgroups worked better than the one on atari.archive. Since it
seems that people might have missed to *better* version (officially
condoned by our dear software moderator) I have placed both source and
binaries on laas.laas.fr [140.93.0.15] in ~ftp/pub/atari.

Enjoy!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wishing it was a Mega STe! :-| Do I *really* want a TT? ;~#

3227. Old Tos On Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-12 15:10:29 UTC
From: malay@sae.com
Message-ID: <1991Aug12.151029.837@sae.com>
Source record: 47215

Is it possible to buy from Atari or a third party vendor TOS 1.0 or any TOS version less than 1.4 on disk. I would like to be able to run some of the real old software on my 1040STe. Is this possible?

Bob Malay

3228. Re: Fix bugs to fix bugs, or to Fix Bugs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-12 20:02:26 UTC
From: wr@bara.uucp
Message-ID: <6371114@bara.uucp>
Source record: 47217

In article <3015@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:

> I'd like to echo Allan's sentiments on this one, too... fixing "bugs"
> for no other reason than to allow buggy programs to run is A Bad Idea.

And not fixing bugs for the same reason isn't t?
--

~~~~~~
\/\/olfram Roesler Augustastr. 44-46 W-5100 Aachen
Voice: +49 (241) 534596 ~~~~~~
~~~~~~

3229. Re: Recongnizing Drives...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-12 20:31:18 UTC
From: wr@bara.uucp
Message-ID: <2432870@bara.uucp>
Source record: 47227

In article <k8Li74w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

> Does anyone know how to test to see whether a drive exists or not?
> [...] the Drvmap routine (Bios 10) to do it, but I can't figure out how to
> test to see if a particular drive exists.

Drvmap is the routine to use. It returns 32 bits, one for each drive. Drive A is bit 0, drive B is bit 1 etc. If a bit is set, the corresponding drive exists.

In C, use the following routine:

```
checkdrv(d)
char d;
{
return Drvmap()&(1L<<(d-'A')) ? 1:0;
}
```

This returns 1 if drive d is present and 0 if it's not. d must be an uppercase letter. So, to check for drive B:, use checkdrv('B').

BCingU
\/\/olfram
--

~~~~~~
\/\/olfram Roesler Augustastr. 44-46 W-5100 Aachen
Voice: +49 (241) 534596 ~~~~~~
~~~~~~

3230. Re: Recongnizing Drives...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-12 20:35:28 UTC
From: wr@bara.uucp
Message-ID: <7084788@bara.uucp>
Source record: 47226

In article <1991Aug11.161351.3199@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:
(Sender was: news@newcastle.ac.uk)

> As to how you would try to detect the physical existance of a second flopy
> I don't know.

I'm afraid you'll have to access a system variable. _nflops at 0x4a6 contains an int with the number of existing floppy drives. Be sure to switch to supervisor mode before accessing.

```
nflops()
{
long ssp=Super(0L);
int r= *(int*)0x4a6;
Super(ssp);
return r;
}
```

does the job.
--

~~~~~~
\/\/olfram Roesler Augustastr. 44-46 W-5100 Aachen
Voice: +49 (241) 534596 ~~~~~~
~~~~~~

3231. acquiring a CDC Wren III

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-12 21:11:56 UTC
From: guus@kouyzer.hobby.nl
Message-ID: <0886268@kouyzer.hobby.nl>
Source record: 47222

I have the chance to buy a CDC Wren III drive rather cheap. My understanding
is, this is a 150 Mbytes SCSI drive, 5.25" full height.
I would like to know wether there are any known problems with this drive
in combination with an Atari 1040ST in general and/or with certain (or all)
SCSI host adaptors.

replies by e-mail, please
--
+---+
| Guus Kouijzer |
| smail: Nienhof 1, 6715 LA Ede, The Netherlands |
| email: guus@kouyzer.hobby.nl |
+---+

3232. Recongnizing Drives: Conclusions!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-13 01:35:17 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <iXgL71w164w@ersys.edmonton.ab.ca>
Source record: 47220

I posted an article recently asking for help with determining whether or not a drive was connected. I received many suggestions, but the clearest and easiest to implement was the following.

[Pascal Code. Variables, Procedure Declarations, and Function Declarations removed.]

```
Known_Drives := Drvmap ;

If Shl ( Known_Drives, x ) <> 0 Then

Begin

WriteLn ( 'Drive "X" Connected!' ) ;

End ;
```

x is an integer between 0 and 15. 0 corresponds to drive A:, 1 corresponds to drive B:, and so on. A Peek to location $4A6 will return the actual NUMBER of drives connected, but not which ones. This value helps determine whether there really is a drive B:, or whether TOS is just simulating it with the "Please insert disk B into Drive A:" messages.

I hope this helps out others who may be interested, since the available documentation is fairly sketchy about this call. Thanks to all of those who helped me out with this problem.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>

<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

3233. Can someone explain Atari fonts to an Amiga/Mac person?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-13 01:57:56 UTC
From: rodent@netcom.COM
Message-ID: <1991Aug13.015756.5540@netcom.COM>
Source record: 47218

What i need to do is create my own 7x11 pixel font and write a program
that will utilize this font either on the screen or preferably in a GEM
window. I have lots of Amiga/Mac experience and this is a simple thing
to do on those OS's... how do i do it on an Atari? This would require
A. a simple font editor
B. C code to open and draw with the font

I have a TT030 with big disk and plenty ram and Lattice C. I am not looking
to do fancy scaled,rotated text, just a simple, small, bitmap font.

Help of any kind is appreciated.

Ben Discoe, radical ecologist, computer scientist.

3234. Re: Old Tos On Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-13 04:55:39 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug13.045539.8151@actrix.gen.nz>
Source record: 47223

In article <1991Aug12.151029.837@sae.com> malay@sae.com (Bob Malay) writes:
> Is it possible to buy from Atari or a third party vendor TOS 1.0 or any
> TOS version less than 1.4 on disk. I would like to be able to run some of
> the real old software on my 1040STe. Is this possible?
>
> Bob Malay

I don't think this will work, things have been moved, and if its for games,
no way at all, games for one reason or another are not normally programed
to be relocatable, they would end up overwriting TOS.

TOS from a disk is loaded in the lower part of memory..
--
*** Roger W. Sheppard Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * GEnie. R.SHEPPARD5 ***
*** Kapiti * * At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3235. Re: Are there any PD resource compilers?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-13 05:53:24 UTC
From: jan@janhh.hanse.de
Message-ID: <1981.08.91@janhh.hanse.de>
Source record: 47221

From article <3008@atari.UUCP>, by kbad@atari.UUCP (Ken Badertscher):
> jan@janhh.hanse.de (Jan Willamowius) writes:
>
> |I've always used the Atari RCS 1.4 [...] I prefer it, inspite of some
> |shortcomings, over Atari's RCS 2.0.
>
> Hmmm, what are the differences? The current RCS version that I use is
> 2.8. I'm curious why you would prefer an outdated (and buggy) version.

I don't know 2.8, but with 2.0 I ran into a few problems I didn't have
in 1.4 (eg. the buffer for images was too small for me (no overflow
checking?) and I patched 1.4 to have virtually unlimited buffer space).

I also didn't like the new interface (maybe just a matter of getting used
to) and never needed extended objects.

Version 1.4 is (almost) free. What about 2.8 ?

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

3236. 1040 STf Floppy failure... Fatal?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-13 08:44:20 UTC
From: laverman@cs.rug.nl
Message-ID: <1991Aug13.084420.1884@cs.rug.nl>
Source record: 47225

Dear All,
It's probably hopeless, but I'ld like to ask y'all anyway. (See how desparate I've become? ;-) :-()

A few months ago I had this weerd problem with my Floppy drive (standard 3.5" 720Kb), where it didn't seem to get anything of my disks. I tried re-inserting the disk, shoving it in under all possible angles and at several different speeds, and at last it worked again. It didn't happen again, so I forgot about it.
This weekend, when I wanted to make a HD backup, and wanted to start by formatting some new disks, it failed again. This time I started listening and looking closer, and I discovered that the motor/floppy actually refuses to rotate. I re-booted with my usual work-disk (My HD is 100% Minix, so when in TOS I'm Floppy only...) which worked fine. Retry formatting.. failure... Other disks from same package: still no go.
Tally so far: All disks from this package (by a company whose name - when uttered vehemently - could be misinterpreted as meaning 'nonsense') are refused. Some seem to rotate, but only very slowly... Other disks at first either rotate or don't. Retrys later on give the same result for the same disk.
Then yesterday 'good' disks started stopping.

Let's say that I'm 'annoyed'. This is a strong understatement, but swearing in public seems unadvisable.
I disassembled the drive as far as I dared (which already included the removal of some green-plastered bolts, but anyway) and I cleaned it. After this some disks started rotating again, but most still stop.

I'm quite at the end of my wits here. The name of this newsgroup seems to indicate that this is the place for technical questions, so how about it?

Anybody got a clue?

P.S. Somebody told me to take a look at e.g. the write-protect detector's parts, as well as other small rings, etc. This was why I opened it up yesterday. Everything seems to be in order.

Bert Laverman

--
#include <std/disclaimer>

Bert Laverman, Dept. of Computing Science, Groningen University
laverman@cs.rug.nl bert@arrakis.nl.mugnet.org

3237. Re: Recongnizing Drives...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-13 08:46:11 UTC
From: fabian@etek.chalmers.se
Message-ID: <1991Aug13.084611.15799@etek.chalmers.se>
Source record: 47224

In article <91224.103823ONM07@DMSWWU1A.BITNET>, ONM07@DMSWWU1A.BITNET writes:
[another earlier message concerning detecting attached drives, deleted here]
|> Please don't mess around with system variables or BIOS to get information
|> about existing *GEMDOS* devices -- these are different thinks. Use the
|> 32 bit return value from Dsetdrv(), as in:
|>
|> unsigned long drivemap = Dsetdrv (Dgetdrv ());

Now, the problem was (correct ME if I'm wrong) that Dsetdrv _always_ claims
that there is a B-drive, whether it is logical or physical. The original
question concerned detecting a *physical* B-drive.

Besides, why not use the system variables ? They are documented, and extracting
interesting information from them should be legal, not so ?

M Fabian, fabian@contrl.chalmers.se | Control Engineering
fabian@etek.chalmers.se | Laboratory, CTH
mf@contrl.chalmers.se | Sweden

"Over and over we die, one after the other." (the Cure)

3238. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-13 17:50:02 UTC
From: bill@mwca.UUCP
Message-ID: <1902@mwca.UUCP>
Source record: 47229

In article <3010@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>tdrga@ccwf.cc.utexas.edu (Todd Drga) writes:

>|Why hasn't someone written a 'universal extractor (tm)' which would
>|extract ARC, Lzh, ZOO, etc. files automagically?

>It's called DCXtract, and it works GREAT! Anyone who hasn't anted up
>to Double Click Software for Paul's great all-in-one archiver, go to
>your dealer & ask for it, or send a check off to Double Click right away.

Double Click's DC Shower will also extract or list most known archive formats,
as well as provide an enhanced text reader, hex dump facility, and picture
viewer. Very reasonably priced, too.

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

3239. Re: recognizing drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-13 21:17:10 UTC
From: harold@alice.hobby.nl
Message-ID: <4072265@alice.hobby.nl>
Source record: 47236

> Does anyone know how to test to see whether a drive exists or not? The

Here is some code I use in my program SYSINFO:
Note that is not completely save since some TOS versions do not clean the
drive map on reset or assume that removable HD's are never empty.

This leads to the following problem if a drive is accessed that is not
available but its bit is on in the drive map the critical error handler is
trickered and a dialog box will appear with a message like
"Drive X: is not responding check and insert a disk"

But that will lead to a completely different story
---------------- cut here -----------

```
#define _NFLOPS (int *)(0x4a6L)
#define _DRVBITS (long *)(0x4c2L)
#define biton(n,m) ((1<<n)&m)

main()
/* this code is never tested in this form, no warranty is given at all */
{
int k,_nflops;
long ssp,_drvbits;
char drives[2*15+1];

ssp = Super(NULL);
_nflops = *_NFLOPS;
/* _nflops will tell you if there is a physical drive B (_nflops == 2) */
_drvbits = *_DRVBITS;
/* you could use _drvbits = (long)Drvmap() */
Super((void *)ssp);

for (k=0; k<16;k++)
{
drives[2*k] = ' ';
drives[2*k+1] = biton(k,_drvbits)?('A'+(char)k):' ';
}
drives[2*15+1] = '\0';
printf("\033E Drive information\n");
printf("Drive map: %s",drives);
printf("floppydisks: %d",_nflops);
}
```

--
Harold van Aalderen

for the time being send replys from outside of hobbynet to: hvaalde@cs.vu.nl
You could try bang path: ...!mcsun!hp4nl!hgatenl!tedux!alice!harold

3240. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-14 02:26:04 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Aug14.022604.15805@menudo.uh.edu>
Source record: 47228

```
In article <1902@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
%In article <3010@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
%>tdrga@ccwf.cc.utexas.edu (Todd Drga) writes:
%
%>|Why hasn't someone written a 'universal extractor (tm)' which would
%>|extract ARC, Lzh, ZOO, etc. files automagically?
%
%>It's called DCXtract, and it works GREAT! Anyone who hasn't anted up
%>to Double Click Software for Paul's great all-in-one archiver, go to
%>your dealer & ask for it, or send a check off to Double Click right away.
%
%Double Click's DC Shower will also extract or list most known archive formats,
%as well as provide an enhanced text reader, hex dump facility, and picture
%viewer. Very reasonably priced, too.
%
%--
% ##############################################################################
% # Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill #
% # Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201 #
% ############### Opinions expressed are my own and usually wrong ##############

Not to mention (ok, so I am mentioning) that it also plays digitized sound
samples (on STe uses DMA or yamaha sound). Only $29.95. Also, it works from
any GEM program, can be called with a command line, used as the replacement
text file viewer in NeoDesk 3.0, or called directly from UIS 3.3 (using its
show feature), as well as completely replacing the GEM desktop show function.

It is not nearly as powerful as DC Xtract Plus, and is only designed to do a
verbose list or extract everything. It is being updated to handle the new
zoo and lzh formats (DC Shower and DCX+). ;-)

Sorry, couldn't resist... Have a nice life.

- mike

--
------------------------------------------------------------------------------
Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274
------------------------------------------------------------------------------
Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others
```

3241. How about the GDOS for outline fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-14 08:21:58 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1991Aug14.082158.5590@donau.et.tudelft.nl>
Source record: 47230

I have read several rumours about a new GDOS from Atari that would
support outline fonts. Does anybody know more about this?
When/if and how will it be released? What are the technical specifications?
Is it true that the outline fonts will be in Adobe type 1 format?

Please respond to the net, I think more people are interested in this.

Kees van Reeuwijk

3242. Re: Recongnizing Drives...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-14 14:12:44 UTC
From: ersmith@ria.ccs.uwo.ca
Message-ID: <4216@julian.uwo.ca>
Source record: 47231

In article <1991Aug13.084611.15799@etek.chalmers.se> fabian@etek.chalmers.se (Fabian) writes:
>In article <91224.103823ONM07@DMSWWU1A.BITNET>, ONM07@DMSWWU1A.BITNET writes:
>[another earlier message concerning detecting attached drives, deleted here]
>|> Please don't mess around with system variables or BIOS to get information
>|> about existing *GEMDOS* devices -- these are different thinks. Use the
>|> 32 bit return value from Dsetdrv(), as in:
>|>
>|> unsigned long drivemap = Dsetdrv (Dgetdrv ());
>
>Now, the problem was (correct ME if I'm wrong) that Dsetdrv _always_ claims
>that there is a B-drive, whether it is logical or physical. The original
>question concerned detecting a *physical* B-drive.

Actually, I think that the question just asked what the "right" way is to find out if a drive exists. I would have to agree that using the return value for the Dsetdrv() call is best; using the BIOS Drvmap() call is second best; and using the system variable of connected drives is the "worst" method (see below). Of course, if you really *have* to know whether or not drive B is a logical or physical drive, then you have to use a system variable; but very very few programs really do need to know this.

>Besides, why not use the system variables ? They are documented, and
>extracting interesting information from them should be legal, not so ?

Legal, but perhaps not wise. The next version of MiNT, for example, will probably provide a way to remap unused drives; drive P: may actually refer to the folder C:\FOO\BAR. This remapping will be done on a per-process basis. Since the BIOS system variable reflects the existence of physical devices for the whole system, drive P: would not be recorded in it. It *would* be marked in the return from Dsetdrv(), though, if the particular process making the Dsetdrv() call has the remapping in effect.

Thus, programs that use the system variable would never allow the user to select drive P: (for example), even though opening a file on "drive" P: would be perfectly legal.

Other multitasking systems may do something similar. And maybe someday there will be a multitasking TOS. I would think that Atari has provided Drvmap() and the return value from Dsetdrv() for a reason; and if there's a system call that returns a value, then that should be used in preference to a system variable (IMHO).

(Besides, using a system call means that you don't have to switch to
supervisor mode to access the system variables!)
--
Eric Smith ersmith@julian.uwo.ca eric.smith@uwo.ca

3243. Re: Why not a universal extractor?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-14 14:25:00 UTC
From: Theo.Runia@f301.n282.z2.fidonet.org
Message-ID: <fido_2_282/301_28a93f37@linn.fidonet.org>
Source record: 47237

In a message of <05 Aug 91 18:27:30>, mspacek@fquest.fidonet.org
(2:320/100.1) writes:

m> On a similar note, has anyone heard of a program called WHATARC?

Yes it is a shell (no GEM) used for extracting en compressing mail packets in
fidonet. Although the extracting part could be used in any environment.

Normally the mail packers would call arc.ttp to archive or unarchive mail
packets. There are however better compressors. The only problem is that you
cannot see what type of archiver is used just by looking at the file name.
This is where Whatarc coms into to place. Instead of arc.ttp Whatarc.ttp is
called. It decides what kind of archive it is and runs the right archiver for
it. The commandline parameters are programmable in the whatarc.ctl as you have
seen) so any archiver can be used.
Currently whatarc is capable of extracting:
ARC
LZH
ZIP
ARJ

It has too look at the file to find out what type it is, it doesn't matter if
a new compression format is used (LH5/LH1 etc.) that is up to
de-archiving program to decide.

For packing whatarc uses a list of which fidonet nodes get what kind of mail:

SEND 282/301 LZH
SEND 282/1 ZIP
etc.

This works only in fidonet because it has to see where the mail packet have to
be send.

But as I said the unarchiving part can be used in ANY environment, so you
don't have to bother when unpacking.

About ARJ, there is currently only an Unarj. ARJ archiving support was built
in for the future.

Gr. *-Theo-*
--- The Atari BBS Connection +31-58-153849 HST/V32
Theo.Runia@f301.n282.z2.fidonet.org
or Theo.Runia@f301.n282.z2.linn.gna.tfd.com

3244. Re: Recongnizing Drives...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-14 15:47:57 UTC
From: bobhays@spss.com
Message-ID: <1991Aug14.154757.26220@spss.com>
Source record: 47232

```
>
>Now, the problem was (correct ME if I'm wrong) that Dsetdrv _always_ claims
>that there is a B-drive, whether it is logical or physical. The original
>question concerned detecting a *physical* B-drive.
>
>Besides, why not use the system variables ? They are documented, and extracting
>interesting information from them should be legal, not so ?
>-------------------------------------------------------------
>M Fabian, fabian@contrl.chalmers.se | Control Engineering
> fabian@etek.chalmers.se | Laboratory, CTH
> mf@contrl.chalmers.se | Sweden
>-------------------------------------------------------------
>"Over and over we die, one after the other." (the Cure)
```

The variables are documented. However, if I remember my internals book correctly, the offsets are not defined, i.e. you would have to build on a new machine (or hook into the system symbol table) to have the correct offsets. Building on a new machine would mean creating a new offset table and then re-compiling/linking, I believe.

The reason BIOS, XBIOS, and GEMDOS are available is to hide the operating system internals. It is always better, in any programming environment (IMHO), to use system call interfaces instead of system variables. It is a matter of where the interface is defined for a software system (generally now adays we place these interfaces in procedures, not in variables).

Note I'm not saying don't do it, just understand the architecture involved and what the whole set of tradeoffs are.

Have fun - Bob Hays

3245. Re: How about the GDOS for outline fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-14 20:50:04 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Aug14.205004.15345@newcastle.ac.uk>
Source record: 47233

In article <1991Aug14.082158.5590@donau.et.tudelft.nl>,
reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:
|>I have read several rumours about a new GDOS from Atari that would
|>support outline fonts. Does anybody know more about this?
|>When/if and how will it be released? What are the technical specifications?
|>Is it true that the outline fonts will be in Adobe type 1 format?
|>
|>Please respond to the net, I think more people are interested in this.
|>
|>Kees van Reeuwijk

There is indeed a new outlie font version of GDOS due out very soon now.
This GDOS is known as FSMGDOS which I think stands for Font Scaling Module
Graphics Device Operating System. The package is in beta test at the
moment and at least one package is due for imminent launch using FSMGDOS.
This package is Word Flair II I believe. Judging by the beta release
FSMGDOS the output quality is very good and facilities exist to make it
backwardly compatable with the old GDOS system. The font system is fully
controlable and provide for full rotation and sheering, My only real
complaint is that the initial drawing of the character is a little slow,
but this is livable with because like calamus FSMGDOS caches characters
that have been produced to speed up subsiquent use of that character.

I do not know what the font format is but I would love to know if anyone
has any ideas.

As for availability, I think it will be provided free with the new Atari
computers that contain Hard Drives and will also be available from some
packages such as Word Flair II. The major advantage of the new FSMGDOS is
it looks like programmers who use the new system will not have to apply
for a licence that used to cost lots for the old GDOS. I hope this will
encorage the distribution and use of FSMGDOS.

Finally I would like to thank the programmers of the new system for a job
well done. I think this is one of the better pieces of software to come
out of Atari in recent years.

Dave Halliday

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

3246. Modulators

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-15 11:31:34 UTC
From: csx28@seq1.keele.ac.uk
Message-ID: <22829.9108151111@uk.ac.keele.seq1>
Source record: 47234

Posting this for a friend - I do not read atari newsgroups so please reply
by e-mail - thanks.

Sorry if this is a frequently asked question...

Is it possible to modify and/or obtain a gadget/widget to enable an STF to be
connected to an ordinary TV set so as to use the Low and Med res modes.
Any info gratefully received.

Ralph.

3247. Why *3* DMA Sound Address Registers ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-15 15:26:16 UTC
From: redmond+@cs.cmu.edu
Message-ID: <1991Aug15.152616.112621@cs.cmu.edu>
Source record: 47235

I'm having trouble getting the DMA sound to work on my STE.

Basicly, the problem lies with the three address registers,
listed in the docs as:

FF8902 R/W Frame base address (high)
FF8904 R/W Frame base address (middle)
FF8906 R/W Frame base address (low)

Suppose my data starts at snd_addr and is snd_len bytes long -
what should I store in these locations ?

By various experimenting, I've got fragments of my sound, white noise,
zip, and occaisionally, but not repeatably, all of my sample!

Any help would be appreciated!

Thanks in advance,

Red/.

3248. Re: acquiring a CDC Wren III

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-16 19:34:48 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <4133.08.91@drdhh.hanse.de>
Source record: 47241

[I also post this to the net becuase I think it's a warning which should
be made public]

In comp.sys.atari.st.tech you write:
>I have the chance to buy a CDC Wren III drive rather cheap. My understanding
>is, this is a 150 Mbytes SCSI drive, 5.25" full height.

Right.

>I would like to know wether there are any known problems with this drive
>in combination with an Atari 1040ST in general and/or with certain (or all)
>SCSI host adaptors.

I have to disappoint you:
I tried a CDC Wren III with an ICD Host Adaptor and got worse results:

It doesn't do interleave 1, interleave 2 is faster, so it's ~450 k/sec/phys.
It produced write-errors with one special bit-combination.

Now I'm running it with an old Atari SH204 Host and it works, but I didn't
manage to get it up to interleave 1.

You should try to get the larger one, is the same but 330 MB and runs
with Interleave 1 (1100 k/sec/phys).

Greetings, Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / D-2000 Hamburg 76

3249. Minix?? Unix on ST??

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-17 15:44:40 UTC
From: unknown@disk.uucp
Message-ID: <1991Aug17.154440.18261@disk.uucp>
Source record: 47238
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone help me out here? I own one of the first 520ST's with TOS in ROM (tos 1.0) and I haven't had access to usenet or any major atari news for a few years.. If my questions take too much bandwidth to answer then please mail me, but I have a feeling that others would also appreciate these answers..
First, What is minix? Is it PD? And I've seen some message that said you could run amiga and atari st binaries? Is that true? And can you run unix? is it included? How compatible are all these things?
Second, what are the absolute best programs (PD and other) that would be good to get? I need to get my ST up to date. I'm considering a 520 to 2.5 meg upgrade, but I'd like to know what's out there..
Third, I've read in magazines that Dave Small had such a problem with people copying a software mac emulator that he made older versions PD.. Is this true? And where can I get PD versions of it?
Fourth, Is there a good PD (and ANSI standard compatable) Personal Pascal editor/~rc}
gIo?'Fompiler? I have Lattice C for the ST, but next year in Highschool I'm taking a class on pascal, and I'd like to be able to continue my work at home.. Thanks!!
Also, anything else that an ST user should know, please tell me! Like, how does one get a TOS upgrade to 1.4 or whatever the highest version is? Is it on disk, or cartridge?

--

Shawn Beltz :) :) :) The opinions expressed in this message are unknown@disk.UUCP the opinions expressed in this message are uunet!ukma!corpane!disk!unknown the opinions expressed in this message....

3250. Bug in TOS1.04/TOS1.06 (GEM)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-17 22:27:57 UTC
From: micro@imada.ou.dk
Message-ID: <1991Aug17.222757.1985@imada.ou.dk>
Source record: 47242

While debugging an autofolder program, the system began to CRASH when the desktop came up. If I have had any dubious ACCs in my system I would have archived (:) them, and thought no more about that. The problem were that the only ACCs I had active were :
JUKEBOX, TREEVIEW, XCONTROL.

These are all well polished programs, that I rank very high. (I wrote one of them, and _use_ the other ;-). And to make things even worth, any combination of two of them gave bombs...
After 30 hours of hacking I came up with a program that could Crash the system.
The problem appears to be that if a program (in the autofolder) writes something in the memory that the desktop later allocates, and there is at least two ACCs, then the DESKTOP bombs EVERYTIME!!

```
----------------------->8--------------------------- PROBLEM...
#include <tos.h>
unsigned short Screens[160000L];

main()
{long l;
Cconws("Press SPACE to write GARBAGE into TPA");
if ((Cconin()&0xff) == ' ')
for (l=0; l<160000L; Screens[l++] = 0xAA55);
}
```

This program fills the lower part of the TPA with 0xAA55's. Try to put this program into an empty autofolder and have some ACC's active. This should bomb the System. Even more interesting is it to have a debugger resident when this happens. BugaBoo says :
"AddressError, from $FDD5E0, writing in $AA55AA55+8"
on my scandinavian TOS1.04.
The routine starts at $FDD5B0, and the interesting part is :

```
$00FDD5B0: LINK.W A6,#$0000
MOVEM.L D7/A3-A5,-(A7)
MOVEA.L $0008(A6),A5
MOVEA.L $000C(A6),A3
SUBA.L $00006FF8,A3
MOVEA.L $000C(A6),A0
MOVEA.L (A0),A4
MOVE.L A3,$0008(A5)
MOVE.L A5,$0004(A3)
; here the fun happens...
MOVE.L A4,$0004(A5)
MOVE.L A4,D0 ; is A4==0L?
```

```
BEQ $00FDD5E0 ; yes, then it's not a pointer
>>> MOVE.L A5,$0008(A4) ; no, then lets write...
LINEF { RTS D7/A3-A5 }
```

The problem is that A4 points to 0xAA55AA55, that's memory - right?

Now try to put this in the autofolder, after the C-program...

```
----------------------->8--------------------------- FIX...
.TEXT
clr.w -(SP)
trap #1 ; Ptrem0
.END
```

If you don't set it to fast-load, it should clear the TPA.
And no bombs...

-Klaus

3251. Personal Pascal VS. Modula - 2

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-17 23:00:29 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <i4iu73w164w@ersys.edmonton.ab.ca>
Source record: 47239

Hello, again.

I've written a program in Personal Pascal that seems to use far too much memory. I've heard that the Personal Pascal compiler is less than efficient, so I was thinking of converting the program to Modula - 2 by TDI. I've never used Modula - 2 for any practical purpose, so I'm not sure how good the compiler is, or even whether or not it is better than the Personal Pascal compiler. I am looking for people's opinions on the matter, since the program is over 7000 lines of source, and converting it to Modula - 2 would be an agravating experience if I didn't get a significant benefit out of it...:) Has anyone used these two compilers? If you have, I would be glad to here from you. I'm not overly anxious to convert it to C, since I know very little of how to use it, which could be unpleasent...:)

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

3252. Re: How about the GDOS for outline fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-18 07:37:57 UTC
From: fh@well.sf.ca.us
Message-ID: <26765@well.sf.ca.us>
Source record: 47240

reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:

>I have read several rumours about a new GDOS from Atari that would
>support outline fonts. Does anybody know more about this?
>When/if and how will it be released? What are the technical specifications?
>Is it true that the outline fonts will be in Adobe type 1 format?

Yes, it does exist and is called FSM-GDOS. Atari announced that they will
release FSM final in the next couple weeks. The betas that we have are great and
very stable. This GDOS is based on the Ultrascript code but contains only
the Font rendering. Also included is a full set of printer-drivers
for 8- and 24- pin printers as well as several laser printers.

The package will come with the complete Lucida type familie, and
two CPX/DA's that let you configure the preloaded fonts and switch printers.

Any GDOS program should work with the new fonts, but needs to be upgraded
to use the special features that FSM offers. The fonts are the
Ultrascript PC fonts, but I have not tried to use any yet.

Registered users of Wordflair will be able to get the complete FSM package
from Goldleaf Publishing for ~ $50. If you need more information
call Robert Engberson at 415/257-3510.

Fabian Hahn
Goldleaf Publishing, Inc.

3253. omnires on ste

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-19 05:49:41 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <91231.014941JOKHC@CUNYVM.BITNET>
Source record: 47244
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

could someone please post or mail me either:
a: the source code needed to use omnires on the ste
b: the uuencoded file created from the above
c: the memory locations that need changing in the sample source
(I'll send you the sample source if you don't have it)
d: the name of a shareware mono emulator that does work on the ste

3254. SCSI <=> SCSI II

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-19 08:20:29 UTC
From: ZZDLG@LIVERPOOL.AC.UK
Message-ID: <91231.092029ZZDLG@LIVERPOOL.AC.UK>
Source record: 47243

Can some one please briefly tell me the differences between SCSI and SCSI II. In particular can old style SCSI drives be used with a vII controller, or visa versa??. Thanks in advance.

3255. Re: Personal Pascal VS. Modula - 2

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-19 09:04:12 UTC
From: jan@janhh.hanse.de
Message-ID: <2036.08.91@janhh.hanse.de>
Source record: 47246

From article <i4iu73w164w@ersys.edmonton.ab.ca>, by mforget@ersys.edmonton.ab.ca (Michel Forget):
> I've written a program in Personal Pascal that seems to use far too much
> memory. I've heard that the Personal Pascal compiler is less than
> efficient, so I was thinking of converting the program to Modula - 2 by
> TDI.

I wouldn't think that Personal Pascal is unefficient. I'm just converting a ~6000 line program from Personal Pascal to Turbo Pascal under MS-DOS (which is said to be fairly efficient). The resulting object code is about the same size (100K) on both compilers. No big difference in execution time.

Don't expect too much of an improvement by converting to Modula-2 or any other high-level language. (especially if you are not too familiar with that language!)

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

3256. Re: Minix?? Unix on ST??

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-19 16:12:43 UTC
From: mathew@mantis.co.uk
Message-ID: <wJPX73w164w@mantis.co.uk>
Source record: 47245
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

unknown@disk.uucp (unknown) writes:
> First, What is minix?

A mini-UNIX for ST, PC, Mac, and Amiga. It's a clone of v7 UNIX, completely re-written from scratch; it's now migrating towards ANSI C and POSIX compatibility. You get a proper multi-user multi-tasking UNIX-compatible operating system with full source code for everything except the C compiler and one of the editors. (You can get the sources for a compiler and for the editor via the net, so that's not too much of a problem.)

> Is it PD?

No, although the license agreement is one of the least restrictive I've ever seen. (Full marks to Prentice-Hall!)

It's about $180. I've just switched from TOS to MINIX and I consider it to be worth every penny... Be warned that it's a hacker's OS; you are expected to know quite a bit about UNIX and feel happy playing with the source code of your OS.

> And I've seen some message that said you could run amiga and atari st
> binaries?

You can run Amiga and Atari ST *MINIX* binaries on either system. You can't run GEM/TOS or AmigaDOS binaries. MINIX is an entirely new OS which completely replaces TOS/AmigaDOS.

> And can you run unix?

It *is* UNIX.

> Third, I've read in magazines that Dave Small had such a problem with
> people copying a software mac emulator that he made older versions PD..
> Is this true?

It's true that people were copying it.

> And where can I get PD versions of it?

I wouldn't bother. You'll need 128K ROMs to run almost any good Mac software these days, and for that you need Spectre.

> Fourth, Is there a good PD (and ANSI standard compatable) Personal
> Pascal

There's a Pascal from HiSoft which claims to be compatible with Turbo 'Pascal'. There are various other Pascals, but I don't know of any standard Pascal for the ST.

> Also, anything else that an ST user should know, please tell me!

Er... that an Amiga is fifty billion times better? <--- joke

> how does one get a TOS upgrade to 1.4 or whatever the highest version is?
> Is it on disk, or cartridge?

It's on ROMs. You have to take your ST to bits with a screwdriver and pliers.

mathew

3257. Re: SCSI <=> SCSI II

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-20 09:14:54 UTC
From: ford@tharr.UUCP
Message-ID: <2554@tharr.UUCP>
Source record: 47252

From all the literature I've read, SCSI (the proposed iso standard version with a funny number) is a sub-set of SCSI II, ie SCSI I devices will work with all SCSI II controllers which can identify SCSI I devices.

SCSI I controllers should be able to control SCSI II devices, but at a reduced performance than the same devices would have on a SCSI II controller.

Note, I use the word SHOULD. As with all standards people just love to add things to make them BETTER. Because of this, some SCSI I devices will not work with SCSI II controllers because the extra features conflict with SCSI II instructions. This also applies in the reverse direction, ie some SCSI I controllers make use of "features", and are therefore incompatable with SCSI II devices.

I'm sorry I can't be more specific, but that's how it is at the moment. The only real way to find out whether a drive will work with a certain controller is to suck it and see.

Steve

--
<-- tharr *free* public access to Usenet in the UK 0234 841503 -->

3258. Uniterm Problems (Revisited)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-20 11:00:34 UTC
From: 72347.2767@CompuServe.COM
Message-ID: <910820110034_72347.2767_EHA28-2@CompuServe.COM>
Source record: 47247

A few weeks ago I sent a series of messages about problems I was having with Simon Poole's Uniterm exiting with BUS errors whenever I was connected to a Vax using EVE or EDT in full-screen mode and I pressed the Return key.

I got numerous replies all basically saying it must be my imagination. Well, through a series of debugging routines and by wrapping Uniterm in a shell, I discovered that the culprit was the fast-load bit. When I got the program in its original package, the fast-load bit was set. Memory was not being cleared. There seems to be a routine in the code that references Malloced memory and assumes that any value other than zero means the memory contains a pointer to a valid address. The code is called only when the history buffer has zero bytes space and the SLE is off. Since turning off the fastload bit and turning on the SLE, the problem has vanished.

I just thought I'd send this note in case anyone using Uniterm has seen these errors and may have the fastload bit set in their version.

Like the respondents to my original message, I like Uniterm--I've seen nothing on the MS-DOS machines that approaches it for ease of use in programs such as ALL-IN-ONE.

Robert Royar

3259. Re: Are there any PD resource compilers?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-20 11:44:44 UTC
From: m88max@bellatrix.tdb.uu.se
Message-ID: <2163@kuling.UUCP>
Source record: 47248

```
> >|I've always used the Atari RCS 1.4 [...] I prefer it, inspite of some
> >|shortcomings, over Atari's RCS 2.0.
> >

Is Atari's RCS really PD?

If it is can anybody tell me where i can get it.

/Max
```

3260. Supra Clock

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-20 12:44:25 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug20.124425.6526@actrix.gen.nz>
Source record: 47249

Supra Clock Problems.

Well I have managed to get the Clock working in my Supra host adapter,
I did ring Supra to find out what IC they had changed to, but all they
would/could tell me was that it was a Dallas chip..

Well I had a look at the Data book of Dallas Clock chips and found
that it could be one of 2 clock ics, DS1285 or DS1287..

Note: The DS1287 has the Battery and Crystal inside, the DS1285 uses a
external Battery and Crystal oscillator.

Both are claimed to be replacments for the MC146818/CDP6818, that is fitted
to the Supra host adapter, but not so much as with the DS1285.

A help to the Net did not get any help at all, I wanted to find out the
Dallas chip No. that Supra was using in the newer Supra Drives/Host Adapters.

Well I contacted the NZ distributors for Dallas, and found that the only
one that they had in stock was the DC1287, at some $32NZ, would cost about
$12 in the USA..

Well I found out you can just remove the MC146818/CDP6818 and plug this
replacment ic, in.

Note: this Dallas clock ic, is a lot thicker than the original ic, but
this does not cause a problem.

Note: pin one is marked with a Dot, and faces away from the drive connector

The DS1287 has a 10 year battery life from the date of use, and with a
accuracy of +- 1 minute per month..

The DS1285 could be a cheaper option, but could not get this chip
that easy to test this theory.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3261. Phone No's

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-20 12:47:06 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug20.124706.7907@actrix.gen.nz>
Source record: 47250

Please can some one Help me with some Phone No's

I am after one for Branch Always Software, (Quick ST)
and also Best Electronics..

Also is there any other Companies that have IC's/Parts for Ataries, ST,
etc.
I did use one some time back for 8 bit parts and they were very good,
but have lost the infomation on them.

No '800 No's Please, they are no good here..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3262. Re: Recongnizing Drives...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-20 13:27:16 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91232.115117ONM07@DMSWWU1A.BITNET>
Source record: 47251

In article <1991Aug13.084611.15799@etek.chalmers.se>, fabian@etek.chalmers.se (Fabian) says:
>
>In article <91224.103823ONM07@DMSWWU1A.BITNET>, ONM07@DMSWWU1A.BITNET writes:
>[another earlier message concerning detecting attached drives, deleted here]
>|> Please don't mess around with system variables or BIOS to get information
>|> about existing *GEMDOS* devices -- these are different thinks. Use the
>|> 32 bit return value from Dsetdrv(), as in:
>|>
>|> unsigned long drivemap = Dsetdrv (Dgetdrv ());
>
>Now, the problem was (correct ME if I'm wrong) that Dsetdrv _always_ claims
>that there is a B-drive, whether it is logical or physical. The original
>question concerned detecting a *physical* B-drive.
>
As far as I remember, this was _NOT_ the original question. But: who cares?

>Besides, why not use the system variables ? They are documented, and
>extracting
>interesting information from them should be legal, not so ?
As far as you have no other removable media like Syquests, Sony MO drives or additional floppies, you are right. _nflops gives only information about low level floppy BIOS things, nothing else.

>---
>M Fabian, fabian@contrl.chalmers.se | Control Engineering
> fabian@etek.chalmers.se | Laboratory, CTH
> mf@contrl.chalmers.se | Sweden
>---
>"Over and over we die, one after the other." (the Cure)

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

3263. ST reset problem - HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-20 14:14:04 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Aug20.141404.27593@magnus.acs.ohio-state.edu>
Source record: 47253
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently made several modifications to my Mega2+2 ST. It was working fine before this...

1) I got the ISAC card and found out that I needed TOS 1.4 (naturally I was not told this before ordering, seeing as TOS 1.2 is the standard chip set I thought it would work, how silly of me to think a product made for Megas would work in one...) Anyway, I installed TOS 1.4, but had to go from the 2 chip set to the 6 chip set since that was all the store had & I'm generally impatient. This includes removing one chip from the motherboard, installing one standard jumper, and moving two jumpers with (I believe) a capacitor on each. This went off without a hitch.

2) Next, I actually installed the ISAC board, It looks great! (in fairness, I should also say that I also had major monitor problems; The monitor I had supported the scan rates I was given for the ISAC board, but it still did not work, I had to get a new one, and also had to get an ST monochrome because there were so many software problems. Then, Monochrome mode on the ISAC kept coming up RED and WHITE instead of B&W, took me about 2 days to manage to fix that). However, I am very impressed with the board, it looks really nice, although it is a little slow in color mode.

3) The other modifications currently in my Mega are:
AdSeed
Overscan

NOW, THE PROBLEM:
The ST starts up and runs fine. Everything works as it should for about 1/2 hour. Then, I start getting more and more frequent crashes. The first sign is when I access a menu bar and the menu stays down & I get bombs. Then it will start to crash so often it is unusable until I shut it off and let it sit for about 1/2 hour and cool off. Then it works fine again. I am guessing that this is heat related since all the symptoms point to this. I did not have this problem with just AdSpeed & Overscan. I am thinking that possibly I got some bad ROM's. I've also heard of problems with some other chips in the Megas. I have eliminated the possibility of it being a software problem, I know it is hardware. If anyone knows:

1) What the problem may actually be (seeing as my diagnosis may be complete crap because I very well may not know what I'm talking about)

2) How to fix whatever this problem may be (any suggestions short of "throw your ST out the window down to the street several stories below and watch it get run over by large moving 4-wheeled-internal-combustion vehicles out of sheer frustration and general disgust", would be greatly appreciated).

3) Assuming that it is a heat problem, does anyone know of a replacement fan with a much higher "flow rate" that would fit in the same place? Anyone else out there ever installed another fan in some other location on their Mega?

Thanks for sitting through this way too long explination of a *hopefully* simple problem,

|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [High Resolution DTP]
|| || || HHHH R R [1996 Summit St. Apt. B]
|| || || H High RRRR [Columbus, Ohio 43201]
||| || ||| R Resolution [voice: (614)-297-7967]
|||| || |||| R R [BUSINESS CALLS ONLY]
- Desktop Publishing

-[For Free ST consulting]- -(Just a little plug for my company)-
-[the Columbus Ohio area]-
-[call Academic Computing]-
-[Services, 9am - 5pm]-
-[Monday - Friday at:]-
-[(614)-292-2919]-

3264. Re: Personal Pascal VS. Modula - 2

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-20 18:14:20 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <LuPZ73w164w@ersys.edmonton.ab.ca>
Source record: 47254

jan@janhh.hanse.de (Jan Willamowius) writes:

> Don't expect too much of an improvement by converting to Modula-2 or any
> other high-level language. (especially if you are not too familiar with
> that language!)
>
> Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
> E-Mail: jan@janhh.hanse.de

Well, Personal Pascal is inefficient. I saw it compared to High Speed
Pascal recently, which produced a faster, smaller program in less time.
Personal Pascal doesn't even try to optimize your code, it seems. I
decided not to convert to Modula-2, though. I'm trying to learn C, and I
may end up converting it to that at some later date. That isn't why I'm
trying to learn C, though. Thanks for your suggestions, though.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

3265. Re: Are there any PD resource compilers?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-20 22:41:38 UTC
From: hofer@urz.unibas.ch
Message-ID: <1991Aug20.234138.1824@urz.unibas.ch>
Source record: 47255

In article <2163@kuling.UUCP>, m88max@bellatrix.tdb.uu.se (Max Brante) writes:
>> >|I've always used the Atari RCS 1.4 [...] I prefer it, inspite of some
>> >|shortcomings, over Atari's RCS 2.0.
>
> Is Atari's RCS really PD?
> If it is can anybody tell me where i can get it.
> /Max

No, it's not PD. Maxon (a PD distributor in Germany) has got a license to sell
RCS 1.4 for 10 DM. So it's only almost PD. But I'd like, that someone at Atari
would correct me and say, that you can get RCS 2.X for free. :-)

Remo Hofer
--
RFC822: <hofer@urz.unibas.ch> or <hofer%urz.unibas.ch@CERNVAX.BITNET>
X.400: S=hofer;OU=urz;O=unibas;P=SWITCH;A=ARCOM;C=CH
HEPNET/SPAN: CHGATE::YOGI::HOFER or 20579::48130::HOFER

3266. PC disk drives in ST ??

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-21 08:12:17 UTC
From: markb@hpwin052.HP.COM
Message-ID: <95640001@hpwin052.HP.COM>
Source record: 47257

I am just getting into the ST in a techie way, so apologies for a relatively simple question which has probably been asked here many times before:

I want to connect up both a 3.5" floppy and a hard disk drive (ESDI) from a PC, but cannot find the pinouts of the drives. I know them for the atari connector, but not for the PC end.

Can anyone let me know.

Thanks in advance.
Mark Bridgett

3267. ST MIDI ports

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-21 08:17:47 UTC
From: cczcole@unicorn.nott.ac.uk
Message-ID: <1991Aug21.081747.4849@cs.nott.ac.uk>
Source record: 47256

Hello,
Last night I was reading an article in the magazine "Sound on Sound"
(otherwise good UK 'hi-tech music' magazine) that was talking about the
use of computers with MIDI equipment. Essentially it was a report on
MACs, but included a throwaway one-liner when comparing STs that read
something like, "Leaving aside the fact that the STs MIDI ports are
wired incorrectly....."
This was news to me, as I'd had no trouble with my small dabblings
in the matter.
So, does anyone know whether there's anything in this statement,
and if so, does one need to rewire the MIDI ports, and again, if so,
what should be done?

Thanks,
Marlon

Marlon Cole
Systems Programmer, Cripps Computing Centre, University of Nottingham,
England. NG7 2RD.

3268. Re: ST MIDI ports

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-21 14:45:36 UTC
From: bobhays@spss.com
Message-ID: <1991Aug21.144536.6373@spss.com>
Source record: 47260

As I remember (and I'm sure someone will flame me if I am wrong:-), MIDI uses pins 2, 3 and 4 for signal and ground. By the spec, pins 1 and 5 should be left alone, unsoldered, unused. In the Atari ST series, however, those pins perform MIDI thru, i.e. the input signal is passed, after opto-isolating, to pins 1 and 5 with ground still placed on the proper pin (sorry, I don't have my favorite reference article on MIDI from a very old Electronic Musician mag here at work so I cannot be specific about the wiring - if you need it, let me know and I can go hunt:-).

If you use cables from, say, Radio Shack (which I do, BTW, so don't think I am in any way slamming RS - the cables work great!), you will find that they are five wire (1-1 ... 5-5) cables and can cause problems with some equipment that is not properly wired.

The advantage in this is that you could easily wire a box that connects to the MIDI out jack on the Atari ST which would give you a MIDI thru capability (however, to be strickly in-spec you would probably want to opto-isolate the signals et al).

Hope that answers the question.

Bob Hays, bobhays@spss.com
The views expressed are strickly my own

3269. Re: Are there any PD resource compilers?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-21 14:49:22 UTC
From: bobhays@spss.com
Message-ID: <1991Aug21.144922.27213@spss.com>
Source record: 47259

Could someone e-mail me where I might get Atari's RCS - I've got the
old Kuma program and it is not acceptable for large work. My address
is bobhays@spss.com.

Thanks in advance!!!

** Bob Hays
** bobhays@spss.com

** Views expressed are strickly my own and not related to my employer
** or anyone else.

3270. Re: Are there any PD resource compilers?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-21 14:51:39 UTC
From: kbad@atari.UUCP
Message-ID: <3026@atari.UUCP>
Source record: 47267

hofer@urz.unibas.ch (Remo Hofer) writes:

|...it's only almost PD. But I'd like, that someone at Atari
|would correct me and say, that you can get RCS 2.X for free. :-)

Sorry to disappoint you. This is one of those developer perks.
As far as I know, RCS 2.x is only available to registered developers.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

3271. C++ and Smalltalk for atari-st

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-21 15:34:46 UTC
From: rnegrete@digi.lonestar.org
Message-ID: <1991Aug21.153446.6498@digi.lonestar.org>
Source record: 47262
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am looking for a C++ or/and smalltalk
compiler for Atari-1040-st
PD will be best but I would like to hear from any
moderately priced compilers.
Are there any C++ front ends that will generate
K & R C ?

Thank in advance for any info you can provide me with.

--
- -

Ricardo Negrete rnegrete@digi.lonestar.org

3272. Re: Are there any PD resource compilers?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-21 15:42:46 UTC
From: jan@janhh.hanse.de
Message-ID: <2056.08.91@janhh.hanse.de>
Source record: 47265

From article <2163@kuling.UUCP>, by m88max@bellatrix.tdb.uu.se (Max Brante):
>
>> >|I've always used the Atari RCS 1.4 [...] I prefer it, inspite of some
>> >|shortcomings, over Atari's RCS 2.0.
>> >
>
> Is Atari's RCS really PD?
>
> If it is can anybody tell me where i can get it.

As the missing part of my posting said: It is _not_ PD, but it's as cheap.

It can be obtained for DM 15,- as "ST Sonderdisk #2 - RCS 1.4" from:
MAXON Computer, Industriestr. 26, D-6236 Eschborn

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

3273. Re: ST MIDI ports

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-21 15:55:31 UTC
From: wilson@MDI.COM
Message-ID: <1991Aug21.155531.1240@MDI.COM>
Source record: 47258

cczcole@unicorn.nott.ac.uk (Marlon Cole) writes:

> Hello,
> Last night I was reading an article in the magazine "Sound on Sound"
> (otherwise good UK 'hi-tech music' magazine) that was talking about the
> use of computers with MIDI equipment. Essentially it was a report on
> MACs, but included a throwaway one-liner when comparing STs that read
> something like, "Leaving aside the fact that the STs MIDI ports are
> wired incorrectly....."
> This was news to me, as I'd had no trouble with my small dabblings
> in the matter.
> So, does anyone know whether there's anything in this statement,
> and if so, does one need to rewire the MIDI ports, and again, if so,
> what should be done?
>
> Thanks,
> Marlon
>
> ---
> Marlon Cole
> Systems Programmer, Cripps Computing Centre, University of Nottingham,
> England. NG7 2RD.
> ---

They are probably referring to the fact that the MIDI through is brought
out on otherwise unused pins on the MIDI out connector rather than to
a separate connector. This is a minor "hair splitting" point anyway as
anybody doing any serious MIDI work would probably use some sort
of MIDI distribution box rather than MIDI throughs.

Paul Wilson (INTERNET: wilson@mdivax1.mdi.com UUCP: ...!van-bc!mdivax1!wilson)

3274. Re: ST MIDI ports

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-21 16:22:03 UTC
From: marc@sequoia.cray.com
Message-ID: <1991Aug21.112203.3912@hemlock.cray.com>
Source record: 47261

In article <1991Aug21.081747.4849@cs.nott.ac.uk>, cczcole@unicorn.nott.ac.uk (Marlon Cole) writes:
> Hello,
> Last night I was reading an article in the magazine "Sound on Sound"
> (otherwise good UK 'hi-tech music' magazine) that was talking about the
> use of computers with MIDI equipment. Essentially it was a report on
> MACs, but included a throwaway one-liner when comparing STs that read
> something like, "Leaving aside the fact that the STs MIDI ports are
> wired incorrectly....."
> This was news to me, as I'd had no trouble with my small dabblings
> in the matter.
> So, does anyone know whether there's anything in this statement,
> and if so, does one need to rewire the MIDI ports, and again, if so,
> what should be done?
>
> Thanks,
> Marlon
>
> ---
> Marlon Cole
> Systems Programmer, Cripps Computing Centre, University of Nottingham,
> England. NG7 2RD.
> ---

The ST's MIDI ports are not so much wired `wrong' as `peculiar'. And it's only the MIDI OUT one that's at all strange. Basically, those lovely people at Atari saved a few bob by incorporating MIDI THRU into the MIDI OUT socket. Now, where a normal MIDI OUT socket has connections to pins 4 and 5, there's also a THRU signal on pins 1 and 3. This doen't cause any problems whatsoever, since nothing at the other end should be listening on these pins. So, you can build a simple adpator which brings the signals on pins 1 and 3 out to your very own MIDI THRU socket. What's `wrong' about that? Like I said, just peculiar. But then that's why we all love Atari Corp... ;-)

[M][a][r][c]

###
marc@sequoia.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!ukc!crayuk!M.Bouron (UUCP) #
###

3275. Need a fast routine that does redraws in Pascal

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-21 19:47:38 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1991Aug21.194738.20096@menudo.uh.edu>
Source record: 47263

Basically I am looking for a procedure/routine that will save a section of the screen so I can call it just BEFORE I open a dialog box, then I would paste it back after the dialog closes. Now, I do know about SAVE_SCRN() and RESTR_SCRN() but I do not NEED to save the entire screen. Actually, I am getting tight on memory, as this program has to run on all machines, from a lonely 520 with 512K to 4M+.... so I have to make sure I don't waste needed memory... and saving 32K of screen data to a buffer is a big waste to me.

Thanks...

--
* Paul Sears * Technology *** |"The greater an individual's power
* The University of Houston *** | over others, the greater the evil that
* RCTE2P@Jetson.uh.edu * * * | might possibly originate with him."
* RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

3276. Re: acquiring a CDC Wren III

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-21 21:32:43 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Aug21173243@acae127.cadence.com>
Source record: 47264

In article <4133.08.91@drdhh.hanse.de> bjoern@drdhh.hanse.de (Bjoern Kriews) writes:
> It doesn't do interleave 1, interleave 2 is faster, so it's ~450 k/sec/phys.
> It produced write-errors with one special bit-combination.
>
> Now I'm running it with an old Atari SH204 Host and it works, but I didn't
> manage to get it up to interleave 1.
>
WARNING!! it is probably still producing the write-errors, but
the asci <--> scsi adaptor on old atari sh204 had the bad habit of not
reporting back status of scsi operations. there is a replacement rom
available from berkeley microsystems for the sh204 adaptors, to
correct this problem. in the mean while i would belive what your icd
adaptor is saying to you.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

3277. PAM Software (MultiGEM) and also GEMINI 1.2

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-22 04:25:12 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <167208@unix.cis.pitt.edu>
Source record: 47266

Two quick inquiries (sorry to waste news space):

If anyone from PAM Software (the German company that makes MultiGEM) reads this newsgroup, could you please leave me e-mail? I don't speak German, so an English reply if possible...

Also, to the creators of GEMINI 1.2 (or anyone really), what is the suggested Shareware donation for Gemini? I looked through the various DOCs, but could not find a mention. Whatever the donationis, what would it be in American dollars? (I don't know the exchange rate of DM, etc)...

Robert Anisko
rjast1@unix.cis.pitt.edu

3278. Re: Are there any PD resource compilers?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-22 05:09:14 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug22.050914.4337@actrix.gen.nz>
Source record: 47268

In article <1991Aug21.144922.27213@spss.com> bobhays@spss.com (Bob Hays) writes:
> Could someone e-mail me where I might get Atari's RCS - I've got the
> old Kuma program and it is not acceptable for large work. My address
> is bobhays@spss.com.
>
> Thanks in advance!!!
>
> ** Bob Hays
> ** bobhays@spss.com
>
> ** Views expressed are strickly my own and not related to my employer
> ** or anyone else.

From what I have read and seen the Kuma would be one of the Best,
Far, Far better that the Atari RSC 2.8 that I have seen,
the Kuma RSC was bundled with Mark Williams if I remember,
also anothere RSC is HiSoft WERCS

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3279. Re: ST MIDI ports

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-22 05:58:50 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1991Aug22.055850.4034@sactoh0.sac.ca.us>
Source record: 47270

By the way, it is called "thru", not "through". Just a small correction on MIDI terms.

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

3280. ARJ Extractor

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-22 07:42:55 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <9HR372w164w@sys6626.bison.mb.ca>
Source record: 47269

Does anyone know of a PC or preferably ST program which extracts ARJ
files?

--- (Bryan Kelln) a user of sys6626, running waffle 1.64
E-mail: winnipg@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

3281. file selector, screen redraw

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-22 12:29:38 UTC
From: wagg@zellweger.ch
Message-ID: <1991Aug22.122938.440@zellweger.ch>
Source record: 47271

I have a problem using the file selector. How can I get the
coordinates of the screen area overwriten by the file selector.
I do not like to hardwire the coordinates in my code (problems
with different monitors) I want to save _only_ this area and restore
it without using the screen redraw mechanism of GEM (i.e. sending a
redraw message).

Georg

3282. Re: Are there any PD resource compilers?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-22 16:27:52 UTC
From: steve@thelake.mn.org
Message-ID: <A1534727958@thelake.mn.org>
Source record: 47273

[In article <1991Aug22.050914.4337@actrix.gen.nz>,
Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes ...]

> From what I have read and seen the Kuma would be one of the Best,
> Far, Far better that the Atari RSC 2.8 that I have seen,
> the Kuma RSC was bundled with Mark Williams if I remember,
> also anothere RSC is HiSoft WERCS

The resource.prg that was bundled with MWC 3.0 doesn't bear any Kuma copyright notices, but if you load the RESOURCE.RSC file and look at the ``About...'' dialog box, you can see something interesting by activating the background near the copyright notice and selecting ``Unhide.'' Try it sometime.

I have the old Digital Research RCS 1.4 that has been recommended here, and it's not merely limited; it's badly broken. The vertical dimensions of objects are all screwed up. I wasted about $20 on Eurocheque fees -- more than the price of the program -- buying it from a German magazine publisher. Don't do it.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

3283. Re: file selector, screen redraw

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-22 16:35:22 UTC
From: steve@thelake.mn.org
Message-ID: <A1550522134@thelake.mn.org>
Source record: 47274

[In article <1991Aug22.122938.440@zellweger.ch>,
wagg@zellweger.ch (Georg Wagner) writes ...]

> I have a problem using the file selector. How can I get the
> coordinates of the screen area overwriten by the file selector.
> I do not like to hardwire the coordinates in my code (problems
> with different monitors) I want to save _only_ this area and restore
> it without using the screen redraw mechanism of GEM (i.e. sending a
> redraw message).

What if the user has an alternative file selector installed, such as
UIS or LGFS? Or if the program is emulating the TOS 1.4 fsel_exinput
function on an older machine through the GEMFAST library? You can't
know that in advance, but the redraw message mechanism will give you
the proper size. If you don't want to use it (say, for example,
you're writing a command shell that has a file selector feature), you
can always save the whole screen and restore it.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

3284. Re: PAM Software (MultiGEM) and also GEMINI 1.2

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-22 18:57:20 UTC
From: S_DINGLER@iravcl.ira.uka.de
Message-ID: <kb828gINN7sm@iraun1.ira.uka.de>
Source record: 47272

```
> Also, to the creators of GEMINI 1.2 (or anyone really), what is
> the suggested Shareware donation for Gemini? I looked through
> the various DOCs, but could not find a mention. Whatever the
> donationis, what would it be in American dollars? (I don't know
> the exchange rate of DM, etc)...
It is 50.00 DM (1.78 DM is 1.00$)

f.

--[cut here]-----------------+------------------------------
Florian Dingler |
Litzenhardtstrasse 22 | eMail:
W-7500 KARLSRUHE 1 | S_DINGLER@irav1.ira.uka.de
Tel.:(+49) 721-861216 | UKDP@dkauni2.de
```

3285. Re: PAM Software (MultiGEM) and also GEMINI 1.2

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-22 23:14:40 UTC
From: steve@thelake.mn.org
Message-ID: <A2446595862@thelake.mn.org>
Source record: 47276

[In article <kb828gINN7sm@iraun1.ira.uka.de>,
S_DINGLER@iravcl.ira.uka.de (|S| Florian Dingler) writes ...]

>> Also, to the creators of GEMINI 1.2 (or anyone really), what is
>> the suggested Shareware donation for Gemini? I looked through
>> the various DOCs, but could not find a mention. Whatever the
>> donationis, what would it be in American dollars? (I don't know
>> the exchange rate of DM, etc)...
> It is 50.00 DM (1.78 DM is 1.00$)

Current exchange rates are published daily in the financial section of most major U.S. newspapers. What's harder to figure out is *how* to send the money -- can you, in Germany, deposit a draft drawn on a U.S. bank, S&L or credit union in U.S. dollars? I've been meaning to send a payment to the Gemini crew, but the physical arrangements cause me to keep putting it off. (I probably should just tuck cash into a double-thickness envelope and trust the mails.)

While I'm asking Gemini-related questions ... is there any way to make Gemini NOT switch directories when running a GEM program? I'm not real happy about finding myself transported to c:\bin\ against my will.

(It's not necessary to switch to the directory where the application's resource is located -- you can put all your resources in one folder, set the PATH variable properly, and never have to see them again.)

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

3286. Re: PAM Software (MultiGEM) and also GEMINI 1.2

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-23 02:26:05 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <167701@unix.cis.pitt.edu>
Source record: 47275

>Current exchange rates are published daily in the financial section of
>most major U.S. newspapers. What's harder to figure out is *how* to send
>the money -- can you, in Germany, deposit a draft drawn on a U.S. bank,
>S&L or credit union in U.S. dollars? I've been meaning to send a payment
>to the Gemini crew, but the physical arrangements cause me to keep putting
>it off. (I probably should just tuck cash into a double-thickness envelope
>and trust the mails.)

I was basically planning on sending a Cashier's check from my bank -
I figure that should be a reasonable way to do it (it would clear
a whole lot faster than a personal check, and be safer than cash).
Anyone else have any possible options?

Robert Anisko
rjast1@unix.cis.pitt.edu

3287. Re: PAM Software (MultiGEM) and also GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-23 05:12:02 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <A0ballc2@pfunk.hanse.de>
Source record: 47285

In <167208@unix.cis.pitt.edu>, Robert J Anisko writes:
>
> If anyone from PAM Software (the German company that makes MultiGEM)
>reads this newsgroup, could you please leave me e-mail? I don't
>speak German, so an English reply if possible...
>
PAM Software has developed MutiGEM, but is not distributing it. If
you have any problem with MultiGEM, you have to write to Maxon.
I don't think, that anyone of PAM is reading this group, because
in Germany it's still hard to get into usenet as a private person.

> Also, to the creators of GEMINI 1.2 (or anyone really), what is
>the suggested Shareware donation for Gemini? I looked through

The fee for GEMINI is DM 50.-, that would be about US$ 30.

Michael

--
/------------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\------------------------------------/

3288. Re: file selector, screen redraw

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-23 10:38:18 UTC
From: pseemann@iiic.ethz.ch
Message-ID: <1991Aug23.103818.3927@neptune.inf.ethz.ch>
Source record: 47277

In article <A1550522134@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <1991Aug22.122938.440@zellweger.ch>,
> wagg@zellweger.ch (Georg Wagner) writes ...]
> > with different monitors) I want to save _only_ this area and restore
> > it without using the screen redraw mechanism of GEM (i.e. sending a
> > redraw message).
>you can always save the whole screen and restore it.

But don't forget to check the screen size first and save the screen using
VDI calls. There are resolutions/graphic modes with screen memory sizes
different from 32000 bytes.

--
gruss, Patrick
--
"The universe is full of magical things, patiently waiting for our wits to grow
sharper." -- Eden Phillpots

3289. Re: Bug in TOS1.04/TOS1.06 (GEM)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-23 12:02:54 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <4200.08.91@drdhh.hanse.de>
Source record: 47149

micro@imada.ou.dk (Klaus Pedersen) writes:
>The problem appears to be that if a program (in the autofolder) writes
>something in the memory that the desktop later allocates, and there is at
>least two ACCs, then the DESKTOP bombs EVERYTIME!!

Wilfried Behne, one of the authors of the NVDI screen speeder,
just explained the problem in a german newsgroup:

The first PHYSICAL ACC should have the fastload-bit cleared, should have
the effect as your little auto-tool.

Greetings, Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / D-2000 Hamburg 76

3290. Re: PAM Software (MultiGEM) and also GEMINI 1.2

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-23 12:49:21 UTC
From: me@dude.pcs.com
Message-ID: <me.682951761@dude>
Source record: 47278

In <A2446595862@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:

>S&L or credit union in U.S. dollars? I've been meaning to send a payment
>to the Gemini crew, but the physical arrangements cause me to keep putting
>it off. (I probably should just tuck cash into a double-thickness envelope
>and trust the mails.)

I'd just put the money into an envelope (if it's not too much) and send it
via air-mail. I've done it the other way around (Germany -> US) a number
of times, and never lost the money.
Cashing foreign checks is generally quite expensive (up to 15 dollars),
changing bank notes is much cheaper.
Just don't write "Carefull, money included" on the envelope ;-)

Michael
--
Michael Elbel | Wollen haetten wir schon moegen
PCS GmbH, Muenchen, Germany | aber duerfen haben wir uns nicht getraut.
me@dude.pcs.com | - Karl Valentin

3291. 2.5 Meg upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-23 17:07:06 UTC
From: yonder@netcom.COM
Message-ID: <1991Aug23.170706.4088@netcom.COM>
Source record: 47279

Hey, I had the brilliant idea that I could do my own memory upgrade, it seemed simple enough. I have some docs, and little fear of soldering irong... Obviously, it ain't working...yet. Here's what I did: Got a coupla one meg simms. Cut out my upper bank of 256K IC's on my 1040STf with the two rows of chips under the keyboard. Ok, I had at this point finished my memory degrade.. I was (and am) a 520.. Ok, now I hooked up my SIMMS to the address and data bus and RAS and CAS and ran the extra A9 from the MMU (thru a 33 ohm resistor). Well I got all this from a doc I had where I guy did the same thing with a coupla SIPs. Anyways, it aint working, now MAYBE I got something wired wrong, but I don't think so. (I know how to interface memory -- just not with Atari's MMU!). Anyways, The way I figure I am now is lower bank 512K and upper bank 2M. Is this cool (I have TOS 1.0). I have a program called BANK*.TOS (something with BANK in the title). This program prints out a list of the valid configs and the current config of the machine. Now it says my machine is config 4, which isn't on the list. The 512,2M config has "usually reserved" next to it! What does this mean? The SIP doc didn't say anything about it, but I have since gotten another doc where the guy uses SIMMS, and replaces the upper bank (just like me), but then he swaps CAS and RAS, do I NEED to do this? Why didn't here just replace the lower bank? Anyways, I understand about CAS and RAS and all that, I just don't understand which setup is excecptable: 512,2M or 2M,512 or maybe both or OK.. Somebody PLEASE help..... thanks...

--
Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

3292. Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-23 19:14:08 UTC
From: COLLORA@LMUACAD.BITNET
Message-ID: <91235.121409COLLORA@LMUACAD.BITNET>
Source record: 47284
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

Hello Out there in Cyberspace...

I am currently looking into converting an ATARI ST into a Macinotsh. I already have a set of MAC ROMS (64K ROMS, 128K ROMS) that I would need to plug into the atari. My question is, where can I get the blank ROM cards that go into the side the ST, and also, is there anything else special involved? I have the MAC OS already, and I already have a monitor. So that's no problem. All replies are greatly appreciated...

Thank You for your time,

Salvatore Collora
COLLORA@LMUACAD.BITNET

3293. Re: SCSI <=> SCSI II

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-23 20:09:14 UTC
From: jmack@b11.ingr.com
Message-ID: <1991Aug23.200914.17356@b11.ingr.com>
Source record: 47281

In article <91231.092029ZZDLG@LIVERPOOL.AC.UK>, ZZDLG@LIVERPOOL.AC.UK writes:
> Can some one please briefly tell me the differences between SCSI and
> SCSI II. In particular can old style SCSI drives be used with a vII
> controller, or visa versa??. Thanks in advance.

You should be able to run your SCSI I drive with a SCSI II controller.
The difference is that SCSI II allows for faster data rates (10MB/sec),
an extended command structure, and a 16 or 32 bit data path. The so-called
SCSI II controllers that are available now only provide for faster data rates,
and since each device 'negotiates' it's own speed on the bus, your SCSI I
disk will work.

3294. Laser C / MONST 2 debugging

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-23 21:17:13 UTC
From: cmedley@wam.umd.edu
Message-ID: <1991Aug23.211713.4163@wam.umd.edu>
Source record: 47280

I have Laser C v2.1, and I am using DevPac ST 2.08 to write a new version of the INIT.O code that is supplied with Laser C. I'm having no problem with my variables being used properly in both the C code and the assembler code, but when I compile it (with the option to create a GEM symbol table) and look at it with MONST2, the symbols for the variables are in totally different locations from where the actual variables are to the program. i.e., I have a variable called _app, and it is used properly by both the C and Assembler code, but in memory, when looking at it in MONST2 it appears to be way outside the program, beyond even the BSS segment, in a "free" area.

Has anyone else out there had experience with this kind of situation with MONST2? Is there some "fix" for this? (I'm beginning to think I've done something wrong, but I've tried writing the assembler code under Laser C and the same thing happens when I debug with MONST2)

3295. GEM-based ZOO shell, beta

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-24 04:07:08 UTC
From: steve@thelake.mn.org
Message-ID: <A3101955863@thelake.mn.org>
Source record: 47282

I've written a GEM-based user interface for ZOO that I'm willing to mail out to a limited number of volunteers for evaluation and recommendations. I don't have all the features that I want working just yet, but it's complete enough to be useful as well as provide an idea of the direction in which I'm going.

The program uses menu entries and the file selector to determine what you want, then builds a command line and executes ZOO.TTP.

I put it together after reading some gripes on GEnie from folks who either couldn't figure out how to use ZOO or couldn't run it from the Desktop because old TOS upcases all .TTP arguments.

After I'm reasonably satisfied with the program and have the source code polished up, I'll release both sources and binaries in the appropriate newsgroups.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

3296. Re: 2.5 Meg upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-24 09:28:55 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug24.092855.21878@actrix.gen.nz>
Source record: 47283

In article <1991Aug23.170706.4088@netcom.COM> yonder@netcom.COM (Christopher Russell) writes:
> Hey, I had the brilliant idea that I could do my own memory upgrade,
> it seemed simple enough. I have some docs, and little fear of
> soldering irong... Obviously, it ain't working...yet. Here's what I
> did: Got a coupla one meg simms. Cut out my upper bank of 256K IC's

> Anyways, I understand about CAS and RAS and all that, I just don't
> understand which setup is excecptable: 512,2M or 2M,512 or maybe both
> or OK.. Somebody PLEASE help..... thanks...

> Christopher L. Russell (yonderboy) Phone: (408)378-9078 Campbell,CA
> yonder@netcom.COM or clr40@amail.amdahl.com or chrisr@leland.stanford.edu

I have seen 2 articles on this and one changes the RAS/CAS of the last bank to the first, there was a physical reason, as it was easyer to place the Simms in the place of the second bank, rams where under the keyboard.

The other article used the second bank for the Sipps

What I did in my machine was to use Simm sockets and a small piece of Vero Board, this is mounted inbetween the drive and PSU.

The board has 4 sockets so that I can go to 4 megs if needed, but only the wires for the first bank are in, but that only meens 3 wires for the other bank.

I did use ribbon cable from the simm board to the main PCB, wires where kept as short as possible but would be some 6" long at least.

The power lines to the simm board are very thick,? (I don't l know the guage but they where the wires from a PC power Supply to the Drives) with 2 for + 5 volts and some 4 for the 0 volts, 2 of these are 4mm braid going to the cover screws of the disk drive..

So far no problems..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3297. Re: C++ and Smalltalk for atari-st

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-24 19:26:08 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Aug24152608@acae127.cadence.com>
Source record: 47286
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug21.153446.6498@digi.lonestar.org> rnegrete@digi.lonestar.org (Ricardo Negrete) writes:

> I am looking for a C++ or/and smalltalk
> compiler for Atari-1040-st
david boyce (uunet!sifvs3.SINet.SLB.COM!boyce) and myself
recently did a port of g++ version 1.39.1. it should be available on
atari.archive. it works in conjunction with gcc-1.40 its libs and
utilities, and share everything it can with gcc-1.40. it does not
depend on UNIXMODE being available. (btw: the linker was fixed to
handle set vectors correctly, instead of using weird hacks to handle
constructors etc).

Gnu smalltalk v1.1 has been ported to the ST too. It does
not include any of the traditional graphic environment of SmallTalk.

The above should both be available on atari.archive.umich.edu

commercially: ParcPlace SmallTalk-80 (i have version 2.3, but
understand that later versions are available too) is also available
from Georg Heeg. This is the real thing.

All of the above need a decently configured ST, with 4M memory needed
for any serious work.

cheers,
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

3298. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-25 13:52:43 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug25.135243.11518@actrix.gen.nz>
Source record: 47288
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:
> Hello Out there in Cyberspace...
>
> I am currently looking into converting an ATARI ST into a Macinotsh. I
> already have a set of MAC ROMS (64K ROMS, 128K ROMS) that I would need
> to plug into the atari. My question is, where can I get the blank ROM
> cards that go into the side the ST, and also, is there anything else
> special involved? I have the MAC OS already, and I already have a
> monitor. So that's no problem. All replies are greatly appreciated...
>
> Thank You for your time,
>
> Salvatore Collora
> COLLORA@LMUACAD.BITNET

This is Blatant Piracy and you should be Removed From the Net..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3299. 68K Instruction Cycles

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-25 14:37:24 UTC
From: qralph@dna.lth.se
Message-ID: <1991Aug25.143724.2018@lth.se>
Source record: 47287

According to my measurements the instruction Move.B (d8,An,Xn) executes
in 16 cycles on the ST, instead of 14 as stated by Motorola.
I guess that this is caused by the video circuits in the ST.
Is this a good guess?

--
|--|
| Want to talk to me? Try: (in that order) |
| qralph@dna.lth.se ralph@quark.lu.se QRALPH@SELDC52 |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Slaattervaegen 2B |
| S-222 38 LUND, Sweden |
| Disclaimer: If it works, it's out of date. |
|____|

3300. Re: 68K Instruction Cycles

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-25 16:24:14 UTC
From: arditi@taloa.unice.fr
Message-ID: <332@taloa.unice.fr>
Source record: 47289

In article <1991Aug25.143724.2018@lth.se> qralph@dna.lth.se (Ralph Haglund) writes:
>According to my measurements the instruction Move.B (d8,An,Xn) executes
>in 16 cycles on the ST, instead of 14 as stated by Motorola.
>I guess that this is caused by the video circuits in the ST.
>Is this a good guess?

On the ST all instructions are executed in 4*k cycles where k is an
integer. So your instruction doesn't take 14 but 16 cycles (I would
have prefered 12 !-)).

--
##
Laurent Arditi (arditi@taloa.unice.fr) - Universite de Nice Sophia-Antipolis
##
" Vanilla is smooth. Chocolate is kickin'. Strawberry is sweet ...
I love the Chilis freaky, uplift, Mother's Milk. Faith No More Mike Patton's
voice is smooth as silk. Mettalica's music makes me want to rage. Sting's
lyrics have something to say. Jimi Hendrix plays guitar like no one else...
So don't be an ignorant fool. There's so much for you to choose.
Don't just be a Metal dude. It's cool. " (Phil - Sacred Reich)

3301. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-25 17:16:36 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1991Aug25.171636.2275@noose.ecn.purdue.edu>
Source record: 47290
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug25.135243.11518@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:
> > Hello Out there in Cyberspace...
> >
> > I am currently looking into converting an ATARI ST into a Macinotsh. I
> > already have a set of MAC ROMS (64K ROMS, 128K ROMS) that I would need
> > to plug into the atari. My question is, where can I get the blank ROM
> > cards that go into the side the ST, and also, is there anything else
> > special involved? I have the MAC OS already, and I already have a
> > monitor. So that's no problem. All replies are greatly appreciated...
> >
> > Thank You for your time,
> >
> > Salvatore Collora
> > COLLORA@LMUACAD.BITNET
>
>
> This is Blatant Piracy and you should be Removed From the Net..
>
> --
> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> *** Kapiti At least I don't Flicker, ***
> *** New Zealand.. * not like a dying light globe ***

Huh? What in the original poster's message makes you think that there is any piracy going on? Is it not possible that these are perfectly legal Apple ROMs (such as those used in Spectres)? And as far as finder goes, am I mistaken in believing that Apple allows it to be freely copied? Maybe I'm missing something here, but if not, you are reckless and should not be so quick to make accusations of felonius behaviour.

Regarding the origiginal poster's request for info about a "blank rom card:" Yes, there is a 128K block in the ST's address space which is mapped to the cartridge port, but plopping the Mac ROMs into it certainly isn't going to turn your ST into a Mac. Perhaps you are referring to Gadgets By Small's Spectre GCR which plugs into the ROM port and does turn an ST into a MAC. This is available for a few (couple?) hundred dollars.

Jim
--
__ __ | |

\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

3302. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-25 20:15:06 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1991Aug25.201506.14632@umbc3.umbc.edu>
Source record: 47141
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug25.135243.11518@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:
>> Hello Out there in Cyberspace...

>> I am currently looking into converting an ATARI ST into a Macinotsh. I
>> already have a set of MAC ROMS (64K ROMS, 128K ROMS) that I would need
>> to plug into the atari. My question is, where can I get the blank ROM
>> cards that go into the side the ST, and also, is there anything else
>> special involved? I have the MAC OS already, and I already have a
>> monitor. So that's no problem. All replies are greatly appreciated...

>> Thank You for your time,

>> Salvatore Collora
>> COLLORA@LMUACAD.BITNET

>This is Blatant Piracy and you should be Removed From the Net..

This is Blatant Stupidity and you should be Removed From the Net..

What makes you think that he is copying anything??? He just said that he wanted an empty ROM cartridge for the ST to hold the (supposedly) legal ROMS that he already has. Granted, Apple does not like this, but they have no legal recourse since the only copyrighted material is the ROMS and the OS software, which he has legit versions of.

He might have a problem with his approach though. It took Dave Small of Gadgets by Small a few years to get the 64K ROM version of his package to work with any reasonable success. His new package that handles 128K ROMS really sparkles and can be had for around $250 (US). For that price, I'd skip the hacking...

>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

3303. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-26 03:43:59 UTC
From: rjast1@unix.cis.pitt.edu
Message-ID: <168437@unix.cis.pitt.edu>
Source record: 47142
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug25.135243.11518@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:
>> Hello Out there in Cyberspace...
>>
>> I am currently looking into converting an ATARI ST into a Macinotsh. I
>> already have a set of MAC ROMS (64K ROMS, 128K ROMS) that I would need
>> to plug into the atari. My question is, where can I get the blank ROM
>> cards that go into the side the ST, and also, is there anything else
>> special involved? I have the MAC OS already, and I already have a
>> monitor. So that's no problem. All replies are greatly appreciated...
>>
>> Thank You for your time,
>>
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>> COLLORA@LMUACAD.BITNET
>
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>This is Blatant Piracy and you should be Removed From the Net..
>
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

Before a big controversy brews again over this net, allow me
to put a little input into it (ensuring a controversy, eh? :-)
Onreading his message, I don't think he is attempting to pirate
at all. I think what he means by "blank ROM card" is the actual
SPECTRE cartridge,as he ALREADY has the MAC ROMS.

Of course, this is just from my reading of the message; and
obviously there are at least 2 readings of the message, so maybe
he should clarify himself.

Anyways, if his meaning is meant by my interpretation, then I'll
give him an answer. What he needs is a SPECTRE GCR cartridge
which is made by "Gadgets by Small." He can purchase one from
a number of mail-order places. He could then just take his
MAC ROMS, pop them into the cartridge, plug it in, load up the
included software, and away he goes...

I just jumped in because if he did not intend to pirate, then why scare away another user? Oh well, how do I get into these things anyways? :-)

Robert Anisko
rjast1@unix.cis.pitt.edu

3304. Re: PAM Software (MultiGEM) and also GEMINI 1.2

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-26 11:33:48 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91238.125534ONM07@DMSWWU1A.BITNET>
Source record: 47143

In article <A2446595862@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) says:
>Current exchange rates are published daily in the financial section of
>most major U.S. newspapers. What's harder to figure out is *how* to send
>the money -- can you, in Germany, deposit a draft drawn on a U.S. bank,
>S&L or credit union in U.S. dollars? I've been meaning to send a payment
>to the Gemini crew, but the physical arrangements cause me to keep putting
>it off. (I probably should just tuck cash into a double-thickness envelope
>and trust the mails.)
>
Yes, this IS the best way.

>While I'm asking Gemini-related questions ... is there any way to make
>Gemini NOT switch directories when running a GEM program? I'm not real
>happy about finding myself transported to c:\bin\ against my will.

Most GEM programs need this (to be able to find thier RSC files). You
can switch this off with an environment variable. Example: program STEVE.APP
doesn't need this directory changing:

setenv STEVE_APP=D:N

>(It's not necessary to switch to the directory where the application's
>resource is located -- you can put all your resources in one folder, set
>the PATH variable properly, and never have to see them again.)
>
>----
You're right, but I keep forgetting to copy the RSC files if they are in
another directory. This is why the behaviour in Gemini can be selected.

> Steve Yelvington, Marine on St. Croix, Minnesota (USA)
> steve@thelake.mn.org
> Member, Burned Out Newspapercreatures Guild
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

3305. Re: PAM Software (MultiGEM) and also GEMINI 1.2

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-26 11:33:52 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91238.124555ONM07@DMSWWU1A.BITNET>
Source record: 47144

In article <167208@unix.cis.pitt.edu>, rjast1@unix.cis.pitt.edu (Robert J Anisko) says:
>
> Two quick inquiries (sorry to waste news space):
>
> If anyone from PAM Software (the German company that makes MultiGEM)
>reads this newsgroup, could you please leave me e-mail? I don't
>speak German, so an English reply if possible...
>
> Also, to the creators of GEMINI 1.2 (or anyone really), what is
>the suggested Shareware donation for Gemini? I looked through
>the various DOCs, but could not find a mention. Whatever the
>donationis, what would it be in American dollars? (I don't know
>the exchange rate of DM, etc)...
>
> Robert Anisko
> rjast1@unix.cis.pitt.edu
>

I am SURE that this is described in the docs? Do you have the complete 1.21 distribution?

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____ correct me if I'm wrong _____

3306. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-26 11:44:38 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug26.114438.13629@actrix.gen.nz>
Source record: 47145
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug25.171636.2275@noose.ecn.purdue.edu> yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner) writes:
> In article <1991Aug25.135243.11518@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> > In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:
> > > Hello Out there in Cyberspace...
> > >
> > > I am currently looking into converting an ATARI ST into a Macinotsh. I
> > > already have a set of MAC ROMS (64K ROMS, 128K ROMS) that I would need
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> > > special involved? I have the MAC OS already, and I already have a
> > > monitor. So that's no problem. All replies are greatly appreciated...
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> > > Thank You for your time,
> > >
> > > Salvatore Collora
> > > COLLORA@LMUACAD.BITNET
> >
> >
> > This is Blatant Piracy and you should be Removed From the Net..
> >
> > --
> > *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> > *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> > *** Kapiti At least I don't Flicker, ***
> > *** New Zealand.. * not like a dying light globe ***
>
> Huh? What in the original poster's message makes you think that there
> is any piracy going on? Is it not possible that these are perfectly
> legal Apple ROMs (such as those used in Spectres)? And as far as finder
> goes, am I mistaken in believing that Apple allows it to be freely
> copied? Maybe I'm missing something here, but if not, you are reckless
> and should not be so quick to make accusations of felonius behaviour.
>
> Regarding the origiginal poster's request for info about a "blank rom
> card:" Yes, there is a 128K block in the ST's address space which is
> mapped to the cartridge port, but plopping the Mac ROMs into it
> certainly isn't going to turn your ST into a Mac. Perhaps you are
> referring to Gadgets By Small's Spectre GCR which plugs into the
> ROM port and does turn an ST into a MAC. This is available for
> a few (couple?) hundred dollars.
>

> Jim
> --
> __ __ | |
> \ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
> \/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
> | `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

I am sorry about this,

I just jumped to the wrong conclusion, and thought
that this chap was trying to making a copy of the Spectre GCR.

I should have used my brain instead of my feet..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3307. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-26 11:48:59 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug26.114859.13982@actrix.gen.nz>
Source record: 47147
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug25.201506.14632@umbc3.umbc.edu> chuck@umbc5.umbc.edu (Chuck Rickard; ACS (UGRAD)) writes:
> In article <1991Aug25.135243.11518@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> >In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:
> >> Hello Out there in Cyberspace...
>
> >> I am currently looking into converting an ATARI ST into a Macinotsh. I
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>
> >> Salvatore Collora
> >> COLLORA@LMUACAD.BITNET
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>
> This is Blatant Stupidity and you should be Removed From the Net..
>
> What makes you think that he is copying anything??? He just said that he
> wanted an empty ROM cartridge for the ST to hold the (supposedly) legal
> ROMS that he already has. Granted, Apple does not like this, but they have
> no legal recourse since the only copyrighted material is the ROMS and the
> OS software, which he has legit versions of.
>
> He might have a problem with his approach though. It took Dave Small of
> Gadgets by Small a few years to get the 64K ROM version of his package
> to work with any reasonable success. His new package that handles 128K
> ROMS really sparkles and can be had for around $250 (US). For that price,
> I'd skip the hacking...
>
>
> >--
> >*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> >*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> >*** Kapiti At least I don't Flicker, ***
> >*** New Zealand.. * not like a dying light globe ***
>
>

>
> --
>
> Chuck Rickard
> (chuck@umbc5.umbc.edu)

I am sorry for this, I miss read more into it, that was put here,
I thought that this chap was trying to copy the Spectre GCR..

I did not use my head, but my feet instead..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3308. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-26 11:59:56 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Aug26.115956.14225@actrix.gen.nz>
Source record: 47146
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <168437@unix.cis.pitt.edu> rjast1@unix.cis.pitt.edu (Robert J Anisko) writes:
> In article <1991Aug25.135243.11518@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> >In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:
> >> Hello Out there in Cyberspace...
> >>
> >> I am currently looking into converting an ATARI ST into a Macinotsh. I
> >> already have a set of MAC ROMS (64K ROMS, 128K ROMS) that I would need
> >> to plug into the atari. My question is, where can I get the blank ROM
> >> cards that go into the side the ST, and also, is there anything else
> >> special involved? I have the MAC OS already, and I already have a
> >> monitor. So that's no problem. All replies are greatly appreciated...
> >>
> >> Thank You for your time,
> >>
> >> Salvatore Collora
> >> COLLORA@LMUACAD.BITNET
> >
> >
> >This is Blatant Piracy and you should be Removed From the Net..
> >
> >--
> >*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> >*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> >*** Kapiti At least I don't Flicker, ***
> >*** New Zealand.. * not like a dying light globe ***
>
> Before a big controversy brews again over this net, allow me
> to put a little input into it (ensuring a controversy, eh? :-)
> Onreading his message, I don't think he is attempting to pirate
> at all. I think what he means by "blank ROM card" is the actual
> SPECTRE cartridge,as he ALREADY has the MAC ROMS.
>
> Of course, this is just from my reading of the message; and
> obviously there are at least 2 readings of the message, so maybe
> he should clarify himself.
>
> Anyways, if his meaning is meant by my interpretation, then I'll
> give him an answer. What he needs is a SPECTRE GCR cartridge
> which is made by "Gadgets by Small." He can purchase one from
> a number of mail-order places. He could then just take his
> MAC ROMS, pop them into the cartridge, plug it in, load up the
> included software, and away he goes...

>
> I just jumped in because if he did not intend to pirate, then
> why scare away another user? Oh well, how do I get into these
> things anyways? :-)
>
> Robert Anisko
> rjast1@unix.cis.pitt.edu
>

Well I have apologised for this in the st section, but why has
everyone gone and cross posted this to st.tech.??

Note: I only replied to one article in comp.sys.atari.st
so why the cross posting, are some of you just trying to
stir things up..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3309. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-26 14:19:29 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Aug26.141929.10129@magnus.acs.ohio-state.edu>
Source record: 47148
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug25.135243.11518@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:
>> Hello Out there in Cyberspace...
>>
>> I am currently looking into converting an ATARI ST into a Macinotsh. I
>> already have a set of MAC ROMS (64K ROMS, 128K ROMS) that I would need
>> to plug into the atari. My question is, where can I get the blank ROM
>> cards that go into the side the ST, and also, is there anything else
>> special involved? I have the MAC OS already, and I already have a
>> monitor. So that's no problem. All replies are greatly appreciated...
>>
>> Thank You for your time,
>>
>> Salvatore Collora
>> COLLORA@LMUACAD.BITNET

>
>
>This is Blatant Piracy and you should be Removed From the Net..
>
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

Really? Is the Spectre GCR/128 also then blatant piracy? How about PCDITTO? For that matter, what about all the PC clones? The NewTek roms? If someone buys the Mac roms and wants to play around making a Mac-emulator at home, then more power to them. As for having the Mac OS, what makes you think this person did not just go out and purchase System 6.0.x or 7.0? That's what you have to do with the Spectre GCR, and it is not piracy.

|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [High Resolution DTP]
|| || || HHHH R R [1996 Summit St. Apt. B]
|| || || H High RRRR [Columbus, Ohio 43201]
||| || ||| R Resolution [voice: (614)-297-7967]
|||| || |||| R R [BUSINESS CALLS ONLY]
- Desktop Publishing

-[For Free ST consulting]- -(Just a little plug for my company)-
-[the Columbus Ohio area]-
-[call Academic Computing]-
-[Services, 9am - 5pm]-
-[Monday - Friday at:]-
-[(614)-292-2919]-

3310. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-26 23:50:08 UTC
From: jcksnsr@nmt.edu
Message-ID: <1991Aug26.235008.7007@nmt.edu>
Source record: 47150
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug25.135243.11518@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:
>
>This is Blatant Piracy and you should be Removed From the Net..
>
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

It is? Please explain.. I don't see anything that indicates piracy directly... having a set of Mac ROMs is legal, so is having a copy of the Mac OS if correct procedure is followed (IE you obtained it in a legal manner). I see nothing more than someone perhaps trying to reverse engineer Magic Sac which is impressive if successful...

JEff

3311. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-27 02:36:47 UTC
From: jimomura@lsuc.on.ca
Message-ID: <1991Aug27.023647.25192@lsuc.on.ca>
Source record: 47152
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Aug25.171636.2275@noose.ecn.purdue.edu> yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner) writes:
>In article <1991Aug25.135243.11518@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>> In article <91235.121409COLLORA@LMUACAD.BITNET> <COLLORA@LMUACAD.BITNET> writes:

...

>> This is Blatant Piracy and you should be Removed From the Net..
>>
>Huh? What in the original poster's message makes you think that there
>is any piracy going on? Is it not possible that these are perfectly
>legal Apple ROMs (such as those used in Spectres)? And as far as finder
>goes, am I mistaken in believing that Apple allows it to be freely
>copied? Maybe I'm missing something here, but if not, you are reckless

Apple claims full Copyright protection of their ROMs.

>and should not be so quick to make accusations of felonius behaviour.

The posting is not clear, and it's pretty clear that this is
because the guy who posted it doesn't really know what he's doing.
But I agree that it sounds to me that what he wants to do is perfectly
legal. He doesn't want to burn copies of the ROMs, he wants to stick
them in a ROM Cartridge under the mistaken assumption that this will
turn it into a Mac. As you point out, Spectre GCR (or the older
cartridge port adapters) are much more than just ROM cartridges
in the sense he seems to be thinking of them.
--
Jim Omura, 2A King George's Drive, Toronto, (416) 652-3880
lsuc!jimomura
Byte Information eXchange: jimomura

3312. This is not a forsale issue (was Re: Atari ST Blank Rom Cards)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-27 05:27:23 UTC
From: an602@cleveland.Freenet.Edu
Message-ID: <1991Aug27.052723.28220@usenet.ins.cwru.edu>
Source record: 47151
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>In article <1991Aug25.135243.11518@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
>This is Blatant Piracy and you should be Removed From the Net..

This thread is being cross-posted to misc.forsale.computers. When you follow up, please narrow the distribution. Many thanks!

--

```
--------------------.-------------------------------------------------.
| Jim Bernatowicz | Spring: Bowling Green St Univ - Graduated! |
| | Summer: Off to Eastman Kodak, Rochester, NY |
| Cleveland FN: an602 | Fall: Start at The University of Michigan |
```

3313. Re: ARJ Extractor

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-27 11:26:44 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Aug27.112644.8012@frmug.fr.mugnet.org>
Source record: 47157

In article <9HR372w164w@sys6626.bison.mb.ca>, winnipg@sys6626.bison.mb.ca (Bryan Kelln) writes:
> Does anyone know of a PC or preferably ST program which extracts ARJ
> files?
>

UNARJ have been posted to ADN (Atari Distribution Network, a fidonet
bin echo) and can be found at least in Linn's (+33 1 46 55 37 91) file banks.

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

3314. **** KALAMUS INFO **********

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-27 13:40:25 UTC
From: mmilicevic@umiami.ir.miami.edu
Message-ID: <1991Aug27.094025.12218@umiami.ir.miami.edu>
Source record: 47161

Hi There,

Does anyone know about the KALAMUS program. Please send me some info.
Price, oppinions...

Thanks, MLADEN

3315. ST RESET PROBLEM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-27 13:40:27 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Aug27.134027.19517@magnus.acs.ohio-state.edu>
Source record: 47153
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I would like to thank everyone who responded to my last posting about my Megas random reset problems. I managed to add an -additional- internal fan (this was an extremely interesting task, if anyone is interested in how I did it, let me know and I will post the procedure). This did not help the reset problem, but it does send a lot more hot air out the back vent. (My stock fan blows out the rear, I understand some go the other way around, or maybe Atari just got confused and installed some backwards). It also seems to keep the reset/crash problem from occuring as soon, I can now stay on for nearly an hour before it starts to crash, even though I'm running the fan off the original internal power supply. I've ordered the heavy duty power supply from BEST electronics, and I'm sure I'll let everyone know if it does not do the job...

...As for my experiences with the ISAC board, it looks beautiful, and in really nice for DTP work, but there are many software problems, the most common of which is software checking for LOW resolution. The ISAC card in color mode (it also has monochrome) looks like a really huge low-rez screen to the software. So, software that should run just fine on this monitor will give the "will not run in low rez" alert, rats. This $599 card ended up costing me damn close to $1100!, I figured out that for that cost I could have sold off all my old equipment, purchased an old Amiga 1000 (which was as the local store) for $199, sent in the owners-manual cover, and gotten a really nice Amiga 3000 with AMAX and the ST emulators (I understand the *great-trade-up* in now over). Needless to say I'm a little bit upset. Oh well, I still like my old Mega (2+2), so I guess I'll keep it for a while longer...

|| || || - David Butler (dhbutler@magnus.acs.ohio-state.edu)
|| || ||
|| || || H H RRRR [High Resolution DTP]
|| || || HHHH R R [1996 Summit St. Apt. B]
|| || || H High RRRR [Columbus, Ohio 43201]
||| || ||| R Resolution [voice: (614)-297-7967]
|||| || |||| R R [BUSINESS CALLS ONLY]
- Desktop Publishing

-[For Free ST consulting]- -(Just a little plug for my company)-
-[the Columbus Ohio area]-
-[call Academic Computing]-
-[Services, 9am - 5pm]-
-[Monday - Friday at:]-
-[(614)-292-2919]-

3316. Replacing ST225 ST drive with a larger one

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-27 15:22:31 UTC
From: mpj@sequoia.cray.com
Message-ID: <1991Aug27.102231.29524@hemlock.cray.com>
Source record: 47154

Hi there,

My ST hard disk (SH204?) recently gave up the ghost.
I have ordered a replacement drive for the Seagate ST225 20MB drive
that was in the Atari HD box.
The new drive is a 42MB Seagate drive (ST251-1 I think) which has
the same MFM interface, so it should be hardware compatible..

However, I believe I need to change the (driver?) software on the
ST in order for the machine to be able to use the extra disk space.

Has anyone done this, or does anyone know where I can get hold of
the necessary software to make the 42MB drive usable ?

Thanks very much for any help,

Marvin.

3317. Injured Mega ST4

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-27 17:24:03 UTC
From: avp@garfield.cs.mun.ca
Message-ID: <1991Aug27.172403.4240@garfield.cs.mun.ca>
Source record: 47155

My Mega ST4 no longer will drive the printer (HP Deskjet) or
the monochrome monitor. It will work fine on the colour
monitor. The printer works both an a Mega STe and a 1040ST.

I was wondering if these problems might be as simple as replacing
a chip or two. Any insights or ideas would be greatly
appreciated.

thanks

Anthony V. PauL /| -----
137 Rennies Mill Rd. / | / /
St. John's, Nf / | / /
CanadA /---| /----
A1B 2P2 / | /
/ |/

avp@garfield.UUCP || It wasn't me. || Electrical '9
avp@garfield.cs.mun.ca || Boston Celtics in 91-92 || Engineering 3
|| The best defense is a good offense. --- How do you Drive? ||

3318. Official weird thing: wandering menu bar

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-28 03:13:47 UTC
From: bboychuk@sdcc13.ucsd.edu
Message-ID: <22924@sdcc6.ucsd.edu>
Source record: 47156
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In a program I'm working on, after a re-compile, the menu bar
decided that it wanted to stop appearing at the top of the screen
and is now showing up about three text lines down and half a dozen
spaces over from the left. I've tried everything I can think of,
including re-compiling all the source files and sorting everything I
can get at in the resource editor. Anybody ever have this happen
before? Any solutions?
--
---
bboychuk@ucsd.edu "My GOD, did you see the power and majesty radiated by
that llama?" "Well, of course I did, you fool..."

3319. Re: Injured Mega ST4

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-28 08:14:29 UTC
From: orscholz@immd4.informatik.uni-erlangen.de
Message-ID: <1991Aug28.081429.17976@informatik.uni-erlangen.de>
Source record: 47158

avp@garfield.cs.mun.ca (Anthony Paul) writes:

>My Mega ST4 no longer will drive the printer (HP Deskjet) or
>the monochrome monitor. It will work fine on the colour
>monitor. The printer works both an a Mega STe and a 1040ST.
[stuff deleted]

It sounds like your MFP has died. That`s the 68901 Chip that is
responsible for handling all sorts of interrupt sources (in your
case the "Monochrome Detect" and "Printer Busy" lines).
But then again: I may stand corrected...

>avp@garfield.UUCP || It wasn't me. || Electrical '9
>avp@garfield.cs.mun.ca || Boston Celtics in 91-92 || Engineering 3
>|| The best defense is a good offense. --- How do you Drive? ||

orscholz@faui43.informatik.uni-erlangen.de
"had no time to create a decent signature yet..."
"Opinions expressed above are not even my own..."

3320. SCSI Harddisks

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-28 11:09:56 UTC
From: mami@opal.cs.tu-berlin.de
Message-ID: <4720@beauvoir.cs.tu-berlin.de>
Source record: 47159

I hope to find some help for my decision which harddisk I should buy.

I own a STe and want to buy a HD with about 80 MB.
Now I saw that SCSI HD are much cheaper then the HD that are produced
for the ATARI.

My questions:

1) Does anybody has experiences in connecting a SCSI HD
to a STe ?

2) What advantages and disadvantages are there ?

3) Does anybody knows documents concerning this subject ?

Thanks for your help,

Manfred.

3321. Program wanted to define keyboard macros

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-28 12:19:47 UTC
From: mami@opal.cs.tu-berlin.de
Message-ID: <4722@beauvoir.cs.tu-berlin.de>
Source record: 47160

Most programs that run under GEM have a mainloop waiting for the termination
of an evnt_multi call and reacting different for different events.

There exist programs that have keyboard shortcuts for the menu items so that the
advanced user may save some time.

Now my idea is to write an accessory that lets the user define his/her own
keyboard macros not only for the selection of a menu-item but also for other events
like mouse-clicking. The accessory has to interfere in the evnt_multi system call
and modify the results.

Now as I don't know to much of the TOS and GEM details my questions are:

1) Does anybody know such a program (where can I get it) ?

2) Are there fundamental problems about my idea ?

3) Is anyone interested in such a tool ?

Thanks for your replys,

Manfred.

3322. Re: Official weird thing: wandering menu bar

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-28 15:02:20 UTC
From: kbad@atari.UUCP
Message-ID: <3035@atari.UUCP>
Source record: 47167

bboychuk@sdcc13.ucsd.edu (The Majestic Llama) writes:

|In a program I'm working on, after a re-compile, the menu bar [...]
|is now showing up about three text lines down and half a dozen
|spaces over from the left.

This is probably due to a bug in the Atari RCS. The things that seem to trigger this bug are moving menu items around followed by quitting the RCS and then saving the resource from the exit alert box, rather than saving first, then quitting. Another thing that might cause this is trying to edit a "menu" type tree as a dialog or a panel.

This used to happen to me occasionally when I would edit menus, until I got into the habit of always explicitly saving the resource before exiting the RCS.

To make your resource usable again, read it into a binary file editor. Look at the second word in the resource file; that is the offset to the object data. Go to that offset in the file (you'll probably see that the strings in your resource come before the objects), and find the root of your menu tree. If your menu tree is the first tree in the resource, you'll be patching the first object. If you found the menu tree, the bytes at that location will look like:

```
FF FF 00 01 00 0x 00 19 00 00 00 00 00 00 00 00
^^^^^ ^^^^^ ^^^^^ ^^^^^ ^^^^^ ^^^^^ ^^^^^^^^^^^
next head tail type flags state spec
```

ob_tail will equal the number of titles in your menu, and the ob_type of a menu ROOT object is always G_IBOX (25, or 0x19).

Following those 16 bytes is the rectangle of the IBOX which is the root of your menu. The first four bytes of that rectangle (the ob_x and ob_y) should be 0. In your resource they aren't, because the RCS corrupted them, which is why your menu is showing up in the middle of the screen. Set those 4 bytes (the ob_x and ob_y) to 0 and save the file back out.

If you have Allan Pratt's DB (Release 3), you can use the following commands to accomplish the above:

```
:read foo.rsc
Done, start=<rwstart>, size=<rwsize>
:`t0 = `rwstart + wpeek(`rwstart + 2)
:dw `t0[14]
<addr>: FFFF 0001 000x 0019 0000 0000 0000 0000
<addr>: junk junk
:sl`t0+10 0
```

```
:write foo.rsc
Overwrite existing file foo.rsc? y
Wrote foo.rsc, start=<rwstart>, size=<rwsize>
```

The next time you run your program, the menu bar should show up in the usual place. Remember... you shouldn't have this problem if you always remember to save the resource file out before quitting the RCS, and never change the type of a MENU tree to dialog or panel.

```
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>
```

3323. Re: Are there any PD resource compilers?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-28 15:48:06 UTC
From: bjoern@drdhh.hanse.de
Message-ID: <4242.08.91@drdhh.hanse.de>
Source record: 47190

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>From what I have read and seen the Kuma would be one of the Best,
>Far, Far better that the Atari RSC 2.8 that I have seen,
>the Kuma RSC was bundled with Mark Williams if I remember,
>also anothere RSC is HiSoft WERCS

Interface by 'Shift - Computer und Werbung' was just released in germany,
I think it beats the above ones.

I also have a free Demo-Version (german) which I could perhaps post,
but I'd have to ask Shift before.

Greetings, Bjoern

---
bjoern@drdhh.hanse.de = Bjoern Kriews / Stormsweg 6 / D-2000 Hamburg 76

3324. Re: Official weird thing: wandering menu bar

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-28 18:43:28 UTC
From: apratt@atari.UUCP
Message-ID: <3038@atari.UUCP>
Source record: 47168

bboychuk@sdcc13.ucsd.edu (The Majestic Llama) writes:
>In a program I'm working on, after a re-compile, the menu bar
>decided that it wanted to stop appearing at the top of the screen
>and is now showing up about three text lines down and half a dozen
>spaces over from the left.

I had this happen to me, and people here said it was a problem in the resource file, introduced by some versions of RCS (Atari's Resource Construction Set). Unfortunately, once this happens to your resource file you can't un-do it. I'm told it comes from saving the resource from the "Abandon / Save / Cancel" box that comes up when you select "Quit" or "Close" from the top level after you've changed the resource. It doesn't happen if you always save using the "Save" menu item, then use "Quit" or "Close" to get out.

Like I said, once it's happened to your resource file it won't un-happen unless you actually edit the file on disk. Since I don't know exactly what happened or what resource files and menu bars look like, I can't help you there. Go back to a backup version of your resource file. (What? You don't keep old versions of important files under development in case stuff like this happens? Sorry!)

DISCLAIMER: I have had this happen to me and I've told you what the people here told me. I do not know what version(s) of RCS this affects, I don't know whether or not it's been fixed, and I don't know whether or not it will be. Not my department. I'm trying to be helpful here.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3325. Re: Official weird thing: wandering menu bar

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-28 19:25:31 UTC
From: bboychuk@sdcc13.ucsd.edu
Message-ID: <22953@sdcc6.ucsd.edu>
Source record: 47162
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <22924@sdcc6.ucsd.edu> I write:
>In a program I'm working on, after a re-compile, the menu bar
>decided that it wanted to stop appearing at the top of the screen
>and is now showing up about three text lines down and half a dozen
>spaces over from the left. I've tried everything I can think of,
>including re-compiling all the source files and sorting everything I
>can get at in the resource editor. Anybody ever have this happen
>before? Any solutions?
>--
>bboychuk@ucsd.edu "My GOD, did you see the power and majesty radiated b
> that llama?" "Well, of course I did, you fool..."
>--

I seem to have half-solved my problem. By forcing the X,Y of the
GEM object to 0,0, the menu bar now appears in the right place --
but I still have no idea why it's coming in from the .RSC file with
goofy coordinates... Apparently, the resource is screwed up and
I'm afraid that this is just a small part of a larger problem that's
going to jump out later and eat me. Anybody know how to correct
this?
(Warwick: I tried to reply to your E-mail, but it bounced.
Thanks for your suggestion about the screen memory being offset, but
everything else (plines, dialogs) all draw correctly. The problem
appears to be in the resource file...)
--
----
bboychuk@ucsd.edu "My GOD, did you see the power and majesty radiated by
that llama?" "Well, of course I did, you fool..."

3326. Re: SCSI Harddisks

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-28 22:07:05 UTC
From: tensmekl@infonode.ingr.com
Message-ID: <1991Aug28.220705.1386@infonode.ingr.com>
Source record: 47164

In article <4720@beauvoir.cs.tu-berlin.de> mami@opal.cs.tu-berlin.de (Manfred Mirsch) writes:
>
>I hope to find some help for my decision which harddisk I should buy.
>
>I own a STe and want to buy a HD with about 80 MB.
>Now I saw that SCSI HD are much cheaper then the HD that are produced
>for the ATARI.
>
>My questions:
>
> 1) Does anybody has experiences in connecting a SCSI HD
> to a STe ?
>
> 2) What advantages and disadvantages are there ?
>

Don't buy Supra HardDrives. Supra has stated that they
will not support STE any more. Most of there drive interfaces
have problems with the STE, Some of the Atari Drive will work.

The primary problem is the Atari ScSi interface. The two
intefaces system that I feel will work are the BSD inteface
and the ICD inteface. The ICD interface is prefered as they
will set the bits that allow the STE to boot from the HARD
disk, where as there exists shareware for other diskdrives
to boot from a floppy and then reboot the HardDrive.

--
Kermit Tensmeyer | Intergraph Corporation
UUCP: ...uunet!infonode!tensmekl | Desktop Publishing
INTERNET: tensmekl@infonode.ingr.com |
or uunet!infonode.INGR.COM!b23a!kt8127!klt

3327. Re: **** KALAMUS INFO **********

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-29 00:58:21 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <91240.205821JOKHC@CUNYVM.BITNET>
Source record: 47163

learn to cross-post.

3328. Dynamic Dialogs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-29 01:34:19 UTC
From: pietrzak@sunb3.cs.uiuc.edu
Message-ID: <1991Aug29.013419.11327@sunb10.cs.uiuc.edu>
Source record: 47165

Hello! I've recently been trying to stuff some information from a Gem program I've been working on into a dialog. I would like to place some numbers that the program generates into a detailed dialog which I am putting together with the MWC rcs. The MWC docs otherwise describe creating a dialog in great detail, but seem to assume that the program calling the dialog should not want to update strings or text fields within it. Is it possible to change such a string or text field before calling the dialog? (I'm currently working under GNU C, if it makes a difference.)

Thanks Much

John Pietrzak
Budding Graduate Student
pietrzak@cs.uiuc.edu

3329. Re: Dynamic Dialogs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-29 04:35:37 UTC
From: rcb@netcom.COM
Message-ID: <1991Aug29.043537.1506@netcom.COM>
Source record: 47166

Since mail bounced, I'll post for the world to see my ignorance.
How's that for a disclaimer? :-)

In article <1991Aug29.013419.11327@sunb10.cs.uiuc.edu> pietrzak@sunb3.cs.uiuc.edu (John Pietrzak) writes:
>Hello! I've recently been trying to stuff some information from a Gem
>program I've been working on into a dialog. I would like to place some
>numbers that the program generates into a detailed dialog which I am
>putting together with the MWC rcs. The MWC docs otherwise describe creating
>a dialog in great detail, but seem to assume that the program calling the
>dialog should not want to update strings or text fields within it. Is
>it possible to change such a string or text field before calling the
>dialog? (I'm currently working under GNU C, if it makes a difference.)

That shouldn't be a problem, since I've seen many examples of programs
which do just that. I've also done a little GEM programming myself
(also using GNU C) and I think all you have to do is monkey with the
TEDINFO and perhaps the OBJECT structure a bit (or two :-). This
would involve changing the text string (forgot what it is called) and
the ob_width, ob_height fields of the respective structures. You may
also need to call form_center() after each change, but you'd probably
do that anyway.

>
>Thanks Much
>
>John Pietrzak
>Budding Graduate Student
>pietrzak@cs.uiuc.edu

Good luck!
--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!netcom.com!rcb
an Illini alum (class of '86)

3330. Mega STE & MC68882 Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-29 06:43:51 UTC
From: goenning@hpbbi4.BBN.HP.COM
Message-ID: <7120007@hpbbi4.BBN.HP.COM>
Source record: 47178

Hello Netters and Atari Cracks !

This is a cal for help concerning

MEGA STE/4 & MC68882 Coprocessor .

I've bought a new MEGA STE on the "Atari Messe" in Duesseldorf,Germany.
Right after arriving at home, I tried to install a MC68882 math coprocessor
in the empty socket. The Atari does things fine, except recognizing that
there's a coprocessor installed. Turbo C 2.0 allows to comile code
for a MC68881/2. The resulting code crashes with 11 bombs a the first
fpu instruction (a fmove to initialize fpu registers).

So here the obvious question :

What do I have to do to tell the Atari STE what a wonderful
coprocessor is installed ?

BTW, I have 3 other MC68882 chips laying around here. Do you need one ?
(MC68882 / 33 Mc) You'll get them with info for correct installation
as soon as I have fix the problem. Just make a offer.

OK. Any help would greatly appreciated.

Thanks to everyone reading this note.

Bye,
Frank

---

frank@hpbbr1.bbn.hp.com - Hewlett Packard GmbH Boeblingen, Germany
Tel. (07031) 14-3603 (at HP)

3331. Re: SCSI Harddisks

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-29 07:25:54 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <LAHTINEN.91Aug29092554@gideon.gideon.fmi.fi>
Source record: 47176

>I have a question too, 8-):
>
> Speaking of ICD, is it true that they are now selling some/all
>of their Host Adaptor software by itself? I have what I need, but
>remember the old ICD stuff (including CleanUp) fondly, especially the
>error checking, which can't be had elsewhere.

You can buy the Cleanup separately and I think it is a very good
program. The hard disk utilities can be downloaded from the ICD BBS,
BUT they need an ICD host adapter to work...

--
* *

Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
Finnish Meteorological Institute kimmo@field.fi
Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

3332. Well now I've got TOS 1.4.....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-29 09:41:52 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991Aug29.094152.15934@newcastle.ac.uk>
Source record: 47169

Now that I have got TOS 1.4 for may little machine, could some one
send me a summary of the extra things it allows the user to do as there was
only the chips in the packet sent to me, I know about the file selector and
improved disc operations, but what about the not so obvious things

cheers

Dave J.

--

+-------------------------------------+---------------------------------------+
David M. Johnson	If the radiance of a thousand suns
c/o Electrical and Electronic Eng.	were to burst at once in the sky,
Merz Court	That would be like the splendor
Newcastle University	of the Mighty One...
Newcastle upon Tyne	I am become Death
NE1 7RU	The destroyer of worlds.
+-------------------------------------+
Janet : D.M.Johnson@uk.ac.newcastle	
ARPA : D.M.Johnson@newcastle.ac.uk	The Mahbharata.
UUCP : ...ukc!newcastle!D.M.Johnson	
+-------------------------------------+---------------------------------------+

3333. DOs and DON'Ts about desktop ACC

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-29 09:45:14 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991Aug29.094514.16169@newcastle.ac.uk>
Source record: 47170

Could some please give me an list of the dos and don'ts of writing desktop accs, in order that I can start writing interesting acc without having to go through all the hassle of learning the very basics the hard way

cheers

Dave J.

--

+-------------------------------------+--+
David M. Johnson	If the radiance of a thousand suns
c/o Electrical and Electronic Eng.	were to burst at once in the sky,
Merz Court	That would be like the splendor
Newcastle University	of the Mighty One...
Newcastle upon Tyne	I am become Death
NE1 7RU	The destroyer of worlds.
+-------------------------------------+
Janet : D.M.Johnson@uk.ac.newcastle	
ARPA : D.M.Johnson@newcastle.ac.uk	The Mahbharata.
UUCP : ...ukc!newcastle!D.M.Johnson	
+-------------------------------------+--+

3334. Re: Dynamic Dialogs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-29 13:31:44 UTC
From: steve@thelake.mn.org
Message-ID: <A1140201245@thelake.mn.org>
Source record: 47171

[In article <1991Aug29.013419.11327@sunb10.cs.uiuc.edu>,
pietrzak@sunb3.cs.uiuc.edu (John Pietrzak) writes ...]

> Hello! I've recently been trying to stuff some information from a Gem
> program I've been working on into a dialog. I would like to place some
> numbers that the program generates into a detailed dialog which I am
> putting together with the MWC rcs. The MWC docs otherwise describe creating
> a dialog in great detail, but seem to assume that the program calling the
> dialog should not want to update strings or text fields within it. Is
> it possible to change such a string or text field before calling the
> dialog? (I'm currently working under GNU C, if it makes a difference.)

Sure. There are two ways to approach this, though. You might create the
object as a string, or you might create it as a TEDINFO (editable text).

The former is easy to manipulate -- the ob_spec field is simply a pointer,
so you can assign it a new value or copy into the pointed-to space with
strcpy, sprintf, et cetera (be sure it's big enough).

The latter is a little bit on the ugly side, but it makes sense once you
look at it for awhile:

```
((TEDINFO *)tree1[DISPLAY].ob_spec)->te_ptext= "This is the Display";
((TEDINFO *)tree1[LINE1].ob_spec)->te_ptext= "Input text here. LINE1";
((TEDINFO *)tree1[LINE2].ob_spec)->te_ptext= "More text here. LINE2";
```

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

3335. Additional RS232 ports ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-29 15:38:45 UTC
From: fraser_h@dofasco.uucp
Message-ID: <1991Aug29.153845.1@dofasco.uucp>
Source record: 47020

I remember seeing a while ago instructions for adding additional RS232
ports to an Atari 1040, but I've long since lost them. Has anyone
built a project to do this (ie. a multiplexer for the existing port,
a cartridge-port addition, etc.) ?

--
Hugh Fraser Dofasco Inc.
(fraser_h@dofasco.uucp) 1330 Burlington St East
(416)544-3761 X6941 Hamilton, Ont. L8N 3J5 Canada

3336. Re: SCSI Harddisks

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-29 16:38:25 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1991Aug29.163825.21100@uvm.edu>
Source record: 47173

From article <1991Aug28.220705.1386@infonode.ingr.com>, by tensmekl@infonode.ingr.com (Kermit Tensmeyer):
> In article <4720@beauvoir.cs.tu-berlin.de> mami@opal.cs.tu-berlin.de (Manfred Mirsch) writes:
>>
>>I hope to find some help for my decision which harddisk I should buy.
>>
>>I own a STe and want to buy a HD with about 80 MB.
>>Now I saw that SCSI HD are much cheaper then the HD that are produced
>>for the ATARI.
>>
>>My questions:
>>
>> 1) Does anybody has experiences in connecting a SCSI HD
>> to a STe ?
>>
>> 2) What advantages and disadvantages are there ?
>>
>
> Don't buy Supra HardDrives. Supra has stated that they
> will not support STE any more. Most of there drive interfaces
> have problems with the STE, Some of the Atari Drive will work.
>
> The primary problem is the Atari ScSi interface. The two
> intefaces system that I feel will work are the BSD inteface
> and the ICD inteface. The ICD interface is prefered as they
> will set the bits that allow the STE to boot from the HARD
> disk, where as there exists shareware for other diskdrives
> to boot from a floppy and then reboot the HardDrive.

Have to disagree with Kermit Tensmeyer a little bit. The BMS (BSD?, what BSD? 8-) adaptor works well with my STe. It can auto boot with the HDX 3.01 atari driver software that it comes with, and so far, I have had no problems (autobooting) with the Supra Utils that I bought from Supra tech support ($25) on it either. (Note: I am using Supra software *only* and the hardware is still the Berkley Microsystems Host Adaptor).
If you are as unfortunate as I, and have a Seagate 296N (cheap, funky and loud) for your 80Meg Drive, the BMS HA is the only way to go. The BMS board runs it at 1 to 1 interleave, ICD doesn't. The result is 682K bytes/sec throughput instead of 430K bytes or so. The BMS software and documentation is not too great, luckily they are good at tech support. Why am I running the Supra software if the Atari HDX works fine? Because I want to use 32Meg partitions with

512 byte sectors - for reasons of compatibility, this is impossible
with the Atari driver (it uses larger logical sectors above 16 Meg).

I have a question too, 8-):

Speaking of ICD, is it true that they are now selling some/all
of their Host Adaptor software by itself? I have what I need, but
remember the old ICD stuff (including CleanUp) fondly, especially the
error checking, which can't be had elsewhere.

> --
> Kermit Tensmeyer | Intergraph Corporation
> UUCP: ...uunet!infonode!tensmekl | Desktop Publishing
> INTERNET: tensmekl@infonode.ingr.com |
> or uunet!infonode.INGR.COM!b23a!kt8127!klt

Bob Pegram

pegram@{griffin,kira,newton,sadye}.uvm.edu
or
...!uunet!uvm-gen!pegram

3337. Re: Program wanted to define keyboard macros

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-29 18:05:24 UTC
From: kbad@atari.UUCP
Message-ID: <3043@atari.UUCP>
Source record: 47175

mami@opal.cs.tu-berlin.de (Manfred Mirsch) writes:

|Now my idea is to write an accessory that lets the user define his/her own
|keyboard macros not only for the selection of a menu-item but also for other events
|like mouse-clicking.

|1) Does anybody know such a program (where can I get it) ?

CodeKeys, from CodeHead Software is just what you're looking for.
It's an excellent macro package that lets you record & play back
keyboard & mouse events, timed or untimed, and it has *loads* of
useful features. And it's completely compatible with everything!

I heartily encourage anyone who's looking for such a program to
buy CodeKeys from your local dealer, or directly from CodeHead Software.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

3338. Re: DOs and DON'Ts about desktop ACC

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-29 19:31:18 UTC
From: steve@thelake.mn.org
Message-ID: <A1944655645@thelake.mn.org>
Source record: 47172

[In article <1991Aug29.094514.16169@newcastle.ac.uk>,
D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes ...]

> Could some please give me an list of the dos and don'ts of writing
> desktop accs, in order that I can start writing interesting acc without
> having to go through all the hassle of learning the very basics the hard
> way
>

Here's a small start. Additions are welcomed.

DO:

-- Use a special startup module if you're using a C compiler.

-- Call appl_init(), then menu_register(). The latter call will
give you the index of your menu entry.

-- Go to sleep until you get an AC_OPEN message indicating that
your menu entry has been selected. Be sure to check msg_buf[4]
against your menu entry index.

DON'T:

-- Dynamically allocate memory (malloc, strdup, etc.)

-- Use a C library stream i/o function. Use GEMdos directly instead.

-- Leave a file open and call an AES function (you may lose big if
the foreground process terminates, because the file will be closed).

-- Terminate.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

3339. 1ST WORD

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-29 20:34:16 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <TVPg82w164w@sys6626.bison.mb.ca>
Source record: 47174

Since I don't have access to comp.sys.atari.st could someone post this
over there for me...unless you can answer the following question.

I'm using 1st Word and I would like to print the TM and [R] symbols
but am unable to do so. The printer I have is EPSON compatible and the
printer driver I use has these lines in it...
BE * No Registered symbol
BF * No Trademark symbol
Now if I put a '*' infront of the BE & BF I should get what I want.
But that doesn't do the trick. So is the problem with the 'dip
switches' in the printer? I've tried changing them but to no avail.
Any help would be appreciated.

Reply to: winnipg@sys6626.bison.mb.ca

--- (Bryan Kelln) a user of sys6626, running waffle 1.64
E-mail: winnipg@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

3340. Re: Official weird thing: wandering menu bar

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-30 06:29:06 UTC
From: jan@janhh.hanse.de
Message-ID: <2119.08.91@janhh.hanse.de>
Source record: 47185

From article <3035@atari.UUCP>, by kbad@atari.UUCP (Ken Badertscher):
> bboychuk@sdcc13.ucsd.edu (The Majestic Llama) writes:
>
> |In a program I'm working on, after a re-compile, the menu bar [...]
> |is now showing up about three text lines down and half a dozen
> |spaces over from the left.
>
> This is probably due to a bug in the Atari RCS. The things that seem
> to trigger this bug are moving menu items around followed by quitting
> the RCS and then saving the resource from the exit alert box, rather
> than saving first, then quitting. [...]

Since we just recently had a discussion on different RCS versions, maybe
you can tell us what versions this bug is in.

Thanks,
Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

3341. Badly Injured ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-30 12:54:25 UTC
From: george@electro.com
Message-ID: <1991Aug30.125425.2356@electro.com>
Source record: 47179

I recently replaced the two ls373 latches on my ST with
sockets and inserted 's' versions of the same part.

Now the machine no longer boots. Instead, I get what looks
like a memory test on the color screen and then nothing,
a black screen with white border.

I've triple checked the sockets, ohmed for continuity and
shorts. All in all appears to be a *very* clean operation
but....

Any ideas on what's gone wrong?

Any help would be greatly appreaciated.

--

____
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com

3342. removable scsi ??

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-30 14:50:51 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <17587@hydra.Helsinki.FI>
Source record: 47177

My "good ol' " Supra 30mb hard disk died (RIP) a couple of months ago...(just
when I got the TT) and like a curious child, I ripped it apart !
-> now what did I find a controller that controlls Seagate -N type drives...
and isn't this ST-N type same as plain SCSI-drive ???

NOW the question is... could I get a removable SCSI hard disk drive and hook it
to my old ST with that supra-controller (that makes it look like mfm ?)

and last but not least... if yes, are there SCSI removable hard disks around ?
-and what in a world do they cost ???

-Yes I know this is propably dream-stuff but why ?

>>>
>>>>>> " I'm completely operational & all my cicuits are functioning <<<<<<
>>>>>> correctly...correc...corr...co...-! " : HAl9000 <<<<<<
>>>

3343. Re: Well now I've got TOS 1.4.....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-30 20:36:18 UTC
From: apratt@atari.UUCP
Message-ID: <3053@atari.UUCP>
Source record: 47183

D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
> Now that I have got TOS 1.4 ...

You should get CACHExxx.PRG and put it in your AUTO folder, and rename it so XXX is about 040. This will speed up disk stuff A LOT -- more than it's already sped up by TOS 1.4 without CACHE.

You should get PRGFLAGS and set the fast-load bit of all your programs except Microsoft Write and some parts of GCC. Does anybody know of other programs that don't run correctly when the fast-load bit is set?

(Run this comparison: see how long it takes from the time you see the hard disk driver's version message and the time you see the Desktop. Then set the fast-load bits of the programs in your AUTO folder and reboot. It should FLY by comparison.)

You should NOT do away with FOLDRxxx.PRG. TOS 1.4 still takes advantage of the extra memory.

You should get POOLFIX3.PRG ... Yes, there's a bug in TOS 1.4 which this fixes.

Hmm... Can't think of anything else off the top of my head.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3344. Re: removable scsi ??

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-30 22:17:47 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1991Aug30.221747.23946@uvm.edu>
Source record: 47181

From article <17587@hydra.Helsinki.FI>, by luoto@cs.Helsinki.FI (Markku Luoto):
>
> My "good ol' " Supra 30mb hard disk died (RIP) a couple of months ago...(just
> when I got the TT) and like a curious child, I ripped it apart !
> -> now what did I find a controller that controlls Seagate -N type drives...
> and isn't this ST-N type same as plain SCSI-drive ???
>
> NOW the question is... could I get a removable SCSI hard disk drive and hook it
> to my old ST with that supra-controller (that makes it look like mfm ?)
>
> and last but not least... if yes, are there SCSI removable hard disks around ?
> -and what in a world do they cost ???
>
>
> -Yes I know this is propably dream-stuff but why ?

No, not really. If you have the current Supra formatter and their
host adaptor (meaning from ACSI to SCSI - not directly to MFM) you can
hook up a Syquest or a Bernoulli removeable drive with no problem.
Heck, on a TT you don't even need the HA. Current Syquests come in 44
or 80 Meg size, and Bernoulli drives have comparable capacities. For
the smaller size removeables, the prices are in the $400 - $500 range
for a drive with a single disk.
>
>
>>>
>>>>>>> " I'm completely operational & all my cicuits are functioning <<<<<<
>>>>>>> correctly...correc...corr...co...-! " : HAl9000 <<<<<<
>>>

Good luck,

Bob Pegram
pegram@{kira,griffin,newton,sadye}.uvm.edu
or
...!uunet!uvm-gen!pegram

3345. MWC malloc and memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-30 23:13:06 UTC
From: jmw@probitas.cs.utas.edu.au
Message-ID: <jmw.683593986@probitas>
Source record: 47180

Having recently upgraded my 1040STFm to 2.5 Mb, I looked forward to being able to use the larger amount of memory in programs written with MWC 3.0.5. However the malloc routines give up well before all the memory is used up.

For example, with a 500k ram disk, caching, and a few accs loaded, mf says there are 1700000 bytes free (approx values). A simple program which mallocs repeatedly, without freeing any memory, until malloc returns NULL, gives up after less than 600000 bytes have been malloced. This figure is only marginally affected by the amount of memory malloced at each call.

Similarly me, the MWC Micro-Emacs editor will not read in files beyond about 350K. This is also due to the malloc routines returning NULL.

A number of programs are available to indicate how much memory exists, and they all confirm the presence of 2.5 Mb. Also other programs which apparently don't use MWC's malloc seem to be able to use the extra memory.

My conclusion is that there is a problem with malloc in the MWC libraries. Can anyone shed any light on this? I am not encouraged by what I have read about Malloc, the TOS equivalent. Are there any other alternatives?

While I'm on the subject, lrealloc from the same library has never properly worked - it causes a crash more often than it works, but I can live with that.

John M Williams jmw@probitas.cs.utas.au

3346. Re: Badly Injured ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-31 03:02:34 UTC
From: ytsuji@cfi.waseda.ac.jp
Message-ID: <1053@wsdnws.waseda.ac.jp>
Source record: 47182

Having had my reply bounced, allow me to post a follow up to this question.

74S373 requires far greater power supply than a 74LS373, which is obviously the reason for an unsuccessful hardware hacking. Why not replace a 74LS373? Or you could almost always replace an LS type with the ALS one. I wouldn't add a 0.01 microFarad capacitor to the 74S373.

Generally speaking, Atari's are not designed to be used seriously and their main effort has been oriented towards reducing the manufacturing cost (this applies to their competitors as well, including IBM, Apple,Commodore, and Sun). This is easily understood by a simple look at the capacitors and resistors used. The big aluminum electrolyte capacitors used are the cheapest ones and may not last for more than two years. Check the voltage of the mother board and if the voltage is below 4.70, the ST won't run reliably. If it is below 5.00, I would buy the latest capacitors and install them (particularly the big ones on the power supply module). Good capacitors last for five years.
As for the resistors, the big and expensive ones such as used in the CRT need to be checked (don't do this yourself though, or you will be killed).

ytsuji

P.S.
Eric Stuyvesant has reported to me that his 1.44 MB floppy drive adaptor has been working flawlessly. I have asked him to pass the sample module I lent him to his folks in the States.

3347. How do I disable Control-C?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-31 08:44:16 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <HscJ82w164w@ersys.edmonton.ab.ca>
Source record: 47184

Hello. I have been learning the C programming language for about four weeks now, using C Primer Plus. I wanted to learn because I could make faster, more efficient code with C. Unfortunately, one problem is still dogging me.

In all of my programs that use text output functions, pressing control-C during an output causes the entire program to terminate. THIS IS ANNOYING! How do I prevent this from happening? The functions I use are:

```
getchar()
putc(character, file)
getc(file)
```

These are the only three I used for input and output.

Quote Of The Day: "If I had a gun..." <Grin!>

Note: The routine is part of a larger program, so exiting the entire thing is definitely not a good idea. Interlink and Flash manage do do it, along with a host of other programs that aren't completely dialogs and windows... If anyone could help, I would really appreciate it.

```
<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>
```

3348. Disassembler for Mark Williams object modules

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-31 15:39:18 UTC
From: steve@thelake.mn.org
Message-ID: <A1424561951@thelake.mn.org>
Source record: 47186

I'm looking for a program that will disassemble .o modules produced by the Mark Williams C compiler. I'd prefer that it produced standard Motorola asm, but MW's asm is acceptable (I can always translate by hand). Is there such a beast?

I thought DISTOMWC might do the trick, but it won't -- it works only with DRI-format objects.

Basically what I'm faced with is this: I have a library of high-level windowing functions that I want to use with Sozobon C, but it's available only in MWC format. I want to convert it. Source code is not available, so I have to go the harder route.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

3349. Re: Badly Injured ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-31 18:10:17 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <1991Aug31.181017.21500@murdoch.acc.Virginia.EDU>
Source record: 47187

I believe Dave Small (SpectreGCR creator) recommends replacing the
74LS373 chips with 74AS373's. We did this with a Mega2 and it works fine,
with improved performance for the GCR.

3350. Re: DOs and DON'Ts about desktop ACC

Newsgroup: comp.sys.atari.st.tech
Date: 1991-08-31 21:04:46 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <4737@trick.cs.tu-berlin.de>
Source record: 47188

```
> > Could some please give me an list of the dos and don'ts of writing
> > desktop accs, in order that I can start writing interesting acc without
> > having to go through all the hassle of learning the very basics the hard
> > way

>DO:
-- form_center before opening a dialog, the screen width/height
might have changed.
-- wind_get(WF_WORK,DESKTOP,...) before opening a window, the
screen width/hight height might have changed.
-- Think of the fact that your DA does not find it's resource file.
-- program resulution independant.

>DON'T:
-- hook into vectors! For this purpose use a TSR with cookie-interface.
-- assume there are only 8 windows _or_ that you always get a window.
-- assume that you always get a menu_entry. Some DAs allocate more than
one (which is _not_ good)

Greetings, Karsten ki@b.maus.de or ki@opal.cs.tu-berlin.de
```

3351. 2.5 MEG EXPANSSION & ADDING BLITTER TO 1040STFM.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-01 01:19:03 UTC
From: t821431@minyos.xx.rmit.oz.au
Message-ID: <1991Sep1.011903.19642@minyos.xx.rmit.oz.au>
Source record: 46993

I would like to know if the 2.5 Meg memory expansion will work on my 1040stfm.

I refer to the one which was recently posted on ftp 141.211.164.8 by
C. Hicks titled adding 2.5 MEG to your 1040 st.
His atari board no. C070789-001 REV D HAD 32 rams on it as standard!

My atari has motherboard serial no. C103414-001 REV 1.1 GX-211 VO 0789.
and has only 8 ram chips. The are 42456-12 rams. being u3,u4,u5,u6,u10,u11,u12,
and u13.

Will this modification work on my machine or what other details do i need to consider if i am to attempt this mod?.

BLITTER

My atari also has a blank spot on its board for a blitter chip.

Can i add this chip and will it then work with blitter or is there other mods
required
Note My atari 1040 stfm has tos 1.2 installed.

Many thanks in advance from Richard Clarkson

t821431@minyos.xx.rmit.oz.au
(AUSTRALIA)

x

3352. Re: How do I disable Control-C?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-01 02:32:17 UTC
From: ersmith@ria.ccs.uwo.ca
Message-ID: <4406@julian.uwo.ca>
Source record: 47189

In article <HscJ82w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>In all of my programs that use text output functions, pressing control-C
>during an output causes the entire program to terminate. THIS IS
>ANNOYING! How do I prevent this from happening? The functions I use
>are:
>
>getchar()
>putc(character, file)
>getc(file)
>
All of these are C library functions, so you'll have to check the documentation for your C library to see how to turn off control-C checking. With the standard or MiNT gcc libraries, you can use the ioctl function to do this:

```
#include <stdio.h>
#include <ioctl.h>

struct sgttyb old, new;

void ctrlc_off(f) FILE *f; {
ioctl(fileno(f), TIOCGETP, &old);
new = old;
new->sg_flags |= RAW;
ioctl(fileno(f), TIOCSETP, &new);
}

void ctrlc_on(f) FILE *f; {
ioctl(fileno(f), TIOCSETP, &old);
}
```

Call ctrlc_off() first; call ctrlc_on() later to put the terminal back in "cooked" mode.

Note that the above code has some side effects: getc() and getchar() will return immediately (as soon as a character is typed) instead of waiting for a whole line to be typed, so you may want to check for backspace and delete in your code and do the appropriate things.

If portability is not a concern, you can use the ST operating system function Crawio() to do the I/O instead of using getc() and putc(); this might be a simpler solution (and is library independent).

--Eric

3353. Re: removable scsi ??

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-01 21:12:42 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0bb3f16@nathan.ruhr.de>
Source record: 46997

In <17587@hydra.Helsinki.FI>, Markku Luoto writes:

>-> now what did I find a controller that controlls Seagate -N type drives...
>and isn't this ST-N type same as plain SCSI-drive ???
Yes, ST-XXXXN are Seagate's SCSI hard disks...

>NOW the question is... could I get a removable SCSI hard disk drive and hook it
>to my old ST with that supra-controller (that makes it look like mfm ?)
Huh? What do you mean with "that makes it look like mfm?" If scsi-drive
was connected to that controller, why for gods sake should the controller
make it look like mfm???
If an SCSI drive was connected to that controller (i.e. if there is only
50-line cable between controller and drive), you can connect any SCSI
drive. If there are two smaller cables (approx. 20 lines each), then it's
an MFM or RLL drive and you won't be able to connect an SCSI drive...

>and last but not least... if yes, are there SCSI removable hard disks around ?
>-and what in a world do they cost ???
Of course there are removable SCSI drives around. Syquest's SQ555 is most
known one. It was build into Atari's Megafile 44.
/s/
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

3354. Re: Mega STE & MC68882 Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-02 06:33:49 UTC
From: goenning@hpbbi4.BBN.HP.COM
Message-ID: <7120008@hpbbi4.BBN.HP.COM>
Source record: 47007

Hi again !

In my message I offered some 68882 / 33 MHz - I'm very sorry but I have to correct this : it's only 16 MHz types ...

Regards,

Frank.

3355. Re: Well now I've got TOS 1.4.....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-02 08:38:16 UTC
From: jan@janhh.hanse.de
Message-ID: <2150.09.91@janhh.hanse.de>
Source record: 46996

From article <3053@atari.UUCP>, by apratt@atari.UUCP (Allan Pratt):
> You should get PRGFLAGS and set the fast-load bit of all your programs
> except Microsoft Write and some parts of GCC. Does anybody know of other
> programs that don't run correctly when the fast-load bit is set?

The first ACC to load can't have the fast-load bit set. Otherwise you
get wierd results afterwards. (The guy who wrote the VDI replacement NVDI
found this one out.)

Also some compiled GFA 2.x programs (like the mercury UUCICO <sigh>)
sometimes behave strange.

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

3356. Re: Dynamic Dialogs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-02 12:09:39 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Sep2140939@acae127.cadence.com>
Source record: 46994

In article <1991Aug29.013419.11327@sunb10.cs.uiuc.edu> pietrzak@sunb3.cs.uiuc.edu (John Pietrzak) writes:

> Hello! I've recently been trying to stuff some information from a Gem
> program I've been working on into a dialog. I would like to place some

just stuff the new string into the te_ptext text field (assuming it
was created with string space), or change the text pointer: for example
(this is from fast.prg written by yours tuely)

```
void stuff_string(OBJECT *tree, char *format, int obj, double value)
{
TEDINFO *t;
if(obj == NIL)
return;
t = (TEDINFO *) tree[obj].ob_spec;
sprintf(t->te_ptext, format, value);
t->te_txtlen = (short)strlen(t->te_ptext);
}
```

> dialog? (I'm currently working under GNU C, if it makes a difference.)

the only difference GNU C makes is that if a dialog's strings are
compiled into the program (for instance by including the resource's C
image) then the -fwritable-strings compiler switch must be used,
otherwise gcc will share identical strings and when you stuff the
new string, you will end up changing other strings in that or other
dialogs that you did'nt intend to.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

3357. Re: How do I disable Control-C?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-02 13:02:34 UTC
From: ZVM055@DMSWWU1C.BITNET
Message-ID: <91245.131019ZVM055@DMSWWU1C.BITNET>
Source record: 46991

In article <HscJ82w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca
(Michel Forget) says:
>In all of my programs that use text output functions, pressing control-C
>during an output causes the entire program to terminate. THIS IS
>ANNOYING! How do I prevent this from happening? The functions I use
>are:
>
>getchar()
>putc(character, file)
>getc(file)
>
Usually, these functions use GEMDOS calls to do their work; the GEMDOS is the
thing that stops your program when pressing crtl-c, when you use the BIOS
functions, this will end.

Ulrich

+---------------+----------------------------+-----------+
| Ulrich Kuehn | Internet: | no MOTD |
| Stud.Math.Inf | kuehn@math.uni-muenster.de | found yet |
+---------------+----------------------------+-----------+

3358. DC Weekly posts for Aug.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-02 13:25:32 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Sep2.132532.4521@menudo.uh.edu>
Source record: 46992
Cross-posted to: comp.sys.atri.st,comp.sys.atari.st.tech

We were in Germany for the Atari Messe show and were unable to upload our POWs
for the last three weeks of August. I have just sent them to terminator and
to the binaries newsgroup. The programs are:

DC Mouse-ometer will let you know how far your mouse has travelled
during your hard-at-work or just-having-sessions on the computer.
Suggested by a friend of a "Mac user with this neat little mouse
gadget."

DC Run Rez automagically switches screen resolution for files that don't
do so on their own.

Just say no to "Please switch to ???? resolution" alerts!

DC Light Off will turn off your floppy disk drive (and light) after you
have booted up. Useful when you boot up without a floppy disk inserted in
the drive. Suggested by Larry Novak.

All programs 100% assembly, ST, STe and TT compatible. Program of the week.

- mike vederman / double click software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3359. Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-02 17:09:18 UTC
From: gt3449b@prism.gatech.EDU
Message-ID: <35764@hydra.gatech.EDU>
Source record: 47006
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am trying to find out something for a friend of mine...

Please also note that I know very little about the Atari machines

technically speaking.

My friend has a 520 ST and would like to beable to run some software

that is capable of seni-complex text and graphic designs. He is a

an evangelist at the church where I go and makes overheads and other

types of hand outs for classes. Presently he has the opportunity to

buy a used copy of Calamus. This appears to do what he will need it

to do, BUT he says it will only work on a machine with 1MB of memory.

He has also mentioned something about needing a double sided floppy

drive and from what he has said the 1040 ST has that built in.

My questions are:

1. Can he find a software package at a reasonable price that can do what

Calamus can do and work on his present 520 ST and hard drive?

2. If not, is it better to upgrade memory in his 520 ST and buy an

external DS floppy OR find a used 1040 ST?

3. If upgrading his present machine is a good option, where can he

find a DS floppy at a good price and where do we find specific

information on how to upgrade his memory(I know it's a piece of pie

on a IBM PC, but I know nothing about doing that to a 520 ST).

Thank You for any information or advice...feel free to suggest something

I might have over looked!

Michael Peters

--
PETERS,MICHAEL W
Georgia Institute of Technology, Atlanta Georgia, 30332
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt3449b

Internet: gt3449b@prism.gatech.edu

3360. RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-02 22:58:56 UTC
From: lchd_ltd@uhura.cc.rochester.edu
Message-ID: <1991Sep2.225856.2337@galileo.cc.rochester.edu>
Source record: 46995

I have replaced the 256K SIMMs in my 1040 STE with 4 1 Meg SIMMs.
Two of them are with 8 small chips on them and the other 2 are with
9 small chips on them. I don't know about the access speed of the
8-SIMMs but the 9-SIMMS has a 100ns access time.

I thought this work fine at first but until recently I found out that
some programs which I copied into a RAMDISK (created using RAMPLUS)
doesn't work after I ran and quitted a few times (I got the message
TOS error 35). I try to use other ramdisk like Eternal but
they don't work at all (2 bombs).

Can anybody tell me if this is because I am using SIMMs with different
speed or different type together?

Thanks in advance. Please e-mail me.

...
Ling Cherd

3361. ncr 5380

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-03 06:45:19 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.683880319@cstw18>
Source record: 46999
Cross-posted to: comp.periphs.scsi,comp.sys.atari.st.tech

Hi,

I'm about to write a scsi driver for the ncr 5380. (the SCSI chip in the
Atari TT).
Now I'm told that this is a nasty beast, so I would like to ask if
anyone has a code sample which I can use to model my own driver to.
I do have the ncr doc, but often an example provides more explanation
than the documentation.

By the way: does anyone know the scsi address of the TT, or is this
software programmable. According to some TT doc, the internal hard disk
is at scsi address 0.
I would expect that the TT is programmed for scsi address 7, but I prefer
to be sure...

Thanks,
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

3362. exabyte 8200

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-03 06:48:14 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.683880494@cstw18>
Source record: 47000
Cross-posted to: comp.periphs.scsi,comp.sys.atari.st.tech,comp.os.minix

Hi,

Someone gave me an exabyte 8200, which I want to connect to my computer.
(an atari TT running minix)
Unfortunately the exabyte is from a Xerox system, and the label on the
exabyte reads amongh others:
MXPROM XERX2527
This seems to imply that I have some form of non-standard prom.
Is there perhaps some netter who knows the difference between this rom
and the "standard" one. (or does someone know an inexpensive way to get
a standard rom. The local distributer charges something like $ 150,--
which is a little steep for a simple prom, I think).

I'm also interested in the data format that is usually used on
exabyte's. Particularly I want to be able to exchange data with the
exabyte at the sun at work. Anyone any idea or pointer?

Furthermore the exabyte came without any docs. Are there any specific
scsi commands that I need, apart from the normal scsi commands for
tape-like devices?
Also: Should it be possible to open/close the drive if it is not
connected to a scsi bus, or does it require some software to release the
tape.

Thanks,

--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

3363. Stuck Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-03 07:25:22 UTC
From: dave@cm.cf.ac.uk
Message-ID: <1991Sep3.072522.21574@cm.cf.ac.uk>
Source record: 46998

Hi,

I've got a program that runs fine on an STFM. However, I have an STE.
On this machine after program boots up the mouse cursor sticks in the middle of the screen.

The mouse seems to be disabled however using the keyboard to control the mouse does work but this is so slow.

Does anybody know if I can fix this problem somehow?

Thanks in advance

Dave.

3364. Spectre and Atari MIDI?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-03 10:03:02 UTC
From: hv@uwasa.fi
Message-ID: <1991Sep3.100302.1396@uwasa.fi>
Source record: 47001

What is the current situation. Does Spectre support Atari MIDI as Mac MIDI now or in the near future? D. Small? One wants to use Mac MIDI programs with Atari MIDI connections...

--
== Harri Valkama, University of Vaasa, Finland ==========================
P.O.Box 700, 65101 VAASA, Finland (tel:+358 61 248426 fax:+358 61 248465)
hv@uwasa.fi hv@finfiles.bitnet /s=hv/o=uwasa/prdm=inet/amdm=fumail/c=fi
Anon ftp garbo.uwasa.fi (128.214.87.1) and nic.funet.fi (128.214.6.100)

3365. Re: Spectre and Atari MIDI?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-03 11:28:58 UTC
From: s37837k@saha.hut.fi
Message-ID: <1991Sep3.112858.25951@nntp.hut.fi>
Source record: 47003

In article <1991Sep3.100302.1396@uwasa.fi> hv@uwasa.fi (Harri Valkama) writes:
>What is the current situation. Does Spectre support Atari MIDI as Mac
>MIDI now or in the near future? D. Small? One wants to use Mac MIDI
>programs with Atari MIDI connections...
>

You need the MegaTalk interface (by Gadgets, needs megabus) and one of the
MIDI-interfaces for Mac to use MIDI with Spectre.

I kind of remember that Dave has once told that it is almost impossible to
use the MIDI-interface of Atari under Spectre without losing any other
qualities that Spectre already has...

Was it the Mac serial or SCSI, that conects to the MIDI-interface???
In either way, maybe it is possible to connect one using the serial port of
atari (or maybe not, max 19200 bps...) or the host-adapter for SCSI-harddisk.

* Jari Lehto * 90-387939 * Jari.Lehto@hut.fi * Music, love & *
* Tenavatie 19 A * 90-382887 * jartsu@vipunen.hut.fi * friendship! *
* 00760 HELSINKI * 94040/02887 * jartsu@otax.hut.fi * Garlic, beer &*
* Finland * fax +358 0 8735916 * s37837k@saha.hut.fi * sausage! *

3366. Re: SCSI Harddisks

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-03 11:53:48 UTC
From: GUTEST6@cc1.kuleuven.ac.be
Message-ID: <91246.115548GUTEST6@cc1.kuleuven.ac.be>
Source record: 47002

Now that we are on the subject I would like to ask you all what could be the best solution to have a harddisk in a 1040 Ste. I got information on the Atari drives, and they seem to cost rather a lot compared to other. Now, I heard a lot about ICD and BMS controllers, but don't a think about what they are/do/have/etc...

Can anyone please get me some information about it?

Regards,
Kris Van Hees.

3367. Porting Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-03 16:30:20 UTC
From: tensmekl@infonode.ingr.com
Message-ID: <1991Sep3.163020.18222@infonode.ingr.com>
Source record: 47004

While I have been attempting to Port an "UNNAMED" program to
the ST. I ran into several preliminary problems.

1) With MWC there is a compile option to allow nested comments
This doesn't seemed to be recognised by the run time
compiler.
Make the porting the existing code a bit of a problem.
Is there a work around?

2) It would be nice to group the pre-compiler instructions

ie. #if defined(MSDOS) || defined (TOS)
rather than
#ifndef MSDOS
#ifdef TOS etc

Yes I have looked at the code for Nethack, and Micro Emacs
Any other suggestions would be accepted as well.

--
Kermit Tensmeyer | Intergraph Corporation
UUCP: ...uunet!infonode!tensmekl | Desktop Publishing
INTERNET: tensmekl@infonode.ingr.com |
or uunet!infonode.INGR.COM!b23a!kt8127!klt

3368. Re: Porting Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-03 17:17:20 UTC
From: steve@thelake.mn.org
Message-ID: <A1646925603@thelake.mn.org>
Source record: 47005

[In article <1991Sep3.152214.5124@infonode.ingr.com>,
tensmekl@infonode.ingr.com (Kermit Tensmeyer) writes ...]

> 1) With MWC there is a compile option to allow nested comments
> This doesn't seemed to be recognised by the run time
> compiler.
> Make the porting the existing code a bit of a problem.
> Is there a work around?

The right way to do it is to convert the source code to legal C, which does not allow nested comments. To temporarily hide a block of source code, use the #if 0/#endif convention.

MWC claims to support nested comments with the variant option -VCNEST. If it doesn't work, I don't know what recourse you have, since MWC seems to have become orphan software.

You could easily write your own program to preprocess the source code and strip commented material, including nested comments. Increment a counter variable when you see "/*" and decrement the variable when you see "*/" && (counter !=0). When counter == 0, copy the data to the output.

If you want to get fancy, you could make nested-comment support a command-line option. For that matter, you could also support C++ comments, which are (unfortunately) showing up in some C code.

Hey, I'm almost tempted to write it myself. :-)

> 2) It would be nice to group the pre-compiler instructions
>
> ie. #if defined(MSDOS) || defined (TOS)
> rather than
> #ifndef MSDOS
> #ifdef TOS etc

The ``defined'' preprocessor command is an extension to the original C language; it is not described in Appendix A of Kernighan & Ritchie's ``The C Programming Language'' first edition, on which MWC was based.

But it is supported by all ANSI and several non-ANSI compilers. I just tested the following code with the free compiler Sozobon C 1.62i (beta) and found that it worked just fine:

```
#if defined (SOZOBON) || (MSDOS)
#include <stdio.h>
#endif
main()
```

```
{
#if defined (SOZOBON) || (MSDOS)
printf("Hello, world!\n");
#else
#error "Preprocessor does not support #if defined construct"
#endif
}
```

I don't remember whether previous versions of Sozobon supported the
``defined'' directive. The new version will be available Real Soon Now.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

3369. Re: Mega STE & MC68882 Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-03 19:43:35 UTC
From: apratt@atari.UUCP
Message-ID: <3054@atari.UUCP>
Source record: 47009

goenning@hpbbi4.BBN.HP.COM (#Frank Goenninger) writes:
>I've bought a new MEGA STE on the "Atari Messe" in Duesseldorf,Germany.
>Right after arriving at home, I tried to install a MC68882 math coprocessor
>in the empty socket. The Atari does things fine, except recognizing that
>there's a coprocessor installed. Turbo C 2.0 allows to comile code
>for a MC68881/2. The resulting code crashes with 11 bombs a the first
>fpu instruction (a fmove to initialize fpu registers).

The 68882 in a Mega STe is not a coprocessor, it's a peripheral. The 68000
can not use a 68882 as a coprocessor. What this means is that instructions
like FMOVE won't work. To use the 68882 in a Mega STe you need a compiler
or a library which knows about it. Check your compiler's documentation.
Look for "SFP004" in the index -- SFP004 is the name of the Atari board
that lets you put a 68882 in a Mega ST. The 68882 that's in a Mega STe
works the same way, at the same addresses.

You can prove to yourself that TOS has detected the 68882 by checking the
_FPU cookie: if its value is $00010000 then TOS saw the '882.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3370. Hard Disk Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-04 03:46:38 UTC
From: ac365@cleveland.Freenet.Edu
Message-ID: <1991Sep4.034638.10869@usenet.ins.cwru.edu>
Source record: 47008

As some of you might recall, I was having some trival problems with my Toadfile 44(syquest555 with ICD board). Well, thanks to a couple of suggestions by you I was able to keep my system going without any serious catastrophes. I spent the summer woking at a research facility and I brought my computer with me. I have to admit, not a single HD problem for two months, except for one bad sector which was mapped out the first day. Well, now my computer is here with me at Penn, and I am noticing lots of large problems with the system. Lets see what we all can come up with once I tell you what its doing.....

Just to refresh, I'm running a 44 megabyte removable media harddrive with my Mega 4ST and a helpful application called DC Desktop in the Auto folder. Everything was going good for the first couple of days, and then little bombs appeared on the screen when it would do the startup routine loading the DC desktop programs. I erased the troublesome files and reinstalled them from the original floppy. Well, the bombs still appeared, yet in different places. I worke don this for some amount of time and life was not getting any bette. I made an emergency backup of the key stuff on my C drive and copied a few graphic files to the D: partition.

Life still didn't get any better as I worked with the system. I decided that it was time to zero the partition and reintall from scratch. It now booted nicely once I put the boot files back in. But everything that I tried to restore just wouldn't run. Flash and Wwriter which were reinstalled from the original source disks would bomb upon loading.

I called ICD today and talked to a helpful technician who took me through some other things to try, but no avail. I convinced him to send me another ICD program disk (i figure that since I configure my C partition from the floppy and that there are some major problems that maybe the source disk is corrupted.) The interesting thing is that D: and E: partitions just work like normal. Some files bomb on D: and E:, but not everything. I have been able to install Flash and Wwriter onto E: for now and this works (based on the ability to send this message out!). I can't put any programs into AUTO or any desk accessories without it bombing on bootup (annoying because I can't use TURBOST), but anyhow.....

H E L P !

ANy suggestions would be greatly apprciated!

Please email me at ac365@cleveland.freenet.edu with any ideas or if you just require clarifications of my ramblings.

Thank you immensely..

Also, if any one knows of Atari service in Philadephia, pls let me know!

--
Todd Donovan: ac365@cleveland.freenet.edu
Wharton School of Business * School of Engineering & Applied Sciences
University of Pennsylvania in Philadelphia, Pennsylvania.

3371. MFDB's - do they REALLY work?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-04 06:49:08 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3467@uqcspe.cs.uq.oz.au>
Source record: 47010

Is it valid to use vro_cpyfm to copy an image from one area of memory
to another (the screen) if they have different WordWidths? I tried to
copy from an MFDB with word width 2 to one with word width 80 (ie. screen),
but is tried to stretch out the narrow image over the whole screen.

Could someone tell me the exact semantics of vro_cpyfm.

Warwick
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3372. Re: Stuck Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-04 07:35:12 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <DTTq84w164w@sys6626.bison.mb.ca>
Source record: 47011

dave@cm.cf.ac.uk writes:

> Hi,
>
> I've got a program that runs fine on an STFM. However, I have an STE.
> On this machine after program boots up the mouse cursor sticks in the middle
> the screen.
>
> The mouse seems to be disabled however using the keyboard to control the mous
> does work but this is so slow.
>
> Does anybody know if I can fix this problem somehow?
>
> Thanks in advance
>
> Dave.

If it's the program that causing the problem you're out of luck unless
someone updated it for the STe. Could the problem be...just a guess
here...a mouse accelerator program in the auto folder?

--- (Bryan Kelln) a user of sys6626, running waffle 1.64
E-mail: winnipg@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

3373. Laser Printer Problems!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-04 16:30:28 UTC
From: a0067@rrz.uni-koeln.de
Message-ID: <1991Sep4.163028.131528@rrz.uni-koeln.de>
Source record: 47012

Hi there,

having too much money we bought some fancy laserprinters (not the
ATARI SLM) and now want to link them to our ATARIs.

First we got a CANON LBP-4.

This machine gives no reaction when connected to the ATARI parallel
port, but works fine when connected to any IBM clone.

Second we got a QMS PS-410. Wonderful machine with two ports and
Postscript capability.

And again we get no reaction when this QMS is connected to the ATARI
parallel port. Everything is OK when an IBM clone is used.

What is special about the ATARI parallel port?
What must be changed in the ATARI or the Laserprinters or the
connecting cable to make the ensemble work together?
Neither the parallel ports of an 1040ST, nor MEGA2 nor MEGA4
do work.

We would very much like to obtain some help or the investment
of several kDM is in vain.

Please Help

Kurt

PLEASE SEND YOUR ANSWERS VIA E-MAIL BECAUSE I HAVE NO ACCESS TO THIS
NEWSBOARD SYSTEM!!!

MY E-MAIL ADDRESS IS: stueber@vax.mpiz-koeln.mpg.dbp.de
~~~~~~
~~~~~~

3374. Re: Atari ST Blank Rom Cards

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-04 18:48:02 UTC
From: Jan.Willekens@p12.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.12_28c52b03@linn.fidonet.org>
Source record: 47114

In a message of <23 Aug 91 19:14:08>, COLLORA@LMUACAD.BITNET (2:320/100.1) writes:

C> I am currently looking into converting an ATARI ST into a Macinotsh.

Why go through all the trouble when there is Spectre, the Macintosh emulator for the ST? More info on Spectre can be obtained from:
Gadgets by Small
40 W. Littleton Blvd #210-211
Littleton, Colorado 80120
U.S.A.
Tel: +1-303-7916098

Greetings... - Jan -

--- STabloid's Chief Editor... Prerelease out NOW!
Jan.Willekens@p12.f202.n281.z2.fidonet.org
or Jan.Willekens@p12.f202.n281.z2.linn.gna.tfd.com

3375. Conclusions: How do I stop Control-C?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-04 19:16:01 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <ePkR82w164w@ersys.edmonton.ab.ca>
Source record: 47014
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

About a week ago, I posted a message asking how to prevent the ST from aborting a program while waiting for input or sending output if Control-C was pressed. I received a number of suggestions, and here are my conclusions:

1. Use BIOS functions. Bconin & Bconout work fine to get characters and send characters respectively. They also do not wait for the user to press return on input, which was useful. I found that when I read from the file, though, I had to manually convert '\n' characters into a CR, followed by an LF for the output to the screen to look correct.

2. Use getch() and putch() to do the input and output, and use cfg_ch() to modify the functions to use the BIOS calls mentioned above. This would be more portable than the above method, but I think it might be a tiny bit slower. I had problems getting this method to work for me, but I now realize that I would have also had to convert '\n' characters into a CR, followed by an LF for the output to the screen to look correct.

I would like to thank everyone who answered my questions to offer help.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>
<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

3376. Re: SCSI Harddisks (compatibility with Atari Laser Printers)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-04 22:16:01 UTC
From: wabe@ukc.ac.uk
Message-ID: <410@hobby.ukc.ac.uk>
Source record: 47013

In article <4720@beauvoir.cs.tu-berlin.de> mami@opal.cs.tu-berlin.de (Manfred Mirsch) writes:
>
>I hope to find some help for my decision which harddisk I should buy.
>
>I own a STe and want to buy a HD with about 80 MB.
>Now I saw that SCSI HD are much cheaper then the HD that are produced
>for the ATARI.
>
>My questions:
>
> 1) Does anybody has experiences in connecting a SCSI HD
> to a STe ?
>
> 2) What advantages and disadvantages are there ?
>
> 3) Does anybody knows documents concerning this subject ?
>
>Thanks for your help,
>
>Manfred.

BEWARE here - especially if you own an ATARI SLM-605 Laser Printer.

Recently I bought a SCSI hard disk with an ICD AdScsi Plus Host adaptor board managing a 100 Mbyte NEC SCSI drive (assembled by Power Computing Ltd., Milton Keynes, UK). It is a beautifully quiet little gem (it has no fan!) and works perfectly as a hard disk with my STE (fitted with 4 Mbyte Ram). However when I daisy chained my SLM-605 off its DMA out port (or indeed daisy-chained the hard disk off the SLMC-804 Laser Printer Box) then the printing on the Laser Printer was spoilt by a "ghosting" of each printed letter. This does NOT HAPPEN if I use a pre-STE computer (I have tried a Mega ST-4 and a 1040-ST). Also my STE's DMA output has been checked by Atari UK and is perfect. If I daisy-chain my Laser Printer off an Atari SH-205 or Megafile-60 hard disk, all works well.

All this points to some design fault with the ICD DMA throughput buffer arrangement that, for some reason I cannot fathom, is OK with OLD ST's but NOT with the new STE's. The "ghosting" of the fonts is clearly(?) caused by "echoes" of pulses in the connecting cables - so would suggest a possible mismatch somewhere. I observe that ICD do not fit any terminating resitors at the input bus pins of the 74LS245 tri-state octal transceiver buffer - so I would guess a large echo is returned along the line to the computer. However, provided the output impedance of the DMA port on the STE reasonably matches that of the Lead, I guess this echo would not be echoed

back (being a Physicist I know a little about transmission lines - but never hitherto had any practical problems with them). Since ICD seem to rely on this effect solely to quench line "ringing" (rather than do this AND terminate at each buffer input) it occurs to me that if the output impedance of the DMA of the STE has been altered from that of the earlier machines - then this possibly might account for the troubles.

WHY then does the hard disk work perfectly well for NON-LASER PRINTING jobs I hear you ask. I don't know but venture the opinion that when Laser Printing in the "bit-image" mode, the pulses are different i.e. closer together in time (they are a couple of microseconds apart on a typical bus wire input and about 3.5 to 4.5 Volts high - or so my Storage Oscilloscope tells me - SORRY, NO I have not looked (yet) at such pulses from older ST's to compare. Changing DMA Leads between those of ICD and ATARI certainly has an effect on the font "ghosting" - but does not eliminate it altogether (ATARI lead gives less "ghosting" than my 24 inch or so ICD Lead). Of course, ICD's error checking software could help here too - possibly?

Just one other bit of experimental observation to add to this saga. I discovered - purely by chance - that if I daisy-chained my Laser Printer off my old SH205 hard disk which was itself daisy-chained off the new SCSI Hard Disk (YES - I had ensured their LUNS differed!) then the printing was PERFECT - even with an STE!! This proves the "fault" is curable - so I am optimistic that someone out there will maybe have met this before and can tell me what to do (I CAN solder, change chips, do circuit mods etc.)

Finally this DOES SEEM to be a design fault - for a work colleague has a similar system with a SCSI Hard disk (again with an ICD AdSCSI Host Adapter) made by Evesham Micros (entirely different Company - as far as I know) - which shows EXACTLY identical symptoms.

So, provided you do NOT have an ATARI SLM-804 or SLM-605 Laser Printer, I would say go ahead and buy these lovely quiet little gems. In any case, I feel this problem will shortly be solved by ICD - I already have alerted them with a letter. Atari UK's repair workshop (Mr. Mark Bunce) has been extremely helpful with my telephone queries (although, strictly, mine is NOT an Atari Problem - for there would be no problem with an ATARI hard disk) - as indeed have Power Computing Ltd. - but they simply buy the ICD boards and assemble the disks.

Hope someone can solve my problem, W. Alan B. Evans
[wabe@ukc.ac.uk]

3377. Re: Porting Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-05 04:27:58 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Sep5.042758.4211@frmug.fr.mugnet.org>
Source record: 47015

In article <1991Sep3.163020.18222@infonode.ingr.com>, tensmekl@infonode.ingr.com (Kermit Tensmeyer) writes:
>
> While I have been attempting to Port an "UNNAMED" program to
> the ST. I ran into several preliminary problems.
>
> 1) With MWC there is a compile option to allow nested comments
> This doesn't seemed to be recognised by the run time
> compiler.
> Make the porting the existing code a bit of a problem.
> Is there a work around?
>

You should buy a copy of Turbo C!

> 2) It would be nice to group the pre-compiler instructions
>
> ie. #if defined(MSDOS) || defined (TOS)
> rather than
> #ifndef MSDOS
> #ifdef TOS etc
>
>

Yes that's a good idea applied in all my programms and ports.

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

3378. Re: Stuck Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-05 10:34:24 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Sep5.103424.1493@newcastle.ac.uk>
Source record: 47018

```
In article <DTTq84w164w@sys6626.bison.mb.ca>,
winnipg@sys6626.bison.mb.ca (Bryan Kelln) writes:
|>dave@cm.cf.ac.uk writes:
|>
|>> Hi,
|>>
|>> I've got a program that runs fine on an STFM. However, I have an STE.
|>> On this machine after program boots up the mouse cursor sticks in
the middle
|>> the screen.
|>>
|>> The mouse seems to be disabled however using the keyboard to control
the mous
|>> does work but this is so slow.
|>>
|>> Does anybody know if I can fix this problem somehow?
|>>
|>> Thanks in advance
|>>
|>> Dave.
|>

If I remember correctly this used to happen with CUBASE but has since
been fixed.
Why not get a software update? BTW What software is causing the problem.

Dave
--------------------------------------------------------------------
Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232
```

3379. Need questions answered

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-05 10:53:20 UTC
From: 72347.2767@CompuServe.COM
Message-ID: <910905105320_72347.2767_EHC43-1@CompuServe.COM>
Source record: 47017

I own a 1985 vintage 1040ST with the 3D Z-Ram (populated to 2 meg) and Rainbow TOS (6 chip set). I use my ST for writing (2-3 hours a day when I'm not teaching), programming (as much time as I can squeeze out), DTP (run a small national newsletter for writing teachers), and telecommunications (moderate the Computers and Composition Digest). I'm thinking of upgrading parts of my system. I've thought of a number of possible options but need some advice.

Upgrading the Monitor
==========
One upgrade path involves the monitor. I like to use color because I can see it better. I currently have the SC1224 monitor (and like its crispness in spite of the lower resolution). I've thought of upgrading the monitor to one which could handle higher resolutions in color or monochrome. I suppose I'm talking about a multi-sync here. However, a colleague has a 386SX with a high res VGA (640x480?) color which to my eyes is not as crisp as my lowly 1224.
Question 1:
What type of monitor will work on an ST, providing high res mono, and medium or low res color with at least the same crispness as my lowly 1224?
Question 2:
Which monitors from question one will also work on an STE with its new resolutions or on a TT?
Question 3:
How do high res color monitors handle monochrome? Do they get fuzzy? Do they allow me to assign a given color for the background and another for the foreground (say grey and black respectively)?

The ST itself
==========
I'd really like to have an ST with more resolution choices. I'd also like a larger case (like those PC-AT machines) with a power supply capable of driving the ST with 4 megs of memory on the Z-Ram, one floppy, and my two Supra drives. One way to get some of this is an STE; another is the TT--a 68030 would be a treat for this old 68K hobbyist. I hesitate buying an all-new system because I already have two "stand-by" machines from the early 80s. It would bother me just to set the old ST aside.
Question 1:
What upgrade paths are there for making my ST act like an STE or TT?
Question 2:
Does Integrand (or some other company) make a box that can hold the ST main board, floppy, hard drives, &c.? How would I connect a keyboard to such a modified ST?

ST Software
==========
I have a gigantic hypertext capable program that supplies a CLI, a full text editor, disk management, C-like (byte-compiled) macros--the whole nine yards. My teacher colleagues have all been sucked into the PC world. They like my program, but it only runs on the ST. Much of it would port to another system. (I ported an early version to the ST from CP/M 68K in 1986.) But recently I've added user installable menus and all that nifty-keen GEM stuff (that I never use). I'd like to port this code over to the PC (and, dare I say, the Mac).
Question 1:
Are there any source-code translators that can convert GEM calls into source that a C compiler for MS-Windows (or for the Mac toolbox) will compile?
Question 2:
I mentioned the program does hypertext stuff. Are there any Spectre users familiar with StorySpace on the Mac? I'd like to write a conversion program that will convert the CONTEXT files and macros from my ST program into a form that StorySpace will recognize.
Question 3:
Are there any writer/programmers with 2meg or more systems interested in helping me beta-test this software before wide release. A version is available on CIS, but the ST user community on CIS is rather small. Very few have downloaded the 400K+ total files the program relies on.
Question 4:
What is the current ST development C compiler? I use Alcyon--I know everyone thinks it's a dog, but I've found it to be (with the proper cajoling) practically bomb proof--which I've used since the old CP/M-68K days. I also have a copy of GNU-C, but it requires so much memory, that large programs that Alcyon compiles just fine won't compile on my system (2.5 megs!) because it runs out of memory. I only use it when I'm verifying a program before porting it to a Vax--easier to develop on the ST and then just compile the code on the Vax.

If you've gotten this far, thanks so much for your time. If you can help me out with answers, you can reach me at the addresses in the signature or through the `comp.sys.atari.st.tech' newsgroup. While I am cross-posting this to the `comp.sys.atari.st' newsgroup, I don't have regular access to it.

Robert Royar
Department of English
New York Institute of Technology
Old Westbury, New York 11568

BITNET: R0MILL01@ULKYVX CIS: 72347,2767 Voice: (516) 686-7751
Internet: 72347.2767@CompuServe.Com

"Colorless green ideas sleep furiously."
Noam Chomsky
"Io venni in luogo d'ogni luce muto;"
Dante Alighieri

3380. AT-Speed problem on MegaST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-05 13:17:41 UTC
From: dick@ccsds.ahold.nl
Message-ID: <2837@ahds.ahold.nl>
Source record: 47019

A collegue of mine recently bought a MegaST (4Mb) and had ATSpeed
mounted on it (this is some ROM-based AT emulator).
He has severe problems with his keyboard:
- characters are lost while typing
- characters are scrambled on screen etc.

Is there anyone with some experience with this product, and if so,
do these problems sound familiar ?

Dick.

3381. Re: SCSI Harddisks (compatibility with Atari Laser Printers)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-05 14:12:47 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Sep5.141247.302@cs.yale.edu>
Source record: 47016

In article <410@hobby.ukc.ac.uk
> wabe@ukc.ac.uk (W.A.B.Evans) writes:
>
> BEWARE here - especially if you own an ATARI SLM-605 Laser Printer.
>
> Recently I bought a SCSI hard disk with an ICD AdScsi Plus Host
>adaptor board managing a 100 Mbyte NEC SCSI drive (assembled by Power
>Computing Ltd., Milton Keynes, UK). It is a beautifully quiet little gem
>(it has no fan!) and works perfectly as a hard disk with my STE (fitted
>with 4 Mbyte Ram). However when I daisy chained my SLM-605 off its DMA out
>port (or indeed daisy-chained the hard disk off the SLMC-804 Laser Printer
>Box) then the printing on the Laser Printer was spoilt by a "ghosting" of
>each printed letter. This does NOT HAPPEN if I use a pre-STE computer (I have
>tried a Mega ST-4 and a 1040-ST). Also my STE's DMA output has been checked
>by Atari UK and is perfect. If I daisy-chain my Laser Printer off an Atari
>SH-205 or Megafile-60 hard disk, all works well.

Things are not all that great with the DMA port on the old Mega ST's
either. I have been unable to get the following three devices to work
together: a fairly new Supra 105 Mb hard disk, an Atari SLM 804 laser
printer, and a Supercharger PC emulator. Everything works just fine
when I boot with the hard disk and either the laser printer or the
Supercharger, but when all three are connected together, it doesn't
work---either the disk gives problems and the computer won't boot, or
the disk works but the Supercharger crashes, depending on the order in
which they are connected. The Supercharger manual alludes to this
problem and suggests a particular order of daisy-chaining, but it
doesn't work for me. I have tried these peripherals with two
different Mega-ST's and had the same result with both, so it's
unlikely a bad DMA chip. I finally gave up being able to print from
Supercharger and I now unplug one or the other of the printer or
Supercharger before I power up the machine.

I had given up on this problem, but your note gives hope that there
might be a fairly simple cure after all. Anyone with more electrical
expertise have any ideas what might be going on?

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3382. Re: Conclusions: How do I stop Control-C?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-05 21:15:31 UTC
From: apratt@atari.UUCP
Message-ID: <3057@atari.UUCP>
Source record: 47021
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>2. Use getch() and putch() to do the input and output, and use cfg_ch()
>to modify the functions to use the BIOS calls mentioned above. This
>would be more portable than the above method, ...

I disagree. It assumes that everybody else who uses your source code has the same library that you have. Even if it's popular & widespread (like MWC or something) it's still not portable.

There's a third alternative: use Crawio(c) for output and Crawcin() for input. These are GEMDOS functions, not BIOS functions, and as such are redirectable and other stuff. The redirection doesn't actually work before TOS 1.4 for some of the single-character I/O calls, but that's Yet Another Good Reason To Upgrade.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3383. Internal Clock

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-06 11:03:29 UTC
From: jas@oasis.icl.co.uk
Message-ID: <67@oasis.icl.co.uk>
Source record: 47022
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone recommend a good internal clock for an STe? I've seen the external Forget-Me-Clock II which is quite nice, but I'd prefer something a little less intrusive.
Any opinions/ideas gratefully accepted, and prices (pref.UK) would be appreciated.

Thanks in advance,
Jason Morris.

3384. STe & HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-06 12:17:22 UTC
From: mlake@irscscm.UUCP
Message-ID: <1991Sep6.121722.763@irscscm.UUCP>
Source record: 47033

I'm having a screwy problem.

I have a 520ST and a 1040STe. I also have 20 meg and 80 meg Supra HDs which I normally run daisychained. Everything works fine with the 520ST. But when I plug the HDs into the STe I can't boot, in fact I can't even power up. The busy light on the 80 HD (the first drive in the daisy chain) freezes on (the busy light also freezes on if I try to power up the 80 HD with the connector not plugged into either ST). If I connect the 20 HD directly to the STe then I can boot up but I can't access all the files on the drive. I get read errors with certain files.

Here's the screwy part ... if I boot everything with the 520ST, then unplug the HD and plug it into the STe, then boot the STe everything comes up fine and I can access all the files!! But I have to do a complete boot (bring up the desktop). If I only power up and then unplug the HD from the ST then the busy light will freeze on once I plug it into the STe. Why is all this happening?

Also, it seems I need a floppy disk in the internal drive of the STe even with autobooting turned on for the system to come up. Is this normal?

--
Marshall Lake
mlake@irscscm.UUCP
...!uunet!media!ka3ovk!irscscm!mlake

3385. Re: Replacing ST225 ST drive with a larger one

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-06 15:29:27 UTC
From: etmelag@sunbeam5.ericsson.se
Message-ID: <1991Sep6.152927.17069@ericsson.se>
Source record: 47026

In article <1991Aug27.102231.29524@hemlock.cray.com> mpj@sequoia.cray.com (M. P. Johnson) writes:
>
>Hi there,
>
>My ST hard disk (SH204?) recently gave up the ghost.
>I have ordered a replacement drive for the Seagate ST225 20MB drive
>that was in the Atari HD box.
>The new drive is a 42MB Seagate drive (ST251-1 I think) which has
>the same MFM interface, so it should be hardware compatible..
>
>However, I believe I need to change the (driver?) software on the
>ST in order for the machine to be able to use the extra disk space.

Hi Marvin,
I guess that you are using the Atari softwareset(AHDI + HDX).
HDX uses a file WINCAP that contains the specifications of the
drives . Take a text editor and update the files according to
the specs of your new drive. It will probably take some trial
and error to find the right way to edit the file. There are
comments in the file that what all the parameters mean. You
basically copy the data for the SH204 and edit it to reflect the
specs of your drive.

3386. Re: removable scsi ??

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-06 15:38:19 UTC
From: etmelag@sunbeam5.ericsson.se
Message-ID: <1991Sep6.153819.17174@ericsson.se>
Source record: 47025

In article <17587@hydra.Helsinki.FI> luoto@cs.Helsinki.FI (Markku Luoto) writes:
>-> now what did I find a controller that controlls Seagate -N type drives...
>and isn't this ST-N type same as plain SCSI-drive ???
I am not sure, but I guess you're right (must be, my 80M Seagate
SCSI drive has a ST296-N...
>NOW the question is... could I get a removable SCSI hard disk drive and hook it
>to my old ST with that supra-controller (that makes it look like mfm ?)
Well, it definately doesn't look like MFM. The point is that the
Atari ACSI bus is a simplified SCSI bus (only Atari knows why
they didn't implement a full SCSI). The board you have is a ACSI
to SCSI converter (A so called "hostadapter"). That is the same
thing as Atari uses in the Megafile 44 to drive the Syquest
SQ-555 removable harddisk. I don't know about prices abroad.
Prices here in Europe are around $500 for the bare drive with
one cartridge (44M). There is a newer drive from the same firm
that has 88M cartridges, but that one is more expensive (about
$900 I guess)
Success, Louis

3387. Re: MWC malloc and memory upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-06 17:57:07 UTC
From: wabe@ukc.ac.uk
Message-ID: <412@hobby.ukc.ac.uk>
Source record: 47023

In article <jmw.683593986@probitas> jmw@probitas.cs.utas.edu.au writes:
>Having recently upgraded my 1040STFm to 2.5 Mb, I looked forward to
>being able to use the larger amount of memory in programs written with
>MWC 3.0.5. However the malloc routines give up well before all the memory
>is used up.
>
>For example, with a 500k ram disk, caching, and a few accs loaded, mf says
>there are 1700000 bytes free (approx values). A simple program which mallocs
>repeatedly, without freeing any memory, until malloc returns NULL, gives up
>after less than 600000 bytes have been malloced. This figure is only
>marginally affected by the amount of memory malloced at each call.
>
>Similarly me, the MWC Micro-Emacs editor will not read in files beyond about
>350K. This is also due to the malloc routines returning NULL.
>
>A number of programs are available to indicate how much memory exists, and they
>all confirm the presence of 2.5 Mb. Also other programs which apparently don't
>use MWC's malloc seem to be able to use the extra memory.
>
>My conclusion is that there is a problem with malloc in the MWC libraries. Can
>anyone shed any light on this? I am not encouraged by what I have read about
>Malloc, the TOS equivalent. Are there any other alternatives?
>
>While I'm on the subject, lrealloc from the same library has never properly
>worked - it causes a crash more often than it works, but I can live with that.
>
>John M Williams jmw@probitas.cs.utas.au

I agree, there is some trouble with MWC's malloc() - my MWC manual
states that the most space it can "mallocate" is only 64k (unsigned int) -
so it should presumably never be used to assign larger chunks of memory - you
should use lmalloc() instead. In fact I almost NEVER use either malloc or
lmalloc - preferring to use the gemdos Malloc() instead. Amongst other
benefits avoiding "high-level" routines leads to more compact code.

Note though that Mark Williams Co. appear to have given up supporting
ST softare quite some time ago. One of their last communications to
registered users was an offer to buy the complete sourcecode of their "C"
library.

My main point is that you should not denigrate Malloc(), as this
is simply a gemdos call - and what it does will vary as Atari improve their
TOS versions. Since, indubitably, malloc() calls Malloc(), it could very
well be that, when last developed by MWC it worked OK, - but does not any
more due to subsequent changes to the TOS or gemdos made by Atari.

If you had the sourcecode, you could easily patch the malloc() to keep up with improvements in the gemdos functions (like Malloc()) that it uses. I would surmise that MWC would still be able to sell you their C libraries' sourcecode.

W. Alan B. Evans
[wabe@ukc.ac.uk]

3388. Re: Additional RS232 ports ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-06 18:04:43 UTC
From: sterbbs@sus.eur.nl
Message-ID: <sterbbs.684180283@eursus>
Source record: 47024

fraser_h@dofasco.uucp writes:

>I remember seeing a while ago instructions for adding additional RS232
>ports to an Atari 1040, but I've long since lost them. Has anyone
>built a project to do this (ie. a multiplexer for the existing port,
>a cartridge-port addition, etc.) ?

There's a little box with two additional RS232 ports, sold by Double Click software.

You should find their address in allmost every magazine or DC?????? program.

Bert.

- If I've insulted anybody or anything I will take -
- everything back and state the opposite. -
- Complaints? EMail: Largest ST BBS in Europe: STER BBS -
- Holland +31 (0)1880 40035 SterUID: SYSOP. -

3389. Re: Conclusions: How do I stop Control-C?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-06 21:39:13 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <3NgV82w164w@ersys.edmonton.ab.ca>
Source record: 47027
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

apratt@atari.UUCP (Allan Pratt) writes:

> I disagree. It assumes that everybody else who uses your source code has
> the same library that you have. Even if it's popular & widespread (like
> MWC or something) it's still not portable.
>
> There's a third alternative: use Crawio(c) for output and Crawcin() for
> input. These are GEMDOS functions, not BIOS functions, and as such are
> redirectable and other stuff. The redirection doesn't actually work before
> TOS 1.4 for some of the single-character I/O calls, but that's Yet Another
> Good Reason To Upgrade.
>
> ==
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

You are correct. I was assuming that cfg_ch was available to all C
libraries. Getch() and Putch() are commonly available it seems, but I
only heard about cfg_ch in this newsgroup. In general though, I still
think that the second method would be more compatible than the first,
since it doesn't access the system directly by skipping over the library.

Thanks for the comments...

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>

<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

3390. Another weekly post by DCS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-07 02:19:50 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Sep7.021950.9747@menudo.uh.edu>
Source record: 47028
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just got done sending the latest Program of the week to the terminator site (atari.archive.umich.edu) where you can ftp all of our freeware programs, just do a: cd atari/dc
and viola!

I also just sent the latest program to the moderated newsgroup. You should see the file this year... :-)

DC Drop DTR will drop the computer's RS232 DTR line for one second, then reassert the line. This should hangup any modem which is connected. Program suggested by James Faircloth.

100% assembly. ST, STe and TT compatible. Program of the week.

- mike vederman / double click software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3391. Memory Map

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-07 02:50:55 UTC
From: monsoon@cats.ucsc.edu
Message-ID: <20526@darkstar.ucsc.edu>
Source record: 47029
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anyone know where I can get a complete memory map for the 1040ST, or
a good 68000 machine language book for that matter? Am willing to buy...

3392. Stuck floppy drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-07 02:54:20 UTC
From: monsoon@cats.ucsc.edu
Message-ID: <20527@darkstar.ucsc.edu>
Source record: 47030
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My internal floppy drive on my stock 1040 seems to slow down and stop when trying to read some disks (3M brand always) and does fine on other disks (Sony). Any suggestions? I did open up the case and tried to clean out the spindle - are there any safe/recommended ways to lubricate it?

3393. Re: Disassembler for Mark Williams object modules

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-07 11:18:36 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <1031@ehviea.ine.philips.nl>
Source record: 47031

In article <A1424561951@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
|I'm looking for a program that will disassemble .o modules produced by the
|Mark Williams C compiler. I'd prefer that it produced standard Motorola
|asm, but MW's asm is acceptable (I can always translate by hand). Is there
|such a beast?
|
|I thought DISTOMWC might do the trick, but it won't -- it works only with
|DRI-format objects.
|
|Basically what I'm faced with is this: I have a library of high-level
|windowing functions that I want to use with Sozobon C, but it's available
|only in MWC format. I want to convert it. Source code is not available, so
|I have to go the harder route.
|

What you could do is link the .o files to be disassembled into a .prg
file (or .ttp or whatever). This could mean you have to add a dummy .o
file containing the unresolved references, to keep the linker happy
(some linkers proceed, but give warnings; you won't need a stub .o
in that case).

The big advantage of this scheme is that you are no longer dependent
from the format of the .o file. Any decent disassembler should
disassemble a program file nicely, especially when you have linked with
an option that preserves the names of the symbols in the program file.

If you don't own a disassembler (isn't DISTOMWC already one?) send me a
note. I wrote a disassembler for the ST some years ago.

Cheers,
Leo.

3394. Re: Internal Clock

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-07 12:16:04 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep07.121604.1337@actrix.gen.nz>
Source record: 47035
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <67@oasis.icl.co.uk> jas@oasis.icl.co.uk (Jason Morris) writes:
>
> Can anyone recommend a good internal clock for an STe? I've seen the external
> Forget-Me-Clock II which is quite nice, but I'd prefer something a little less
> intrusive.
> Any opinions/ideas gratefully accepted, and prices (pref.UK) would be
> appreciated.
>
> Thanks in advance,
> Jason Morris.

Well I would like to get one of those Datel , Key Board ones, 24 Pounds,
at least that don't use up the Cartridge Port and can be used when you are not
runing your hard drive, Plus they don't need software to drive it..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3395. Re: Additional RS232 ports ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-07 12:47:19 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep07.124719.2987@actrix.gen.nz>
Source record: 47036

```
In article <sterbbs.684180283@eursus> sterbbs@sus.eur.nl (B. Rozenberg) writes:
> fraser_h@dofasco.uucp writes:
>
> >I remember seeing a while ago instructions for adding additional RS232
> >ports to an Atari 1040, but I've long since lost them. Has anyone
> >built a project to do this (ie. a multiplexer for the existing port,
> >a cartridge-port addition, etc.) ?
>
> There's a little box with two additional RS232 ports, sold by Double Click software.
>
> You should find their address in allmost every magazine or DC?????? program.
>
> Bert.
>
> ---------------------------------------------------------------------
> - If I've insulted anybody or anything I will take -
> - everything back and state the opposite. -
> - Complaints? EMail: Largest ST BBS in Europe: STER BBS -
> - Holland +31 (0)1880 40035 SterUID: SYSOP. -
> ---------------------------------------------------------------------

From what I have read there could be a 4 Port Version, this can give you
up tp 6 users with MichTron BBS 3.0..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

3396. Re: Another weekly post by DCS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-07 15:28:39 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.91Sep7172839@morgen.cs.tu-berlin.de>
Source record: 47032
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Sep7.021950.9747@menudo.uh.edu> uace0@menudo.uh.edu (ATARI Computer Enthusiasts) writes:

DC Drop DTR will drop the computer's RS232 DTR line for one second,
then reassert the line. This should hangup any modem which is
connected. Program suggested by James Faircloth.

Well, that definately depends on the Modem's settings.

Mine is configured to go into command-mode w/o hanging up, just
as I prefer. I hate it having to redial, only because some
programm hung up the machine.

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)
Attention: My phone-# is changing 01-Jan-1991 ! s/246292/2186292/

3397. Triangle Hard Disk Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-07 23:28:38 UTC
From: M.A.Rahin@lut.ac.uk
Message-ID: <1991Sep07.232838.6170@lut.ac.uk>
Source record: 47034
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This article though distributed worldwide is primarily for the UK readers.
Apology to those who are offended/annoyed.

My friend bought a used Mega 2 that came with a mono monitor & a Triangle 40 MB Soft Innovation Hard disk. This is a autobooting type harddisk. On bootup the following sign-on messages appear.

Traingle turbo drive PCML Ltd.
Ver 1.2Er Room Boot RGH 12/9/88.

* (This is a British made product)

The drive works ok in ST mode. Next, my friend tried to install Spectre/128 system (V 1.9 Copyright 1988)that he bought quite long time when it was first introduced in the UK. He made five partitions. The first three are ST & the rest 2 are Spectre partitions. However, the Spectre program fails to recognise the hard disk & could not find any partitions at all. The main problem we have is that we could not find any manual for the hard rive. However, the diskutility programs are there.

The Harddisk utility & also a read.me file says that the drive is set at SCSI physical device no 7. Under Spectre we tried all possible SCSI device nos. with no result.

We seek help. If any reader of this newsgroup have any experience with this hard drive or this particular problem, please send e-mail to

Y.C.Wong@uk.ac.lut -> from within UK.
Y.C.Wong@lut.ac.uk -> from outside UK.

- Rahin

N.B. What is the latest version of the Spectre software that goes with Spectre/128 ?

3398. Re: STe & HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-08 18:24:13 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1991Sep8.182413.27062@usenet.ins.cwru.edu>
Source record: 47037

In a previous article, mlake@irscscm.UUCP (Marshall Lake) says:

>
>I'm having a screwy problem.
>
>I have a 520ST and a 1040STe. I also have 20 meg and 80 meg Supra HDs
>which I normally run daisychained. Everything works fine with the
>520ST. But when I plug the HDs into the STe I can't boot, in fact I
>can't even power up. The busy light on the 80 HD (the first drive in
>the daisy chain) freezes on (the busy light also freezes on if I try to
>power up the 80 HD with the connector not plugged into either ST). If
>I connect the 20 HD directly to the STe then I can boot up but I can't
>access all the files on the drive. I get read errors with certain
>files.
>
>Here's the screwy part ... if I boot everything with the 520ST, then
>unplug the HD and plug it into the STe, then boot the STe everything
>comes up fine and I can access all the files!! But I have to do a
>complete boot (bring up the desktop). If I only power up and then
>unplug the HD from the ST then the busy light will freeze on once I
>plug it into the STe. Why is all this happening?
>
>Also, it seems I need a floppy disk in the internal drive of the STe
>even with autobooting turned on for the system to come up. Is this
>normal?
>--
>Marshall Lake
>mlake@irscscm.UUCP
>...!uunet!media!ka3ovk!irscscm!mlake
>

Interesting problem, to say the least. A friend of mine who recently
bought a STe had to reformat his HD completely. Not sure if it was
because of the same sort of problems, or if he just wanted the bigger
partitions that 'Rainbow TOS' allow, though.

--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

3399. ST Format's SPEECH.TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-09 02:39:16 UTC
From: U24226@uicvm.uic.edu
Message-ID: <91251.213935U24226@uicvm.uic.edu>
Source record: 47039

Does anyone know how to use the SPEECH.TOS program from the September issue of ST Format from another program? Could someone give me an example in either C or Hisoft BASIC? I think you should use the GEMDOS function Pexec(), but I don't know what's suppose to be in either the command or environment string. Right now all I can do is get the SPEECH.TOS to run from my program. My program can't tell SPEECH.TOS what to say.

****
* Marc Sasiadek @UICVM *
* University of Illinois at Chicago *
* College of Pharmacy *
****

3400. Re: Internal Clock

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-09 11:16:23 UTC
From: tmp@doc.ic.ac.uk
Message-ID: <1991Sep9.111623.3871@doc.ic.ac.uk>
Source record: 47038
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Sep07.121604.1337@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <67@oasis.icl.co.uk> jas@oasis.icl.co.uk (Jason Morris) writes:
>>
>> Can anyone recommend a good internal clock for an STe? I've seen the external
>> Forget-Me-Clock II which is quite nice, but I'd prefer something a little less
>> intrusive.
>> Any opinions/ideas gratefully accepted, and prices (pref.UK) would be
>> appreciated.
>>
>> Thanks in advance,
>> Jason Morris.
>
>Well I would like to get one of those Datel , Key Board ones, 24 Pounds,
>at least that don't use up the Cartridge Port and can be used when you are not
>runing your hard drive, Plus they don't need software to drive it..
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

I purchased one of these keyboard clocks, although it was not made by Datel,
and found that all it does is to keep the keyboard processor in standby
mode while the ST is powered down.

This would be fine, except that in my case, the batteries gave out after
about a week or so without the ST being powered up for much time.

I would suggest that you enquire about the length of time that the clock
will run without the ST being powered up before buying one of these.

In the end, I bought a Dallas Semiconductor DS1216E smartwatch which consists
of a socket which fits between one of the ROMs and its socket. Once this is
in place you can forget it - all it needs is a small auto folder program to
fetch the time from the smartwatch and set the system clock.

One warning though, there is very little room between the ROMs and PSU in
some models of the ST, so fitting it may be a problem (I got around this
when I blew my PSU up and had to fit an external one 8^)

The program and some installation details are held at atari.archive.umich.edu
in the file atari/utilities/smrtwtch.lzh

Cheers, Trev..

--
Trevor Peacock, Comms Officer, Dept of Computing, Imperial College,| Affix
180 Queen's Gate, London SW7 2BZ. Telephone: 071-589-5111 ext 5052.| stamp
JANET:tmp@uk.ac.ic.doc UUCP:tmp@icdoc.UUCP or ..!ukc!icdoc!tmp | here
DARPA:tmp@doc.ic.ac.uk or tmp%uk.ac.ic.doc@nsfnet-relay.ac.uk |

3401. Mega boot problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-09 21:31:34 UTC
From: ericth@i88.isc.com
Message-ID: <1991Sep09.213134.22350@i88.isc.com>
Source record: 47092

A plea for help to those of you who know (maybe) about Ataris and their quirks. Certainly more than I do. Hence, the following plea for info...

A buddy of mine, non-technical (OK, he's a sales guy...) has a Mega 4(?) which just went belly up on him this morning - at least, the drive seemed to. He can't boot from the hard disk as usual. He called me (I am Mr. Computer in his mind, but I am Mr. Know-*NOTHING*-About-Atari, in my mind) for help.

Is he out of luck, if his drive is dead? Or can he just buy a new disk drive (from whom? where? what kind?)? He was moaning "why did I ever buy something w/o support - ohmygod, I'll have to buy a PC... Argh!"

Can you help me help my friend? Or point me in a possibly fruitful direction?

Thanx...

Eric Thiele 1-800-524-8649 x334

3402. ST OBJECT/EXE FORMATS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-09 22:00:23 UTC
From: dave@csis.dit.csiro.au
Message-ID: <1991Sep9.220023.25385@csis.dit.csiro.au>
Source record: 47091
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can somebody please forward to me some information (as detailed as possible)
about Atari ST object and executable file formats including information on:

- The header
- Relocs
- Symbol flags

I cannot find ANY books on the subject & nobody at the user group seems to
know either.

Thanks mate.

-- dave@csis.dit.csiro.au
--
dave campbell

3403. Re: ST Format's SPEECH.TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-09 23:02:03 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3554@uqcspe.cs.uq.oz.au>
Source record: 47040

In <91251.213935U24226@uicvm.uic.edu> U24226@uicvm.uic.edu writes:

>Does anyone know how to use the SPEECH.TOS program from the September issue
>of ST Format from another program? Could someone give me an example in either
>C or Hisoft BASIC? I think you should use the GEMDOS function Pexec(), but I
>don't know what's suppose to be in either the command or environment string.
>Right now all I can do is get the SPEECH.TOS to run from my program. My program
>can't tell SPEECH.TOS what to say.

There is a C example of how to do this at atari.archive, but I wouldn't be
able to say where. I downloaded it long ago and converted it to Modula-2,
and since then, all I know of the program is that I have a module called
Speech:

```
DEFINITION MODULE Speech;

PROCEDURE LoadSpeaker(SpeakerProgram:ARRAY OF CHAR):BOOLEAN;
(* Initialise speaker. TRUE if successful *)

PROCEDURE Say(English:ARRAY OF CHAR);
(* Say something *)

PROCEDURE SayPhonetics(Phonetics:ARRAY OF CHAR);
(* Say something, using phonetics *)

PROCEDURE EnglishToPhonetic(English:ARRAY OF CHAR; VAR Phonetics:ARRAY OF CHAR);
(* Convert English to phonetics *)

END Speech.
```

If anyone wants a copy, mail me.

Warwick
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3404. Can interrupts in OS code be detected

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-10 14:58:43 UTC
From: dxper@dtek.chalmers.se
Message-ID: <4138@chalmers.se>
Source record: 47095

Is it possible to detect in an interrupt-driven TSR if a current operating-system call was interrupted?

Although I cannot claim to be an expert in MESSY-DOS programming, I think that a flag exists which can be checked so that a program can determine if it had interrupted the execution of a OS call. Is the same available on the Atari ST?

I'm curious because such a flag would enable the use of the OS system calls, which can't be called more than 3 times recursively...or so I have been told.

Yours,

Andrew Olausson

--

.. while(TRUE) Andrew Olausson A V EXPRESSED ...
.. unix; Systems Architect L I ARE ...
.. else dxper@dtek.chalmers.se L E IN ITS ...

3405. Re: SCSI Harddisks (compatibility with Atari Laser Printers)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-10 15:08:05 UTC
From: wabe@ukc.ac.uk
Message-ID: <413@hobby.ukc.ac.uk>
Source record: 47093

>>I own a STe and want to buy a HD with about 80 MB.
>>Now I saw that SCSI HD are much cheaper then the HD that are produced
>>for the ATARI.
>>
>>My questions:
>>
>> 1) Does anybody has experiences in connecting a SCSI HD
>> to a STe ?
>>
>> 2) What advantages and disadvantages are there ?
>>
>> 3) Does anybody knows documents concerning this subject ?
>>
>>Thanks for your help,
>>
>>Manfred.
>
I previously advocated "Caution" because of experiences (below)

> BEWARE here - especially if you own an ATARI SLM-605 Laser Printer.
>
> Recently I bought a SCSI hard disk with an ICD AdScsi Plus Host
>adaptor board managing a 100 Mbyte NEC SCSI drive (assembled by Power
>Computing Ltd., Milton Keynes, UK). It is a beautifully quiet little gem
>(it has no fan!) and works perfectly as a hard disk with my STE (fitted
>with 4 Mbyte Ram). However when I daisy chained my SLM-605 off its DMA out
>port (or indeed daisy-chained the hard disk off the SLMC-804 Laser Printer
>Box) then the printing on the Laser Printer was spoilt by a "ghosting" of
>each printed letter. This does NOT HAPPEN if I use a pre-STE computer (I have
>tried a Mega ST-4 and a 1040-ST). Also my STE's DMA output has been checked
>by Atari UK and is perfect. If I daisy-chain my Laser Printer off an Atari
>SH-205 or Megafile-60 hard disk, all works well.
>
> All this points to some design fault with the ICD DMA throughput
>buffer arrangement that, for some reason I cannot fathom, is OK with OLD
>ST's but NOT with the new STE's. The "ghosting" of the fonts is clearly(?)
>caused by "echoes" of pulses in the connecting cables - so would suggest
>a possible mismatch somewhere. I observe that ICD do not fit any terminating
>resitors at the input bus pins of the 74LS245 tri-state octal transceiver
>buffer - so I would guess a large echo is returned along the line to the
>computer. However, provided the output impedance of the DMA port on the STE
>reasonably matches that of the Lead, I guess this echo would not be echoed
>back (being a Physicist I know a little about transmission lines - but never
>hitherto had any practical problems with them). Since ICD seem to rely on

>this effect solely to quench line "ringing" (rather than do this AND
>terminate at each buffer input) it occurs to me that if the output
>impedance of the DMA of the STE has been altered from that of the earlier
>machines - then this possibly might account for the troubles.
>

> Finally this DOES SEEM to be a design fault - for a work colleague
>has a similar system with a SCSI Hard disk (again with an ICD AdSCSI Host
>Adapter) made by Evesham Micros (entirely different Company - as far as I
>know) - which shows EXACTLY identical symptoms.
>
> So, provided you do NOT have an ATARI SLM-804 or SLM-605 Laser
>Printer, I would say go ahead and buy these lovely quiet little gems.
>
> Hope someone can solve my problem, W. Alan B. Evans
> [wabe@ukc.ac.uk]

NOW - the FIX - or at least it worked for me!

I suspected "echoes" or "line ringing" in the DMA Leads caused by some mismatch. When I noticed (in RadioSpares Catalogue) that you could buy several kinds of the 74LS245 tristate octal transceiver chip with different "speeds" (slew rates), I ordered three additional types - 74F245 (Fast), a 74AC245E (also quite fast in response) and a 74HC245 (made by Motorola - which has a C-MOS input, is about same speed as normal 74LS245N (that was in circuit on ICD board) but is claimed to be less sensitive to Power Supply Voltages - this chip will work at any Voltage between 2V and 6V). You will have guessed by now that this last chip worked perfectly - but not I believe because of its tolerance to Voltage variations - but rather because its input and output impedances matched far better the DMA bus transmission line impedances thus quenching the echoes. I should also add that the original 74LS245N that ICD had fitted was not faulty - for I replaced that with a "normal" one from the Lab here and the "ghosting" was just as bad. As for the other two (fast chips), they improved matters quite a lot but some "ghosting" remained - probably because their output impedances were far lower than the Line impedance to Laser Printer - so that echoes returning from the Laser Printer Box would be "echoed back" to the Laser Printer again (I surmise!). With the MC74HC245 chip, the older ST's as well as STE's all seem to work perfectly.

I trust this "fix" which worked for me will work for others also whom I KNOW experience similar symptoms. However they must be prepared to snip off the legs of the 20-pin 74LS245 chip and solder in the 74MC245 (or preferably solder in a 20-pin DIL socket so you can easily substitute these chips - as I did)

And perhaps ICD might care to do their homework on transmission line matching - and fit the compatible transceiver in the first place - even though it costs a few pence (or cents) more!

Cheers, W. Alan B. Evans
[wabe@ukc.ac.uk]

3406. Mouse click delay hell!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-10 16:38:28 UTC
From: rossin@hpfctgr.HP.COM
Message-ID: <35730002@hpfctgr.HP.COM>
Source record: 47097

I give up. When I try to detect a mouse button down event in a GEM application, event_multi does not return the event to my code until after the double-click time out period. The button up event happens with no apparent delay. I'm sure that the double click period (speed) is involved because I can vary this parameter with the control panel and the delay corresponds. I also tried setting the number of clicks in the event_multi call to 0, but the code behaves the same as if I specified 1. I also tried polling the mouse using the mk_graf_mouse(handl,&x,&y,&buttons,&keyboard) function which had the same delay that event_multi did.

I know that it is possible to remove this delay because I have Dr T's Tiger Cub. This code allows a graphical piano to be played with the mouse with no button press delay. I also believe that what I am experiencing is a feature that is similar to the keyboard repeat feature. What I need to know is how to disable this feature momentarily.

Ted Rossin (I never ask What If?)

rossin@hpfcla.fc.hp.com

3407. Re: TT Unix / TT TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-10 19:13:04 UTC
From: adamd@rhi.hi.is
Message-ID: <3582@krafla.rhi.hi.is>
Source record: 47096
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3160@tamsun.TAMU.EDU> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:

>In article <3541@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
>>
>>Is it possible yet in TT unix to set up a virtual ST machine.
>>Wouldn't this be something for Atari to support?
>>I really don't like the idea of the TT being either TOS or Unix but not
>>both together.
>>
>It seems that most UNIX developers add a IBM emulator product that allows
>UNIX users to access DOS on their UNIX machine. No one does a good job
>at it.

Since ST programs do not make use of the 68030 MMU, it is really easy to
let the ST emulation run in an area of memory allocated through the MMU.
The only tricky part is controlling hardware access. Obviously, if all
hardware registers are shared between TOS and Unix, chaos would result
from allowing both to access them freely. Therefore the TOS must either
provide new bios routines for the emulation under Unix, or some form
of mutual exclusion and/or value-storage must be performed on groups of
hardware registers.

In practice a combination of these two methods would probably make the
best solution. IMHO there is little point in a machine which can run
either TOS or Unix but not both together. How about it Atari?
Or maybe our German friends will get there first.

--
Adam David.
(adamd@rhi.hi.is)

3408. dbase on atari

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-11 02:42:20 UTC
From: selick@bucsf.bu.edu
Message-ID: <89482@bu.edu>
Source record: 47094

I'm not sure if this is too off the wall, but is there a pd dbase compiler fr the st? If not, is there any way0of linking ibm object code from a dbase compiler to st executable?

3409. Re: Can interrupts in OS code be detected

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-11 07:32:06 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Sep11.073206.7262@rhrk.uni-kl.de>
Source record: 47059

dxper@dtek.chalmers.se (Per Anders Olausson) writes:

>Is it possible to detect in an interrupt-driven TSR if a current operating-
>system call was interrupted?

>Although I cannot claim to be an expert in MESSY-DOS programming, I think that
>a flag exists which can be checked so that a program can determine if it had
>interrupted the execution of a OS call. Is the same available on the Atari ST?

Such a flag does not exist. For checking if you have interrupted a
system call you can test if the processor was in supervisor mode when the
interrupt occured. If the supervisor bit is set it is likely that you have
interrupted a system call. Note that this bit is always set when the
processor is in supervisor mode, not only within system calls.

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

3410. Re: ST Format's SPEECH.TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-11 14:38:06 UTC
From: harold@alice.hobby.nl
Message-ID: <3217770@alice.hobby.nl>
Source record: 47104

```
In article <91251.213935U24226@uicvm.uic.edu> U24226@uicvm.uic.edu
writes:
>
> Does anyone know how to use the SPEECH.TOS program from the September issue
> of ST Format from another program? Could someone give me an example in either

Assuming that speech.tos reads text to be pronounced from the keyboard,
the Pexec command should be called as follows:

strcpy(&command[1],"<filename.ext");
/* ^ hopefully the redirection works if not leave it out
* if it still does not work, to bad for you
*/
command[0] = (short)strlen(&command[2]);
/* short is assumed to be one byte in size if this is not true for your
* compiler use (char), perhaps that is better anyway
*/
Pexec(0,"PATH\\SPEECH.TOS",command,NULL);
/* PATH may contain a drive specifier */
--
Harold van Aalderen

harold@alice.hobby.nl or ..!hp4nl!hgatenl!tedux!alice!harold
```

3411. MWC & structures

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-11 16:17:03 UTC
From: mlake@irscscm.UUCP
Message-ID: <1991Sep11.161703.14440@irscscm.UUCP>
Source record: 47101

Does anyone know if there is a limitation with MWC where the contents of a stucture must be an even number of bytes, or divisible by 4, or some such? It sounds silly but I have a friend who swears he fixed a randomly occuring bug by padding out the contents of a structure so that the total number of bytes was a number divisible by 4.

--
Marshall Lake
mlake@irscscm.UUCP
...!uunet!media!ka3ovk!irscscm!mlake

3412. Re: Can interrupts in OS code be detected

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-11 16:43:45 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <1034@ehviea.ine.philips.nl>
Source record: 47103

In article <4138@chalmers.se> dxper@dtek.chalmers.se (Per Anders Olausson) writes:
|Is it possible to detect in an interrupt-driven TSR if a current operating-
|system call was interrupted?
|
|Although I cannot claim to be an expert in MESSY-DOS programming, I think that
|a flag exists which can be checked so that a program can determine if it had
|interrupted the execution of a OS call. Is the same available on the Atari ST?

It is certainly possible and fairly easy to check whether your code
interrupted some other code. Just check the return address on the stack
(and be aware of the status word on the stack too); it points just
after the code executing when you interrupted it.

|I'm curious because such a flag would enable the use of the OS system calls,
|which can't be called more than 3 times recursively...or so I have been told.

Most of them can't even be called more than once recursively, since
they depend on data saved at fixed places. Furthermore, the BIOS/XBIOS
save the registers in an area pointed to by $4a2. When you allow these
functions to nest, you will have to take certain precautions to make
sure you don't end up overwriting system variables (e.g. make $4a2
point to an area of your own, and make sure you use only that).

Cheers,
Leo.

3413. How to write a CPX?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-11 18:52:28 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <6064.28ce1f9c@miavx1.acs.muohio.edu>
Source record: 47098

I've not been able to read this all summer, so I don't know if this has
been discussed before.

How does one go about writing a CPX? I just got XCONTROL.ACC off of a.a,
and would like to try to write CPX.

Thanks....

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

3414. Mouse problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-11 20:07:39 UTC
From: CCC_BALL@rzmain.rz.uni-ulm.de
Message-ID: <1991Sep11.221628.7581@rusmv1.rus.uni-stuttgart.de>
Source record: 47099

Hi!
I have a problem with my mouse (connected to a 1040 STF).
The mouse-coursour does only move up and left a few pixels
if I move the mouse.
Sometimes, if I kink (is this really the right word?) the cable,
the coursor moves normally again (I know that it sounds strange!).
Can anybody help me?
Thank you.
(Could you reply by mail?)
Ciao,
Joerg.

! Bitnet: ccc_ball@dulruu51.bitnet Internet: ccc_ball@rzmain.rz.uni-ulm.de !
! Joerg Ballschmiter Gartenhalde 68 D-7900 ULM-Maehringen GERMANY !
! Chaos Computer Club ULM !

! Bitnet: ccc_ball@dulruu51.bitnet Internet: ccc_ball@rzmain.rz.uni-ulm.de !
! Joerg Ballschmiter Gartenhalde 68 D-7900 ULM-Maehringen GERMANY !
! Chaos Computer Club ULM !

3415. TT interrupt vectors

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-11 20:32:26 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.684621146@cst6>
Source record: 47102

Hi,

I was wondering where the interrupt vectors of the 2nd MFP of the TT
are. I seem to recall that the first MFP auto vectors at 0x100 and
beyond.
Does the 2nd MFP follows the first one right away, and in the same
order, or is there another place?

--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

3416. Re: Mouse click delay hell!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-12 02:25:04 UTC
From: kbad@atari.UUCP
Message-ID: <3063@atari.UUCP>
Source record: 47100

rossin@hpfctgr.HP.COM (Ted Rossin) writes:

|When I try to detect a mouse button down event in a GEM application,
|event_multi does not return the event to my code until after the double-click
|time out period.

If you ever ask for double click events, you'll wait for single click events in ROM TOS and Mega TOS. Unless I misremember, this bug was fixed in TOS 1.4, certainly by TOS 1.6. If you have Easy Draw you'll notice that its response to clicks that bring up the menu are much quicker.

YARTU!
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

3417. Re: ST Format's SPEECH.TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-12 05:35:20 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Sep12.053520.2592@frmug.fr.mugnet.org>
Source record: 47111

In article <91251.213935U24226@uicvm.uic.edu>, U24226@uicvm.uic.edu writes:
> Does anyone know how to use the SPEECH.TOS program from the September issue
> of ST Format from another program? Could someone give me an example in either
> C or Hisoft BASIC? I think you should use the GEMDOS function Pexec(), but I
> don't know what's suppose to be in either the command or environment string.
> Right now all I can do is get the SPEECH.TOS to run from my program. My program
> can't tell SPEECH.TOS what to say.
>

If it's the old (5 years old) Spech program I can tell you that the
original version was shipped with C source code explaining entry points.
Un fortunatly I have lost these file and I would be nice if someone can post it.

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

3418. Re: MWC & structures

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-12 11:47:24 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1991Sep12.114724.10005@donau.et.tudelft.nl>
Source record: 47108

In <1991Sep11.161703.14440@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake) writes:

>Does anyone know if there is a limitation with MWC where the contents
>of a stucture must be an even number of bytes, or divisible by 4, or
>some such? It sounds silly but I have a friend who swears he fixed a
>randomly occuring bug by padding out the contents of a structure so
>that the total number of bytes was a number divisible by 4.

>--
>Marshall Lake
>mlake@irscscm.UUCP
>...!uunet!media!ka3ovk!irscscm!mlake

If I remember correctly (this is some time ago, and I've switched to
Turbo C), there is a bug in the multiplication routine that is used
to calculated array element addresses: it uses a register (A2?) that
is not saved, and is assumed to be left unchanged by the code generator.
However, when possible this multiplication is converted by the code
generator to a shift operation.

This explains the observations of your friend. A friend of mine has
repaired this bug by disassembling the offending routine and patching
it, but I don't think I can supply the patched routine easily. Perhaps
someone else can, or else your friend can patch the routine himself.

Sorry, I don't know for sure the name of the routine and the register
that is destroyed. I *think* it is the unsigned long multiply routine
and register A2.

I hope this is useful.

=-=-=-

3419. Mouse Problems 2 (The son of...)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-12 12:04:18 UTC
From: asr@castle.ed.ac.uk
Message-ID: <13021@castle.ed.ac.uk>
Source record: 47109

My mouse has also dies, but in a strange way...

Left and Right directions work fine, so the X axis stuff is okay - the buttons work fine - but when I move up, the cursor goes down and when I move down, it still goes down (and you thought I just had the Ghost virus...)

Any ideas folks?

--
Angus G Rae ("Cathy" VoiceMail) | JANET: asr@uk.ac.ed.castle
c/o Archie Howitt, Room 1508, | ARPA: asr@castle.ed.ac.uk
JCMB, King's Buildings, | "There is no childhood's end..."
Edinburgh |

3420. Strange problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-12 12:17:23 UTC
From: mlake@irscscm.UUCP
Message-ID: <1991Sep12.121723.8809@irscscm.UUCP>
Source record: 47107

I have a problem in a program that's just about to drive me crazy. I have been trying to find the cause for quite some time now to no avail.

I don't want to get into the effect because I don't think that will help. What I would like to solicit is anyone's idea on why a program would run differently from a floppy based system than it would from a hard drive based system. I am at my wit's end and am willing to listen to anything anyone has to say.

Thanks.

--
Marshall Lake
mlake@irscscm.UUCP
...!uunet!media!ka3ovk!irscscm!mlake

3421. Re: Strange problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-12 19:45:26 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.91Sep12214526@alaspin.cs.tu-berlin.de>
Source record: 47105

One thing for sure that can lead to trouble is the very simple fact, that a harddisk-installations eats up memory. Oxyd for example can't load all of its sounds, if I run it from harddisk (even when I boot up from floppy and only run the hd-driver...).

Then, there might be some program in your auto-folder which hooks into some routine that the troublesome program wants to be clean. Or some accessory.

Greetings,
RIPLEY
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@opal.cs.tu-berlin.de
Hans-Christian Eckert | Regensburger Str. 2 | (ripley@tubopal.UUCP)
Attention: My phone-# is changing 01-Jan-1991 ! s/246292/2186292/

3422. Re: Mouse Problems 2 (The son of...)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-12 19:46:32 UTC
From: asr@castle.ed.ac.uk
Message-ID: <13042@castle.ed.ac.uk>
Source record: 47106

asr@castle.ed.ac.uk (A Rae) writes:
>Left and Right directions work fine, so the X axis stuff is okay - the
>buttons work fine - but when I move up, the cursor goes down and when I
>move down, it still goes down (and you thought I just had the Ghost
>virus...)

Replying to my own post.... sheesh!

I just noticed tonight that it depends on the direction of first
movement after reset - i.e. if it's upwards, then it keeps going up.

I hope it's the mouse, but I can't think of any reason why the same
signal should be sent for both directions.

Any ideas 2?

--
Angus G Rae ("Cathy" VoiceMail) | JANET: asr@uk.ac.ed.castle
c/o Archie Howitt, Room 1508, | ARPA: asr@castle.ed.ac.uk
JCMB, King's Buildings, | "There is no childhood's end..."
Edinburgh |

3423. Re: Mouse Problems 2 (The son of...)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-13 01:59:58 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91255.215958JJL101@psuvm.psu.edu>
Source record: 47110

In article <13042@castle.ed.ac.uk>, asr@castle.ed.ac.uk (A Rae) says:
>
>asr@castle.ed.ac.uk (A Rae) writes:
>>Left and Right directions work fine, so the X axis stuff is okay - the
>>buttons work fine - but when I move up, the cursor goes down and when I
>>move down, it still goes down (and you thought I just had the Ghost
>>virus...)

I used to have this problem a while ago. Doesn't seem to happen anymore
but .... what I used to do was simply give the mouse plug near the port a
little 'jiggle' or else unplug and replug it, and the problem would correct
itself everytime. I am not sure if a connection went bad, and didn't want to
really look into the logistics of why then it would always go down... but
as I said, just messing around near the port a bit always brought the mouse
back up to par.

****
* * John J. Lehett * JJL101@PSUVM *
* J.J. * Penn State * *
* * Center for Academic Computing * JJL101@PSUVM.PSU.EDU *
****
* Games, Puzzles, Cryptos, Diplomacy, Synths, Midi, Atari ST's! *
****

3424. Help a beginner with event handling please?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-13 08:47:23 UTC
From: rodent@netcom.COM
Message-ID: <1991Sep13.084723.13433@netcom.COM>
Source record: 47112

I'm trying to port a totally event-oriented program to the Atari.
It has no trouble on the Amiga or Mac, so I figure it should be
straightforward:

I need to receive messages when
1. Either mouse button goes up or down
2. A key is pressed
3. A menu selection is made
4. A gadget box is clicked
5. The pointer moves

2, 3, and 4 seem to be no problem. However, AES seems to want me to
wait for a "particular mouse button state", not wait for changes in
that state. In other words, it appears to NOT be event-oriented...
well, it just has a limited idea of what a "mouse event" is.

It seems I can get messages continually by waiting for 0 clicks;
this gives a constant stream of button events and I suppose I could
generate mouse-move and button-change events myself by tracking
the previous values of everything, but a real event-driven GUI
wouldn't require the use to do this. Is this the Right Way,
knowledgeable folks?

BTW I'm using Lattice 5.06.02 on a TT.
Also, I'm STILL looking for a bitmap-font editor that will enable me to
port a 7x11 pixel font to the Atari. Any tips?

Ben Discoe, radical ecologist, computer scientist, geometer, amigoid

3425. gcc and gxx (gnu)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-13 13:29:20 UTC
From: arshad@siesoft.co.uk
Message-ID: <1991Sep13.132920.8524@siesoft.co.uk>
Source record: 47116
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I would like to run gcc & g++ on my atari ST Mega4. I only have a single double sided floppy but there is 4M of memory, part of which I can use as ram disk. My questions are :

1) Is this configuration adequate for gcc and g++ ?
(I know I should have a harddisk but I cant afford it at the moment)

2) Which files beside tos/gcc/bin/gccbin00.zoo I need for gcc from terminator ?
(libraries/includes/docs etc).

3) Is gcc better than Sozobon C ?
(ANSI C).

4) Is g++ a preprocessor or a compiler ?

5) If I get gxxbin.zoo,gxxlib.zoo & gxxinc.zoo, Will I still need gccbin etc? Are there any docs for g++?

6) Will there be a gxxdb (gdb for gcc) for gxx?

Please reply by email (arshad@siesoft.co.uk) and I will post a summary on the net.
Thanks in advance.

3426. Re: Mouse Problems 2 (The son of...)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-13 14:14:38 UTC
From: bcc@Eyring.COM
Message-ID: <1991Sep13.141438.21009@Eyring.COM>
Source record: 47113

In article <13021@castle.ed.ac.uk> asr@castle.ed.ac.uk (A Rae) writes:
>My mouse has also dies, but in a strange way...
>
>Left and Right directions work fine, so the X axis stuff is okay - the
>buttons work fine - but when I move up, the cursor goes down and when I
>move down, it still goes down (and you thought I just had the Ghost
>virus...)
>
>Any ideas folks?
>
>--
>Angus G Rae ("Cathy" VoiceMail) | JANET: asr@uk.ac.ed.castle
>c/o Archie Howitt, Room 1508, | ARPA: asr@castle.ed.ac.uk
>JCMB, King's Buildings, | "There is no childhood's end..."
>Edinburgh |

After having my kids put some very heavy duty on my machine, I lost the use of the mouse in the way described -- one axis ok, but the other flaky -- sometimes movement in one direction (slow), regardless of how the mouse is moved. It happened twice to me (Dungeon Master and Chaos Strikes Back were involved) and both times it was a broken wire in the mouse cord. It is possible to solder the darn thing, but the results (in my case, at least) aren't very satisfactory -- you end with a thick wad of tape or shrink-wrap where you splice it since there are about 7 (or is it 9?) conductors in that thin cord. The best solution (other than getting an infra-red mouse with no cord) is to go to the nearest dealer (or write a letter to Best Electronics) and get a replacement cord. I paid about $8 for a cord, and it was very simple to install.

--
Brian Cooper bcc@Eyring.COM uunet!lanai!bcc
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

3427. Re: ST Format's SPEECH.TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-13 17:22:54 UTC
From: steve@thelake.mn.org
Message-ID: <A1658525485@thelake.mn.org>
Source record: 47117

```
[In article <3217770@alice.hobby.nl>,
harold@alice.hobby.nl (Harold van Aalderen) writes ... ]

> Assuming that speech.tos reads text to be pronounced from the keyboard,
> the Pexec command should be called as follows:
>
> strcpy(&command[1],"<filename.ext");
> /* ^ hopefully the redirection works if not leave it out
> * if it still does not work, to bad for you
> */

This is NOT the way to redirect input. The '<' character is not
interpreted by TOS.

It may or may not be meaningful to the child process. Some writers of
runtime startup modules have coded them to look for '<' and '>' and
attempt to process them as redirection operators. There are reasons
why this isn't a good idea, but I'm not going to go into that now --
the point is simply that you can't depend on it, and you don't NEED
to depend on it.

The right way to redirect input is to use the GEMdos Fdup and Fforce
facilities. They are poorly documented in the common literature (I'm
talking about published works; I don't know if developers have
something better).

Here is an example of input redirection.

#define STANDARD_INPUT 0 /* see below for more info on handles */

int saveconsole; /* place to save standard console handle */
int inputfh; /* handle of file to which we'll redirect input */

inputfh = Fopen("filename.ext",0); /* open the input file */

/*
* Insert code here to handle possible Fopen error
*/

saveconsole = Fdup(STANDARD_INPUT); /* we'll need this later */

Fforce(STANDARD_INPUT,inputfh); /* force redirection */

/*
* Now execute the child process using Pexec or your favorite library
* function, and when it's done, restore the console.
*/
```

```
Fforce(STANDARD_INPUT,saveconsole); /* back to normal */
Fclose(inputfh); /* close the input file */
```

The ``#define STANDARD_INPUT 0'' directive refers to one of the standard handles (already opened by TOS), which ordinarily refer to character devices but may also refer to files if redirection has been performed. Here are the standard file handles and their defaults, according to Mike Fulton at Atari:

```
handle device
---------------------------------------
0 Gemdos standard console input
1 Gemdos standard console output
2 RS-232 port input/output
3 printer port input/output
4 MIDI port input/output
5 Gemdos standard console output w/extended chars
---------------------------------------
```

There also are three more standard handles that always refer to character devices:

```
name handle device
------------------------
con: -1 system console
aux: -2 RS232 port
prn: -3 printer port
------------------------
```

You don't have to call Fopen to use these handles, but if you do call Fopen with the corresponding device name instead of a filename, you'll get the correct handle as a returned value.

Note that these are negative 16-bit values, not 32-bit values. Some documentation of the Fopen call suggests that it returns a 32-bit value, but that does not seem to be useful. Also note that some documentation suggests that any negative value returned by Fopen signals an error, which also is not the case.

Steve Yelvington, Marine on St. Croix, Minnesota (USA)
steve@thelake.mn.org
Member, Burned Out Newspapercreatures Guild

3428. Re: ST Format's SPEECH.TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-13 17:36:46 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3304@cod.NOSC.MIL>
Source record: 47115

There is a program available from a.a called mouth3 I think that enables you to call the speech program. Or it tells you how to do it - I forget. At any rate, I have a C function that I can pass a string to which will then "speak" it. You have to patch some parts of speech.tos (on the fly) for it to work, but it is described in mouth3. If you have trouble, email me and I could probably send you my code.

Mike Healy

healy@cod.nosc.mil

3429. Re: Mouse Problems 2 (The son of...)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-13 20:07:34 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0bbov0m@jonh.wimsey.bc.ca>
Source record: 47119

In <13021@castle.ed.ac.uk>, A Rae writes:
>My mouse has also dies, but in a strange way...
>
>Left and Right directions work fine, so the X axis stuff is okay - the
>buttons work fine - but when I move up, the cursor goes down and when I
>move down, it still goes down (and you thought I just had the Ghost
>virus...)
>

As others have mention, this could be the cord, though the
reversal in direction suggests its not. I had a similar problem
with three Atari mice. Always in the horizontal direction.
A friend of mine found the solution from a local company
that had about 13 mice die like this. Their tech said that the
phototransistor in the mouse drifts if left on continuously,
and the resistor biasing it needs to be increased to compensate.
(At least that's what I think he said. I know just enough about
electronics to be dangerous.)
Anyway, for the horizontal direction, r3 on the mouse circuit
board needs to be increased about 10%. I don't know which resistor
controls the up-down movement, but I'm sure someone out there will.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

3430. software for HAM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-14 00:38:43 UTC
From: karsenty@prl.dec.com
Message-ID: <1991Sep14.003843.20361@prl.dec.com>
Source record: 47118

A friend of mine asked me to post this message.
He's looking for an Atari software to drive a PK232 (AX25 300bds).
If you have any pointer about this, please answer to me directly.
Thanks,

S. Karsenty
karsenty@prl.dec.com

3431. Re: ST Format's SPEECH.TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-14 04:55:32 UTC
From: rosenkra@convex.com
Message-ID: <1991Sep14.045532.10960@convex.com>
Source record: 47120

if this is what i think it is (an old program), then i can post a "talk"
program i wrote used in conjunction with speech.tos. it will speak whatever
you type, either words on the command line, or from stdin or from a file,
as i recall. cute. how about manpages that _talk_ :-) or compilers which
yell at you when you make an error. i like to watch my cat when the ST
calls her name. how about voice mail? the possibilities are endless tho
confuse-a-cat is my favorite application...

if i have time, i'll upload src+bin to atari.archive over the weekend.
look for file "speaktlk.arc" next week. i will include the speak program
since it may be different than the one you have. you have to load/nogo
then jump to specific addresses. i'll port it to gcc (-mshort) from the
alcyon C (what i wrote it in).

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3432. Re: MWC & structures

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-14 05:24:26 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Sep14.002426.20893@doug.cae.wisc.edu>
Source record: 47121

In article <1991Sep11.161703.14440@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake) writes:
>
>Does anyone know if there is a limitation with MWC where the contents
>of a stucture must be an even number of bytes, or divisible by 4, or
>some such? It sounds silly but I have a friend who swears he fixed a
>randomly occuring bug by padding out the contents of a structure so
>that the total number of bytes was a number divisible by 4.
>
>--
>Marshall Lake
>mlake@irscscm.UUCP
>...!uunet!media!ka3ovk!irscscm!mlake

MWC has a LOT of strange errors. Its not supported anymore, its
a bad compiler anyway.

Although the documentation is incredible, it may be worth the price alone of
the compiler!

I had to pull it out recently to compile EMACS as Turbo C doesn't like
it very well to chew on..actually I have to update the code to ANSI.

But, anyhow, dump it and get Turbo C. It has more than its fair share
of code generation errors, primarily from the optimizer...

BUT you can see these errors, and correct them easily with an incredible
source debugger that must be seen to be believed.

--Greg

3433. Re: ST Format's SPEECH.TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-14 10:36:16 UTC
From: r0mill01@ULKYVX.BITNET
Message-ID: <1991Sep14.103616.28842@vlsi.louisville.edu>
Source record: 47122

There are some problems with GEMDOS redirection and the program SPEECH.TOS in that it does not know what to do when the Cconrs() function returns a zero length line (signalling EOF) nor does it interpret a 0 return from Fread() correctly as EOF.

These are both problems in the prog and not really GEMDOS's fault.

3434. Re: MWC & structures

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-14 12:08:01 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Sep14140801@acae127.cadence.com>
Source record: 47123

```
>
> Does anyone know if there is a limitation with MWC where the contents
> of a stucture must be an even number of bytes, or divisible by 4, or
> some such? It sounds silly but I have a friend who swears he fixed a
> randomly occuring bug by padding out the contents of a structure so
> that the total number of bytes was a number divisible by 4.
>
there is nothing wrong with mwc. C allows the compiler to
align structures and structure member at whatever alignment boundary.
the the 68000 the minimum alignment restriction is a short word
boundary (16 bit even address boundary). So what mwc is doing is
perfectly legal.
on a 68020/030/040 etc, it is more efficient to align on a
longword boundary.
gcc aligns structs/members on short words when -mshort (16 bit
default integers) or on long words when no -mshort (32 bit default
ints). when gcc is told to generate 020 code, it always aligns on
longword boundaries.
structures also always have to be padded up to the alignment
boundaries so that pointer arithmetic and arrays of structs work
correctly.

--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
```

3435. Re: Can interrupts in OS code be detected

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-14 13:29:58 UTC
From: dxper@dtek.chalmers.se
Message-ID: <4223@chalmers.se>
Source record: 47127

leo@ehviea.ine.philips.nl (Leo de Wit) writes:

>In article <4138@chalmers.se> dxper@dtek.chalmers.se (Per Anders Olausson) writes:
>|Although I cannot claim to be an expert in MESSY-DOS programming, I think that
>|a flag exists which can be checked so that a program can determine if it had
>|interrupted the execution of a OS call. Is the same available on the Atari ST?

>It is certainly possible and fairly easy to check whether your code
>interrupted some other code. Just check the return address on the stack
>(and be aware of the status word on the stack too); it points just
>after the code executing when you interrupted it.

Well naturally this is so, but that is not an acceptable way of doing things
because if I'm not mistaken parts of the OS code could have duplicated itself
into low RAM and execute part of a OS call at that location. Also, with the
TT it could be possible that virtual memorty schemes would be employed and
then the return address on stack would be worth zilch in this context.

>Most of them can't even be called more than once recursively, since
>they depend on data saved at fixed places. Furthermore, the BIOS/XBIOS
>save the registers in an area pointed to by $4a2. When you allow these
>functions to nest, you will have to take certain precautions to make

Well, does this mean that a scheme for checking this address could detect
whether or not an OS call were in exe at time of interrupt?

Yours,

pao

--
.............................Andrew Olausson.............................
.IN ECAPS NO-ONE.............Systems Architect.............................
.CAN HEAR YOU MAERCS.......dxper@dtek.chalmers.se.........................
.............................pao@proxxi.se.............................

3436. Re: Strange problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-14 21:26:56 UTC
From: boyd@upsilon.cs.fsu.edu
Message-ID: <1991Sep14.212656.7594@mailer.cc.fsu.edu>
Source record: 47125
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Sep12.121723.8809@irscscm.UUCP>, mlake@irscscm.UUCP (Marshall Lake) writes:
>
>I have a problem in a program that's just about to drive me crazy. I
>have been trying to find the cause for quite some time now to no
>avail.
>
>I don't want to get into the effect because I don't think that will
>help. What I would like to solicit is anyone's idea on why a program
>would run differently from a floppy based system than it would from a
>hard drive based system. I am at my wit's end and am willing to listen
>to anything anyone has to say.
>
>Thanks.
>
>--
>Marshall Lake
>mlake@irscscm.UUCP
>...!uunet!media!ka3ovk!irscscm!mlake

Well, for some time hard disks on ST's were very rare. The ST system was basically floppy based for several years. This resulted in a lot of software which has "a:\...." in it (ie hardcoded to work only from the floppys). Other factors which might affect this are copy protection (physical copy protection can only be done on floppies, and are thus restricted to them) and also "demoes" which are crippled to only run from the floppy (to encourage users to purchase the uncrippled version). Most commercial games will not work on a hard disk. This is because 99% of ST game purchasers do not have a hard disk, and game programmers know this (and it is easier to say a: than to look up the current logical drive from the os). As a final note, some programs have config files which are initially set for a floppy based system (again because that is most of them), but can be changed for a hard disk based system. I seem to remember that Personal Pascal was like that; You had to go in an edit a text file before it was able to find anything.

I have dealt with this problem many many times (since purchasing my hard disk). Please feel free to email some details, perhaps I have encountered this particular program.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."

```
email: boyd@nu.cs.fsu.edu |
----------------------------------+-------------------------------------
```

3437. Re: gcc and gxx (gnu)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-15 00:12:33 UTC
From: rcb@netcom.COM
Message-ID: <1991Sep15.001233.12552@netcom.COM>
Source record: 47124
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Sep13.132920.8524@siesoft.co.uk> arshad@siesoft.co.uk (Arshad Mahmood) writes:
>
>I would like to run gcc & g++ on my atari ST Mega4. I only have a single
>double sided floppy but there is 4M of memory, part of which I can use as
>ram disk. My questions are :
>
> 1) Is this configuration adequate for gcc and g++ ?
> (I know I should have a harddisk but I cant afford it at the moment)

It may be adequate for gcc, but probably not for g++. I think g++ takes a minimum of 2 Meg. of memory, so at least it would be a tight fit in which you couldn't compile any 'serious' programs. The 4 Meg. would be enough to run both comfortably if you had them on a hard drive.

>
> 2) Which files beside tos/gcc/bin/gccbin00.zoo I need for gcc
> from terminator ?
> (libraries/includes/docs etc).

You will also need the library from tos/lib/bin and the includes from tos/include/bin.

>
> 3) Is gcc better than Sozobon C ?
> (ANSI C).

gcc is ANSI C and Sozobon is not, so gcc is 'better' if that's what you mean by better. I think the optimization is better in gcc as well, but on the down side, gcc takes up more memory (see above!).

>
> 4) Is g++ a preprocessor or a compiler ?

It's a full-blown compiler which uses a lot of code from gcc. I think starting with version 2.xx, gcc and g++ will be integrated into one compiler.

>
> 5) If I get gxxbin.zoo,gxxlib.zoo & gxxinc.zoo, Will I still
> need gccbin etc? Are there any docs for g++?

Yes. No documentation that I know of, execpt that g++ tries to be faithful to the standard C++ from AT&T.

--
Roy Bixler
rcb@netcom.com -or- (UUCP) uunet!netcom.com!rcb

3438. Re: MWC & structures

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-15 02:43:53 UTC
From: harryk@bucsf.bu.edu
Message-ID: <89720@bu.edu>
Source record: 47126

In article <1991Sep14.002426.20893@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter) writes:
>In article <1991Sep11.161703.14440@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake) writes:
>
>MWC has a LOT of strange errors. Its not supported anymore, its
>a bad compiler anyway.
>
Well, allow me to disagree with you...I find MWC an exceptional compiler
for its time. As a matter of fact I think it was the best compiler around
until Turbo-C came along (note: I've not used Turbo-C, but reading this
newsgroup regularly, and running programs compiled with TC, I've concluded
that it's the best C compiler on the ST today)
However I've tried Megamax (the old one), Sozobon, Laser, & Prospero C
and I find them all inferior to MWC.
I don't know how you came to the conclusion it's a "bad compiler anyway"
but I think you shouldn't say things without justification.

The thing that MWC behaves like the Unix cc, and that it was the official C
compiler for the ST for a while (approved by ATARI) should mean that at least
it's a decent compiler.

I'm using it for 3 years and never had a complain...

Unfortunately MW stopped supporting it.

>Although the documentation is incredible, it may be worth the price alone of
>the compiler!
>

I agree that the documentation is incredible and I have the same opinion
for the rest of the system too.

>I had to pull it out recently to compile EMACS as Turbo C doesn't like
>it very well to chew on..actually I have to update the code to ANSI.
>

I have never found C source code for an ST program that could not be
compiled under MWC with NO or MINOR changes...This means a lot for a
c compiler.

>But, anyhow, dump it and get Turbo C. It has more than its fair share
>of code generation errors, primarily from the optimizer...
>
>BUT you can see these errors, and correct them easily with an incredible
>source debugger that must be seen to be believed.
>

>--Greg

I also think that today Turbo-C is the way to go (it's new, ANSI compatable,
and comes from Germany), but I would never say that MWC is a bad compiler....

cheers


```
==============================================================================
Author of ATZENTA2 Harry Karayiannis Post:
|| |# || 15 N.Beacon, #316
|#| ||#| |#| Boston University Allston, MA 02134
|#| ||#| |#| Computer Science Dpt. U.S.A.
|##| ||#| |##| _________________________
||#| ||#| ||#| |INTERnet:
//// |||| \\\\ % fortune -o | harryk@bucsf.bu.edu
///// |||| \\\\\ "Hackers do it with |BITnet:
///// ATARI ST \\\\\ fewer instructions" | cscrzcc@buacca.bu.edu
=========================================================|_________________________
```

3439. What about the icons

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-15 08:10:52 UTC
From: pno@aifh.ed.ac.uk
Message-ID: <1991Sep15.091052@aifh.ed.ac.uk>
Source record: 47128

I am trying to write a GEM application which puts an icon
on the desktop when a window closes and then allows them
to be moved around, selected etc as usual. However, there
seem to be no support functions in the AES for icons to
handle this. Does this mean I have to write a complete
icon manager on the same lines as the window manager?
Does anybody have any sample code that does this kind
of thing???

Peter Nowell pno@uk.ac.ed.aisb
Dept. of AI
Edinburgh Univ.

3440. Re: MWC & structures

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-15 20:33:42 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Sep15.153342.3484@doug.cae.wisc.edu>
Source record: 47129

In article <89720@bu.edu> harryk@bucsf.bu.edu (Harry Karayiannis) writes:
>In article <1991Sep14.002426.20893@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter) writes:
>>In article <1991Sep11.161703.14440@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake) writes:
>>
>>MWC has a LOT of strange errors. Its not supported anymore, its
>>a bad compiler anyway.
>>
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>for its time. As a matter of fact I think it was the best compiler around
>until Turbo-C came along (note: I've not used Turbo-C, but reading this
>newsgroup regularly, and running programs compiled with TC, I've concluded
>that it's the best C compiler on the ST today)
> However I've tried Megamax (the old one), Sozobon, Laser, & Prospero C
>and I find them all inferior to MWC.
> I don't know how you came to the conclusion it's a "bad compiler anyway"
>but I think you shouldn't say things without justification.
>
> The thing that MWC behaves like the Unix cc, and that it was the official C
>compiler for the ST for a while (approved by ATARI) should mean that at least
>it's a decent compiler.
>
> I'm using it for 3 years and never had a complain...
>
> Unfortunately MW stopped supporting it.
>
>>Although the documentation is incredible, it may be worth the price alone of
>>the compiler!
>>
>
> I agree that the documentation is incredible and I have the same opinion
>for the rest of the system too.
>
>
>>I had to pull it out recently to compile EMACS as Turbo C doesn't like
>>it very well to chew on..actually I have to update the code to ANSI.
>>
>
> I have never found C source code for an ST program that could not be
>compiled under MWC with NO or MINOR changes...This means a lot for a
>c compiler.
>
>

>>But, anyhow, dump it and get Turbo C. It has more than its fair share
>>of code generation errors, primarily from the optimizer...
>>
>>BUT you can see these errors, and correct them easily with an incredible
>>source debugger that must be seen to be believed.
>>
>>--Greg
>
>
> I also think that today Turbo-C is the way to go (it's new, ANSI compatable,
>and comes from Germany), but I would never say that MWC is a bad compiler....
>
>
>
>
>
>cheers
>
>
>==
> Author of ATZENTA2 Harry Karayiannis Post:
> || |# || 15 N.Beacon, #316
> |#| ||#| |#| Boston University Allston, MA 02134
> |#| ||#| |#| Computer Science Dpt. U.S.A.
> |##| ||#| |##| _________________________
> ||#| ||#| ||#| |INTERnet:
> //// |||| \\\\ % fortune -o | harryk@bucsf.bu.edu
> ///// |||| \\\\\ "Hackers do it with |BITnet:
>///// ATARI ST \\\\\ fewer instructions" | cscrzcc@buacca.bu.edu
>===|_________________________

Well, from my above statements, I mean bad compiler by the following:

1) No IEEE STANDARD floating point support.

2) No software debug tools, that are useful anyway.
a) CSD is a joke, and YOU KNOW IT. Its much asier to use printf's all
over hell, which of course takes even MORE TIME TO COMPILE.

3) It wastes too much time with its screwy disk trees it makes for
everything. There are much faster ways to parse code than to write
HUGE data files to disk.

4) Its a memory hog. ITS REALLY REALLY a memory hog with CSD.

5) Its also a disk space hog, just sitting there the thing takes up
EL MUCHO amounts of HD space.

6) Its not integrated, as in compiler, editor, linker. Therefore its
EVEN SLOWER. Its great though, as I use to make sandwiches and
catch up on the news while the thing compiled my programs.

7) Its not ANSI, like you pointed out.

8) Last version I had STILL couldn't get 1677891>>2 right.

.
.
.

I would go on but I am afraid I would overload the IP net.

The compiler system was really made for something in the 020 range
in my humble opinion. Not for 68000 machines.

--Gregory

I have SAID my PIECE!

3441. Re: Mouse Problems 2 (The son of...)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-15 21:19:50 UTC
From: boyd@xi.cs.fsu.edu
Message-ID: <1991Sep15.211950.510@mailer.cc.fsu.edu>
Source record: 47130

In article <13021@castle.ed.ac.uk>, asr@castle.ed.ac.uk (A Rae) writes:
>My mouse has also dies, but in a strange way...
>
>Left and Right directions work fine, so the X axis stuff is okay - the
>buttons work fine - but when I move up, the cursor goes down and when I
>move down, it still goes down (and you thought I just had the Ghost
>virus...)
>

This happened to me when I first got my ST. A fix was possible by taking the mouse apart and cleaning every little lint booger out of it (it is unclear if the cleaning or the taking-apart fixed the problem). After doing this twice (within 1 week of getting my ST), I sent the mouse back and got one of the new ST mice (round ball door, large teflon roller sleeves). This mouse has performed through almost 4 years of hard use without any problems at all. I think the new Atari mice are far better than previous designs. You have an old one if your ball door slides to open, and if the roller bars are thin bare metal.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-----------------------------------

3442. Re: MWC & structures

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-16 05:01:57 UTC
From: harryk@bucsf.bu.edu
Message-ID: <89746@bu.edu>
Source record: 47131

In article <1991Sep15.153342.3484@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter) writes:

>Well, from my above statements, I mean bad compiler by the following:
>
>1) No IEEE STANDARD floating point support.
>
No argument here...MWC uses the DECVAX format, probably because Mark Williams was originally supporting DEC machines. They should have supported IEEE format

>2) No software debug tools, that are useful anyway.
> a) CSD is a joke, and YOU KNOW IT. Its much asier to use printf's all
> over hell, which of course takes even MORE TIME TO COMPILE.
>
CSD is not very good because it is outdated & slow (and gets confused when negative numbers are involved). But it was the first C-source-level debugger available on the ST...when it first came out was the best debugging tool around... Remeber, I claimed that MWC was an excellent development system at its time. I still believe it's a good development system with a somewhat outdated source-level debugger.

>3) It wastes too much time with its screwy disk trees it makes for
> everything. There are much faster ways to parse code than to write
> HUGE data files to disk.
>
Faster doesn't always mean better...for example, Laser C is one of the fastest copilers on the ST, but its parser is by far inferior to MWC's.

>4) Its a memory hog. ITS REALLY REALLY a memory hog with CSD.
>
>5) Its also a disk space hog, just sitting there the thing takes up
> EL MUCHO amounts of HD space.
>
>6) Its not integrated, as in compiler, editor, linker. Therefore its
> EVEN SLOWER. Its great though, as I use to make sandwiches and
> catch up on the news while the thing compiled my programs.
>
The same things are true for gcc...I don't think you want to imply that gcc is "also" a bad compiler.

>7) Its not ANSI, like you pointed out.
>
Well, this is not "bad", this is "outdated"

>8) Last version I had STILL couldn't get 1677891>>2 right.
>

I have version 3.0.9 and it's the only compiler (I have access to) that
can evaluate correctly the following statement:
+++*(cp++);
>.
>.
>.
>
>I would go on but I am afraid I would overload the IP net.
>
>The compiler system was really made for something in the 020 range
>in my humble opinion. Not for 68000 machines.
>
>--Gregory
>
>I have SAID my PIECE!

Well, I admit that MWC is not the best package for the beginner C programmer,
and it's not the fastest compiler around. But it is clean, stable and produces
quite good executable code. IMHO it's still the best *cc-like* compiler on the
ST because it uses much less space (disk and/or memory) than gcc, and it's much
more reliable than sozobon-c. It also uses one of the best parsers I've seen.
However for serious programming it requires at least 1 meg RAM and a hard-disk,
but once you have them you have no problem. Furthermore it's a matter of
preference...I consider command-line oriented interfaces to be IDEAL for
software-development...and don't forget that you don't have to stick with
msh...there are a lot of other cli's available (gulam, bash, ksh, mupfel, etc)

Anyway, Greg I don't mean to start a flame war (and I appologise for the
"wasted" bandwidth). I have nothing against you; I just don't think newcomers
should consider MWC a bad compiler..it's simply kind of outdated.

I'll be happy to continue our discussion via personal e-mail, since most of
the other people on the net are probably not interested in it.

have a nice day

==
Author of ATZENTA2 Harry Karayiannis Post:
|| |# || 15 N.Beacon, #316
|#| ||#| |#| Boston University Allston, MA 02134
|#| ||#| |#| Computer Science Dpt. U.S.A.
|##| ||#| |##| _________________________
||#| ||#| ||#| |INTERnet:
//// |||| \\\\ % fortune -o | harryk@bucsf.bu.edu
///// |||| \\\\\ "Hackers do it with |BITnet:
///// ATARI ST \\\\\ fewer instructions" | cscrzcc@buacca.bu.edu
===|_________________________

3443. Re: Mouse Problems 2 (The son of...)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-16 12:14:44 UTC
From: stevew@tsltor.uucp
Message-ID: <1991Sep16.121444.1559@tsltor.uucp>
Source record: 47137

Brian Cooper responds to:
>A Rae who writes:
>>My mouse has also dies, but in a strange way...
>>
>>Left and Right directions work fine, so the X axis stuff is okay - the
>>buttons work fine - but when I move up, the cursor goes down and when I
>>move down, it still goes down....
>>
>
>After having my kids put some very heavy duty on my machine, I lost the
>use of the mouse in the way described -- one axis ok, but the other
>flaky -- sometimes movement in one direction (slow), regardless of
>how the mouse is moved. It happened twice to me (Dungeon Master and
>Chaos Strikes Back were involved) and both times it was a broken wire
>in the mouse cord. It is possible to solder the darn thing, but the
>results (in my case, at least) aren't very satisfactory -- you end with
>a thick wad of tape or shrink-wrap where you splice it since there are
>about 7 (or is it 9?) conductors in that thin cord. The best solution
>(other than getting an infra-red mouse with no cord) is to go to the
>nearest dealer (or write a letter to Best Electronics) and get a replacement
>cord. I paid about $8 for a cord, and it was very simple to install.
>

I suffer from intermittent mouse insanity. Too cheap to buy a new mouse (why
do you think I bought Atari/), I pulled the little beast apart and cleaned
and reseated the connector strip thing that connects the cord to the circuit
board. The rodent jumps and frolics like new again, except for the left
button which is just plain worn out (Dungeon Master and Chaos Strikes Back).

I could actually see accumulated detritus on the connector contacts.

Stephen M. Webb

3444. Re: MWC & structures

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-16 14:10:27 UTC
From: tensmekl@infonode.ingr.com
Message-ID: <1991Sep16.141027.7388@infonode.ingr.com>
Source record: 47132

In article <89720@bu.edu> harryk@bucsf.bu.edu (Harry Karayiannis) writes:
>In article <1991Sep14.002426.20893@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter) writes:
>>In article <1991Sep11.161703.14440@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake) writes:
>>
>>MWC has a LOT of strange errors. Its not supported anymore, its
>>a bad compiler anyway.
>>
> Well, allow me to disagree with you...I find MWC an exceptional compiler
>for its time.

Agreed, MWC is a 'good' compiler.

>
> The thing that MWC behaves like the Unix cc, and that it was the official C
>compiler for the ST for a while (approved by ATARI) should mean that at least
>it's a decent compiler.
>
> I'm using it for 3 years and never had a complain...
>
>
>>I had to pull it out recently to compile EMACS as Turbo C doesn't like
>>it very well to chew on..actually I have to update the code to ANSI.
>>
>
> I have never found C source code for an ST program that could not be
>compiled under MWC with NO or MINOR changes...This means a lot for a
>c compiler.
>
>
I pulled the source for Perl v4.0.10. MwC breaks on the
number of include pragma's, the use of defined (SYMBOL) || definded
(SYMBOL2) code and the lack of some standard include files.
There is some code to be written, but the goal right now
is to port PERL to TOS.

The idea that I had over the weekend, is get the cpp from gcc
and use it instead of the cpp from MWC and see if that will increase
the capability. I want to use MWC for the code generation and
the symbolic debugging capability.

--
Kermit Tensmeyer | Intergraph Corporation
UUCP: ...uunet!infonode!tensmekl |

INTERNET: tensmekl@infonode.ingr.com | "It's only MY opinion
or uunet!infonode.INGR.COM!b23a!kt8127!klt

3445. Re: MWC & structures

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-16 14:29:21 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3874@odin.cs.hw.ac.uk>
Source record: 47133

In article <89720@bu.edu> harryk@bucsf.bu.edu (Harry Karayiannis) writes:
> The thing that MWC behaves like the Unix cc, and that it was the official C
>compiler for the ST for a while (approved by ATARI) should mean that at least
>it's a decent compiler.

Atari will aprove anything they can't be ars*d to write themselves.
Atari (head in the sand) UK are shipping developer kits with an old version 2
of MWC.

> Unfortunately MW stopped supporting it.

This is sad.

> I agree that the documentation is incredible and I have the same opinion
>for the rest of the system too.

The manal *is* great. A bl**dy good reference on C and GEM.
I bought my copy of MWC second hand for 20 quid for that reason alone.

> I have never found C source code for an ST program that could not be
>compiled under MWC with NO or MINOR changes...This means a lot for a
>c compiler.

I got this four line compact maze program for Un*x machines from the net once
and MWC compiled straight off. No other compilers would look at it becuase it
was using the C language to extreme. The only thing I had to change was the
random number generator part because the ST version was returning a 16 bit
instead of 32. But it compiled!

> I also think that today Turbo-C is the way to go (it's new, ANSI compatable,
>and comes from Germany), but I would never say that MWC is a bad compiler....

Haven't Borland dropped Turbo C and given the rights back to the original
developers? I believe it is now called Pure C and is being distributed by
Application Systems in Germany.

Now some questions for Turbo/Pure C users:-

* Does the compiler support parameter passing in registers and if so
can this be disabled for all or selected functions?

* Can a DRI compatible object file or library be linked with little
or no modification? If so then how does it cope with the 8 letter
symbols? Does an 8 letter match constitute a match when accessing
a DRI symbol?

* What is the airspeed velocity of an unladen swallow?

Why am I intereseted? Because the standardising of link formats between ST C compilers would be a great boost to the ST market. DRI link format is not great but it is/was supported by MW, Laser, Sozobon and Alcyon C compilers.

The PC world abounds with libraries that can be used with any compiler.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

3446. Re: Mouse click delay hell!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-16 17:12:58 UTC
From: harold@alice.hobby.nl
Message-ID: <3512223@alice.hobby.nl>
Source record: 47140

In article <35730002@hpfctgr.HP.COM> rossin@hpfctgr.HP.COM
(Ted Rossin) writes:
> I give up. [reasons deleted]
Why not try vex_butv, use it to install a small assembler routine
----
that checkes the status of the mousebuttons (register a0 I believe) and have
it set a global variable which that can be checked by your main loop
at any delay you want even practically zero delay.
--
Harold van Aalderen

harold@alice.hobby.nl or ..!hp4nl!hgatenl!tedux!alice!harold

3447. Re: Strange problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-16 17:31:08 UTC
From: harold@alice.hobby.nl
Message-ID: <2717663@alice.hobby.nl>
Source record: 47041

In article <1991Sep12.121723.8809@irscscm.UUCP> mlake@irscscm.UUCP
(Marshall Lake) writes:
> help. What I would like to solicit is anyone's idea on why a program
> would run differently from a floppy based system than it would from a
> hard drive based system. I am at my wit's end and am willing to listen
> to anything anyone has to say.
>
Perhaps it looks for a file on the floppy or checks certain sectors on the
floppy or perhaps it is just to deep in your folder structure on the HD
perhaps it thinks drive C: is its own RAMDISK accessably by its own routines
perhaps it makes use of the DMA registers to speed up floppy IO and conflicts
with the HD driver perhaps there could be a million other reasons

Maybe it is not a bad idea to enlighten us about the program itself,
what does it do, how is it installed, how was the situation on the floppy
based system, what did you try to make it work etc etc
--
Harold van Aalderen

harold@alice.hobby.nl or ..!hp4nl!hgatenl!tedux!alice!harold

3448. Re: MWC & structures

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-16 18:09:29 UTC
From: rwa@aupair.cs.athabascau.ca
Message-ID: <rwa.685044569@aupair.cs.athabascau.ca>
Source record: 47134

carter@cae.wisc.edu (Gregory Carter) writes:
[of MWC]
>6) Its not integrated, as in compiler, editor, linker. Therefore its
> EVEN SLOWER. Its great though, as I use to make sandwiches and
> catch up on the news while the thing compiled my programs.

Not everyone thinks `integrated' == `better'. I'm tired of learning a
new editor everytime I switch compiler vendor; and compiler/linker
integration is best accomplished via Makefiles (imho). Ghods save us
from integrated environments designed by fascists.

regards,
--
Ross Alexander rwa@cs.athabascau.ca (403) 675 6311 ve6pdq@ve6mc

3449. Integrated Environments (was MWC & structures)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-16 23:35:08 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3795@uqcspe.cs.uq.oz.au>
Source record: 47136

In <rwa.685044569@aupair.cs.athabascau.ca> rwa@aupair.cs.athabascau.ca (Ross Alexander) writes:

>Not everyone thinks `integrated' == `better'. I'm tired of learning a
>new editor everytime I switch compiler vendor; and compiler/linker
>integration is best accomplished via Makefiles (imho). Ghods save us
>from integrated environments designed by fascists.

Agreed.

The FTL Modula-2 compiler had the Compiler integrated with the Editor, with error line feedback returned in some bizarre way. Now that I use vi, it is on occasions annoying not to be told what LINE the error is on (it does give the context of the error, so it isn't too bad).

Warwick
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3450. Wierd experiences with the rs232c port

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-17 01:38:54 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Sep16.203855.15295@doug.cae.wisc.edu>
Source record: 47135

I seem to have small problem, which I haven't been able to track down.

I have this small rs232c application, that when I first ran it, I had my modem on and unfortuneately, anything it sent out the rs232c port, was immediately echoed back by the modem...

I killed the program, but the rd/sd lights continued to flash wildly on my modem...I noticed the rs232c port was simply screwed up royally, and didn't seem to accpt bios commands anymore...

I reset my computer, and they stopped....(Lights flashing that is..)

I can do this consistently..and I would like to know..

WHAT THE SAM HELL IS GOING ON HERE WITH TOS?

I have a Mega STE.

--Its not my modem either, OK, I turned it off and on and the dam port was still going nutso.

---Any assistance greatly appreciated, as in BUG work arounds.

Thank you for your time...

Smoochy, Gregory

3451. Help with RS232 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-17 03:06:08 UTC
From: st11w@menudo.uh.edu
Message-ID: <1991Sep17.030608.4243@menudo.uh.edu>
Source record: 47138

```
H H EEEEEE L PPPPPP !! !!
H H E L P P !! !!
HHHHHH EEEE L PPPPPP !! !!
H H E L P
H H EEEEEE LLLLLL P !! !!
```

I am making a despriate attempt to write a programm that involves outputting to the modem. *sigh* For the most part, I am a novice programmer. This is the first time I have ever attempted to do this sort of thing so, here's what I am trying.

I am trying to use Cauxout() and Cauxin(). Is this the only/best way to do this? I have tried everything, outputting integers, ascii numbers, strings... I give up and ask for your help.

Oh, if it is of any consequence, I am working in C :-).

Thanks in advance!
-dennis


```
*******************************************************************************
*** It's gnu and improved -- but it's still not unix! ***
*** ***
*** Dennis Gray, Jr. st11w@menudo.uh.edu ***
*** st113@jetson.uh.edu ***
*** dgray@sugar.hackercorp.com ***
*** dennis@nuchat.sccsi.com ***
*******************************************************************************
```

3452. Re: MWC & structures

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-17 10:09:48 UTC
From: fabian@etek.chalmers.se
Message-ID: <1991Sep17.100948.1637@etek.chalmers.se>
Source record: 47042

```
In article <3874@odin.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) writes:
|> Now some questions for Turbo/Pure C users:-
|>
|> * Does the compiler support parameter passing in registers and if so
|> can this be disabled for all or selected functions?

Yes, and can be disabled for all functions.

|> * Can a DRI compatible object file or library be linked with little
|> or no modification? If so then how does it cope with the 8 letter
|> symbols? Does an 8 letter match constitute a match when accessing
|> a DRI symbol?

Yes, and with no modification

|> * What is the airspeed velocity of an unladen swallow?

Approx mach 2 (?)

|> Why am I intereseted? Because the standardising of link formats between ST
|> C compilers would be a great boost to the ST market. DRI link format is not
|> great but it is/was supported by MW, Laser, Sozobon and Alcyon C compilers.
|>
|> The PC world abounds with libraries that can be used with any compiler.

But not every compiler can produce them, e.g. Turbo Pascal
-------------------------------------------------------------
M Fabian, fabian@contrl.chalmers.se | Control Engineering
fabian@etek.chalmers.se | Laboratory, CTH
mf@contrl.chalmers.se | Sweden
-------------------------------------------------------------
"Nuclear arms can wipe out life on earth, if used properly."
(D Byrne)
```

3453. Re: MWC & structures

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-17 14:50:17 UTC
From: micro@imada.ou.dk
Message-ID: <1991Sep17.145017.27538@imada.ou.dk>
Source record: 47046

neil@cs.hw.ac.uk (Neil Forsyth) writes:

>Now some questions for Turbo/Pure C users:-

> * Does the compiler support parameter passing in registers and if so
> can this be disabled for all or selected functions?

YES you can, YES it can - with the function modifyer 'cdecl', the modifyer
'pascal' tells the compiler to pass parameters in reverse order...

> * Can a DRI compatible object file or library be linked with little
> or no modification? If so then how does it cope with the 8 letter
> symbols? Does an 8 letter match constitute a match when accessing
> a DRI symbol?

Yes Turbo C supports both DRI and their own linker format. The old TC's
only use DRI. TC's link format supports long symbols, and is much faster.

> * What is the airspeed velocity of an unladen swallow?

easy, RED!

-Klaus

3454. Re: MWC & structures

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-17 14:56:59 UTC
From: micro@imada.ou.dk
Message-ID: <1991Sep17.145659.27639@imada.ou.dk>
Source record: 47047

rwa@aupair.cs.athabascau.ca (Ross Alexander) writes:

>Not everyone thinks `integrated' == `better'. I'm tired of learning a
>new editor everytime I switch compiler vendor; and compiler/linker
>integration is best accomplished via Makefiles (imho). Ghods save us
>from integrated environments designed by fascists.

This is why you also get commandline versions of the Compiler TCC,
PreProcessor TPP and the linker TLINK...
The assembler MASM can also be used from commandline...

-Klaus

3455. DC weekly program post

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-17 16:45:14 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Sep17.164514.13904@menudo.uh.edu>
Source record: 47045
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This week's program has been sent to the ftp site atari.archive.umich.edu and to the moderated newsgroup comp.binaries.atari.st.

DC No Alert will keep an alert box from being displayed and will 'fake' return of the DEFAULT button. So, in an alert that says, "Really Quit?" with the YES button being the default, you'd hear a little 'bing' and that's it. The YES button will be returned as the button selected. 100% assembly. ST, STe, and TT compatible. Program of the Week.

- mike / double click software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3456. Re: MWC & structures

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-17 17:18:23 UTC
From: kbad@atari.UUCP
Message-ID: <3066@atari.UUCP>
Source record: 47050

neil@cs.hw.ac.uk (Neil Forsyth) writes:

|Now some questions for Turbo/Pure C users:-

| * Does the compiler support parameter passing in registers and if so
| can this be disabled for all or selected functions?

Yes to both, if it still works the same as the year-old version I have.
The keyword `cdecl' allows you to declare a function that passes args
on the stack instead of the default register passing.

| * Can a DRI compatible object file or library be linked with little
| or no modification?

If no debug output is specified, TC can be made to produce DRI format objects.
I find this a big drawback, since you're obviously limited to 8 character
identifiers. This is eased somewhat by the fact that TC can use all 8
characters (leading _ for C functions is optional). Still, the HiSoft
extended symbol format is *much* better, and is now supported by both
Lattice C (and other HiSoft tools), GCC, and Atari's debugger.
That's only for executables, tho...

|Why am I intereseted? Because the standardising of link formats between ST
|C compilers would be a great boost to the ST market.

Weeeelll... library formats are another thing altogether. Every compiler
that I've used has a different library formats. Whee! Almost all of 'em
will produce executables with DRI format symbols, though. I'd like to see
a standard library format, too. It makes it real hard on developers trying
to share code, especially world-wide.

| * What is the airspeed velocity of an unladen swallow?

African, or European variety?

(Trivia question: why was MWC used for FSMGDOS instead of GCC?

Because the cross-compiler used by other parties to make parts of
FSMGDOS output MWC format object files. This means that FSMGDOS
doesn't use hardware floating point to best advantage. Don't get me
wrong, FSMGDOS is no slouch when it comes to speed!!! Runs circles
around TrueType and ATM font generation. But later we found out that
the company used GCC for internal porpoises! Does this mean that
someday there may be an FSMGDOS that uses a 68881 or 68882? Maybe!)

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine

/ | \ #include <disclaimer>

3457. Re: MWC & structures

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-17 17:59:39 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3882@odin.cs.hw.ac.uk>
Source record: 47048

In article <rwa.685044569@aupair.cs.athabascau.ca> rwa@aupair.cs.athabascau.ca (Ross Alexander) writes:
>carter@cae.wisc.edu (Gregory Carter) writes:
> [of MWC]
>>6) Its not integrated, as in compiler, editor, linker. Therefore its
>> EVEN SLOWER. Its great though, as I use to make sandwiches and
>> catch up on the news while the thing compiled my programs.
>
>Not everyone thinks `integrated' == `better'. I'm tired of learning a
>new editor everytime I switch compiler vendor; and compiler/linker
>integration is best accomplished via Makefiles (imho). Ghods save us
>from integrated environments designed by fascists.

I agree with Ross. Some of these integrated environments are crap.
I just started using Borland C++ on the PC here at work (sorry folks :-)
and it's shell should come with a sick bag. I like to pick what editor
I want and use sensible makefiles. Borlands tools are also 'full of it'.
Every one insists on telling you it's from Borland and none of their names
or flags are Unix flavoured.

I believe Lattice C is also 'integrated'. Oh well ...

>Ross Alexander rwa@cs.athabascau.ca (403) 675 6311 ve6pdq@ve6mc

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

3458. Re: MWC & structures

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-17 18:02:21 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91260.115123ONM07@DMSWWU1A.BITNET>
Source record: 47139

In article <3874@odin.cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) says:
>
> * Does the compiler support parameter passing in registers and if so
> can this be disabled for all or selected functions?
>
Yes, it passes parameters in registers. And yes, this can be disabled for all
or selected functions.

> * Can a DRI compatible object file or library be linked with little
> or no modification? If so then how does it cope with the 8 letter
> symbols? Does an 8 letter match constitute a match when accessing
> a DRI symbol?
>
Yes, you can. And yes, I thin an 8 letter match is enough for the linker
(when using DR object files).
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

3459. Re: Help with RS232 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-17 19:11:04 UTC
From: steve@thelake.mn.org
Message-ID: <A1902253873@thelake.mn.org>
Source record: 47049

[In article <1991Sep17.030608.4243@menudo.uh.edu>,
st11w@menudo.uh.edu (Dennis Gray Jr.) writes ...]

> I am making a despriate attempt to write a programm that involves
> outputting to the modem. *sigh* For the most part, I am a novice
> programmer. This is the first time I have ever attempted to do
> this sort of thing so, here's what I am trying.
>
> I am trying to use Cauxout() and Cauxin(). Is this the only/best
> way to do this? I have tried everything, outputting integers,
> ascii numbers, strings... I give up and ask for your help.
>
> Oh, if it is of any consequence, I am working in C :-).

Those functions, or the equivalent BIOS calls, will work fine. If you're writing a term program, you'll want to write a loop that polls the console and aux devices and, if they have data waiting, handles it. Determine whether data is waiting by calling Cauxis and Cconis, or the BIOS equivalents.

If you're still not getting anything in or out of the modem, the No. 1 suspect is the serial port's BPS rate. You can set this rate using the control panel or a CPX, and it will remain set when your program runs. If you want to set it yourself, see the documentation for Rsconf.

There seems to be a certain amount of interest in this subject, so I'm writing a basic ``how to'' document on serial communications on the Atari ST. I'll post it here for comments when it's a little bit farther along, and perhaps the final (presumably corrected) version could be archived at Michigan or distributed in comp.sources.

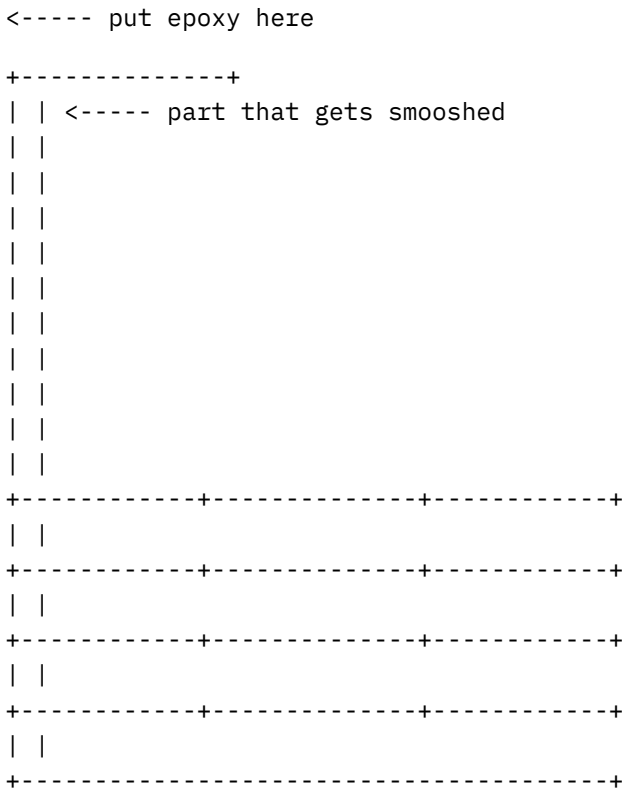
--
Steve Yelvington <steve@thelake.mn.org>

3460. Re: Mouse Problems 2 (The son of...)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-17 20:27:42 UTC
From: boyd@sigma.cs.fsu.edu
Message-ID: <1991Sep17.202742.28703@mailer.cc.fsu.edu>
Source record: 47044

In article <1991Sep16.121444.1559@tsltor.uucp>, stevew@tsltor.uucp (Stephen Webb) writes:
>
>I suffer from intermittent mouse insanity. Too cheap to buy a new mouse (why
>do you think I bought Atari/), I pulled the little beast apart and cleaned
>and reseated the connector strip thing that connects the cord to the circuit
>board. The rodent jumps and frolics like new again, except for the left
>button which is just plain worn out (Dungeon Master and Chaos Strikes Back).
>
>I could actually see accumulated detritus on the connector contacts.
>

One common way that these buttons wear out is that the plastic part of the
switch itself (that which contacts the plastic piece on the top of the mouse)
actually compresses to the point that the switch is not pressed enough. There
are a couple of easy fixes for this. One is to relengthen the switch by
laying a bead of epoxy on it, then letting it dry. The other is to switch the
right and left button/switch units (requires about 2 minutes with a soldering
iron).



Side of switch unit, solder onto the circuit board inside the mouse.
--

```
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------
```

3461. SCSI Hard Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-17 20:37:11 UTC
From: mami@opal.cs.tu-berlin.de
Message-ID: <4827@zetkin.cs.tu-berlin.de>
Source record: 47043

Thanks to all the people that wrote to me about their experiences with
SCSI harddisks on n ATARI ST.

I collected the mail and will distribute it if anybody else is interested.
(I accidently deleted the email-adress of a Swedish guy Johann. Mail me
again and I will post you the stuff.)

Bye,
Manfred

3462. VRO_CPYFM Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-17 22:51:11 UTC
From: aking@bbn.com
Message-ID: <66358@bbn.BBN.COM>
Source record: 47054

I've been trying to use vro_cpyfm to save and then restore part
of a screen image. It seems pretty vanilla, but the vro_cpyfm which
restores the bits insists on using the screen's address instead of
the fd_addr in its source rectangle. What am I missing?

To give a little more detail, the program does the following steps:

```
1. Make and fill in an MFDB for the offscreen area:
*mem_mfdb = screen_mfdb; /* most things the same as the screen*/
mem_mfdb->fd_addr = big_buffer;
mem_mfdb->fd_w = w = rectangle_width;
mem_mfdb->fd_h = h = rectangle_height;
mem_mfdb->fd_wdwidth = w/16; /* like it says in the Lasar Manual */

2. Set up rectangles -- from arbitrary position on screen to upper left hand
corner of offscreen array:
pxyarray[0] = x; pxyarray[2] = x + w;
pxyarray[1] = y; pxyarray[3] = y + h;
pxyarray[4] = 0; pxyarray[6] = w;
pxyarray[5] = 0; pxyarray[7] = h;

3. copy the bits away
vro_cpyfm(wHandle, S_ONLY, pxyarray, &screen_mfdb, mem_mfdb);

4. draw in that area. ...

5. Set up rectangles -- from upper left hand corner of offscreen array to
arbitrary screen position:
pxyarray[0] = 0; pxyarray[2] = w;
pxyarray[1] = 0; pxyarray[3] = h;
pxyarray[4] = x; pxyarray[6] = x + w;
pxyarray[5] = y; pxyarray[7] = y + h;

6. Copy the bits back:
vro_cpyfm(wHandle, S_ONLY, pxyarray, mem_mfdb, &screen_mfdb);
```

I'd appreciate direct mail to aking@pebbles.bbn.com, as I am unable to
read the net at the present time.

Thanks for your help.

Allen King

3463. MED. PRG'S IN LOW REZ

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-18 06:41:09 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <aNog91w164w@sys6626.bison.mb.ca>
Source record: 47052

I know that low res programs can be executed from medium res(as they ALL should!). But can medium res programs run from low res? I've noticed that DCOPY for instance will run in low res, but only with 40 columns.

--- (Bryan Kelln) a user of sys6626, running waffle 1.64
E-mail: winnipg@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

3464. char *environ[] and the third argument to main()

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-18 08:02:50 UTC
From: steve@thelake.mn.org
Message-ID: <A408491826@thelake.mn.org>
Source record: 47051

I've been looking at implementing ARGV extended argument passing
under Sozobon C. I've managed to get kbad's example startup code
to pass through the Sozobon compiler, and I'm in the process of
massaging his execv() function. In the process, I've come up with
a couple of questions:

-- Is the char *environ[] external variable, which is found in some
C implementations (but not Sozobon C), supposed to reflect the
current environment or the environment that was present when the
program was invoked? In other words, does putenv() need to be
reworked to update the global variable?

-- Is the third (usually ignored) argument to main() commonly
a pointer to an array of pointers to char (like argv) or a pointer
to an array of char (as indicated in the dLibs documentation).

-- Are the Turbo C and GCC libraries in accord on the above points?

-- What do I need to worry about in regard to getting this to work
under MiNT?

--
Steve Yelvington
steve@thelake.mn.org

3465. Re: MWC & structures

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-18 12:42:00 UTC
From: neil@cs.hw.ac.uk
Message-ID: <3895@odin.cs.hw.ac.uk>
Source record: 47053

In article <1991Sep17.145017.27538@imada.ou.dk> micro@imada.ou.dk
(Klaus Pedersen) answered my queries about Turbo C.
My thanks to everyone else who also responded (although the swallow issue is
still not sorted out :-).

Does anyone have any idea when Pure C (formerly Turbo C) will be available in
the UK. With a manual in English. From whom?

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

3466. DOC: Writing communications programs for the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-18 16:42:08 UTC
From: steve@thelake.mn.org
Message-ID: <A1564743474@thelake.mn.org>
Source record: 47055

This is a preliminary, incomplete copy of a basic document on writing communications software for the Atari ST. Suggested corrections and additions would be appreciated.

0/ cut here
==0\==

The Atari ST modem programming guide

By Steve Yelvington

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Copyright 1991 Steve Yelvington
Internet: <steve@thelake.mn.org>
GEnie: S.YELVINGTO2

Introduction

Modem i/o on the ST is isn't difficult. In fact, compared with other personal systems, the ST is unusually easy to program for serial communications.

The hard work is done for you. TOS includes interrupt-driven serial port routines. This means that when a character arrives at the serial port, TOS breaks away from whatever it's doing, grabs the character, stores it in a buffer, and returns to the task that was interrupted. You don't need to write code to do that.

The serial port buffers -- one for input, one for output -- are FIFO (First In, First Out) queues. TOS provides functions for reading from the input buffer, writing to the output buffer, and even changing the size of the buffers.

All you have to do is read from or write to the serial port as if it were a console.

The modem i/o routines

Both BIOS and GEMDOS provide functions for single-character serial
i/o that work exactly like their console equivalents.

>From GEMDOS:

Console Serial Description
------- ------ -----------
Cconin Read a character with echo
Cnecin Cauxin Read a character without echo
Cconout Cauxout Write a character
Cconis Cauxis Return TRUE if a character is available
Cconos Cauxos Return TRUE if output is possible, i.e.,
the output buffer has room for more data

There is not a serial port equivalent for Cconws, but you should be
able to write one easily enougth:

```
#include <osbind.h>
void Cauxws(s) /* write a nul-terminated string to the aux port */
char *s;
{
while (*s++)
Cauxout(s);
}
```

>From BIOS, the same function is called with different arguments
depending on which device is to be read or written to:

Console Serial Description
------- ------ -----------
Bconin(2) Bconin(1) Read a character
Bconout(2,c) Bconout(1,c) Write a character c
Bconstat(2) Bconstat(1) Return TRUE if a character is available
Bcostat(2) Bcostat(1) Return TRUE if output is possible

Note that the device numbers used by the BIOS are different from the
file handles used at the GEMDOS level. The BIOS device numbers may be
defined in this fashion:

```
#define BCON_PRT 0 /* printer */
#define BCON_AUX 1 /* aux (modem) port */
#define BCON_CON 2 /* console */
#define BCON_MIDI 3 /* MIDI port */
#define BCON_KBD 4 /* intelligent keyboard device output */
#define BCON_RAW 5 /* raw console output, no VT52 */
```

There is a no function to read a string from the serial port at
either the GEMDOS level or the BIOS level. For reasons that will
become clear shortly, you should write your own.

All of the GEMDOS and BIOS input functions return 32-bit LONG values.
In the case of the serial port, only the low 8 bits are interesting.
In the case of the console, the low 8 bits will contain the ASCII
code corresponding to the key -- if there is one. If the keystroke is

a nonstandard key, such as a function key, HELP or UNDO, the low eight bits will be a NUL value. In all cases, the upper 24 bits contain a unique keyscan code and information regarding the state of the shift keys.

A simple terminal program

A ``dumb'' terminal program using these functions is simple to write. All you need is a loop in which you will ``poll'' the console and the serial port. It might look like this:

```
#include <osbind.h>
#define BANNER "\033EIncredibly dumb full-duplex terminal version 0.1\r\n"

main()
{
int c;
Cconws(BANNER);
for(;;)
{
if (Cauxstat()) /* data waiting at the aux port */
{
c = (int) (Cauxin() & 0xFF); /* get it and clean it */
Cconout(c);
}
if (Cconstat()) /* data waiting at the console */
{
c = (int) (Cnecin() & 0xFF); /* get it and clean it */
if (c) /* if it's not a NUL from a function key */
Cauxout(c);
}
}
}
```

You'll notice that the above example runs forever. Well, not quite. GEMDOS console i/o processes control-characters, and a control-C will kill the program.

Of course, that means you can't send control-C out the modem port. That's one of many reasons it's called an ``incredibly dumb'' terminal.

You'll probably want to rewrite the program using BIOS functions and test for use of the UNDO or F10 keys.

Whatever happened to GEM?

None of this discussion has dealt with GEM. Why? Because so far as GEM is concerned, the serial port doesn't exist.

The AES Event Manager doesn't poll the aux port to determine whether an event has occurred.

If you want to write a GEM event-driven communications program that will cooperate with desk accessories for multitasking, you'll need to use the timer with a time value of 0. This will allow a task switch to take place, and when you regain control you can check the serial port's status with GEMDOS or BIOS.

If you're worried that the serial input buffer will overflow while some system-hog task is running, resize the buffer as described below.

The real world intrudes

None of the above functions cares whether the modem is live or dead. They only deal with data. If your caller falls asleep at the keyboard or abruptly hangs up, the above functions won't worry about a thing. If you're writing a communications program or a BBS, you'll have to deal with these real-world conditions. Modems and phone lines are not perfect.

There are many ways to handle such errors. In C, you might want to use the setjmp and longjmp functions to ``bail out'' and restart your program. Assuming you have set up a jump buffer called ``panic,'' you might write a low-level aux port input function that looks like this:

```
#include <time.h>
#include <osbind.h>
#define TIMEOUT 60 /* 60-second timeout */

int auxin()
{
clock_t time1,elapsed;
if (!rs232cd())
{
hangup();
longjmp(panic);
}
time1 = clock(); /* get tick time */

/* loop for up to TIMEOUT seconds, waiting for aux input */
for(;;)
{
if (Cauxis()) /* these could just as well be BIOS calls */
return Cauxin();

/* no activity yet, so ... */
/* get new tick time and convert to seconds */
elapsed = (clock() - time1) / CLK_TCK;

/* if too much time has elapsed, restart */
if (elapsed > TIMEOUT)
```

```
{
hangup();
longjmp(panic);
}
} /* continue the loop */
}
```

The above code has used a couple of functions that aren't in the library and bear some explaining. Here is the function that checks the carrier-detect status of the aux port by examining a hardware register:

```
#include <osbind.h>
int rs232cd() /* state of rs232 carrier detect line */
{
register long ssp;
register int *mfp, status;
mfp = ((int *) 0xFFFFFA00L); /* base address of MFP */
ssp = Super(0L); /* enter supervisor mode */
status = *mfp; /* get MFP status */
Super(ssp); /* return to user mode */
return(!(status & 0x0002)); /* check for carrier */
}
```

Here is a function that hangs up the phone line by dropping the DTR (Data Terminal Ready) signal. Note that most modems are shipped from the factory with DTR sensitivity disabled. You should be able to turn it back on by toggling a DIP switch or with a command from the keyboard.

```
#include <osbind.h>
void hangup()
{
Ongibit(0x10); /* dtr off */
sleep(1); /* wait one second */
Offgibit(0xEF); /* dtr on */
}
```

Now, what about getting a string from the modem port? You'll need to call your custom auxin() function, as above. Here is an auxgets function modified from the dLibs getln. Note that it uses a function ``auxput'' for output; you can rewrite or #define it to mirror the BIOS or GEMDOS-level routine you used for input:

```
#define KEY_CR 0x0D /* carriage return */
#define KEY_LF 0x0A /* linefeed */
#define KEY_BS 0x08 /* backspace */
#define KEY_DEL 0x7F /* delete */

char *auxgets(buffer, limit)
char *buffer; /* where keystrokes will be stored */
register int limit; /* size of the buffer */
```

```
{
register char *bp = buffer;
register int c, i = 0;
for(;;)
{
c = auxin() & 0xFF; /* mask off high bits, just in case */

/* end of line */
if((c == KEY_CR) || (c == KEY_LF))
{
*bp = '\0';
break;
}

/* backspace or delete */
else if(((c == KEY_BS) || (c == KEY_DEL)) && (bp != buffer))
{
--bp;
auxput('\b');
auxput(' ');
auxput('\b');
--i;
}
else if((c >= ' ') && (i < limit))
{
auxput(*bp++ = c);
++i;
}
}
return(buffer);
}
```

Configuring the serial port

In order to communicate with another machine over the serial port, speed and flow-control settings may need to be altered. Atari's XBIOS (Extended BIOS) provides a function that can configure the serial port. The function Rsconf sets the speed, flow-control and four bitmapped hardware registers.

Speed (bits per second, often incorrectly called baud) can be set to any of 16 values:

```
#define BPS_19200 0 /* standard */
#define BPS_9600 1 /* standard */
#define BPS_4800 2 /* standard */
#define BPS_3600 3
#define BPS_2400 4 /* standard */
#define BPS_2000 5
#define BPS_1800 6
#define BPS_1200 7 /* standard */
```

```
#define BPS_600 8
#define BPS_300 9 /* standard */
#define BPS_200 10
#define BPS_150 11
#define BPS_134 12
#define BPS_110 13
#define BPS_75 14
#define BPS_50 15
```

Only the values marked /* standard */ are commonly used in modem communications.

If you are using a slow- or medium-speed modem (under 9600bps) you probably will need to match the ST's serial port speed to that of the remote system.

If you are using a high-speed modem, you may be able to set the speed at 19,200bps and let the modem handle speed-matching chores. In this case, you probably will need to use RTS/CTS (hardware) flow-control to avoid overloading the ST's input buffer and the modem's output buffer. RTS/CTS is broken in most versions of TOS, and an /auto/ folder program must be installed to fix it.

Flow control can be configured to any of four settings:

```
#define FLOW_NONE 0 /* default */
#define FLOW_XONXOFF 1 /* control-s, control-q software */
#define FLOW_RTSCTS 2 /* hardware */
#define FLOW_BOTH 3 /* both hardware and software */
```

For binary file transfers, software flow control must not be used.

The hardware registers are not useful in ordinary modem-related programming, and altering their values incorrectly will have unpleasant side effects. Passing -1 to Rsconf will leave the corresponding setting unchanged.

Thus, to set bps rate to 2400 and flow control to none, the Rsconf function call would look like this:

```
Rsconf(BPS_1200,FLOW_NONE,-1,-1,-1,-1)
```

Parity and duplex

Parity is not commonly used in communicating with personal computers, but you may need to deal with it when communicating with a mainframe.

The idea behind parity is to provide at least a small degree of assurance that the transmitted character is the same as the received character. The way this is done is by fiddling with the high bit of each byte, which ordinarily would be zero for an ASCII character.

``Even parity'' means that the high bit is either set or unset, as necessary, to ensure that the result is an even number. ``Odd parity'' means the opposite. You can test this with the modulus operator in C, then strip the high bit by ANDing the byte with 0x7F or set the high bit by ANDing with 0xFF.

TOS also can generate parity values automatically if the proper hardware register is set. However, setting the register requires that you also worry about start/stop bits, word length and the serial hardware frequency, which is a can of worms.

Duplex is a potentially confusing term that describes whether you or a remote system is responsible for putting a character on your screen.

Most bulletin board systems run ``full duplex,'' which means that a keystroke from a caller is sent to the BBS, which then echoes that character back to the caller. This relationship is not symmetrical. The caller doesn't echo anything back to the BBS, because the echoes would be interpreted as commands.

``Half duplex'' means that each party is responsible for managing his or her own display. GEnie normally runs half duplex. Neither caller nor BBS echoes anything.

If you're writing a BBS or a terminal program with a ``chat mode,'' you may want to include a ``both local and remote echo'' option. This would allow the remote to run full duplex while you manage both your screen and the caller's screen.

Resizing the serial buffers

/* This entry is under construction */

File transfers

/* This entry is under construction */

3467. Re: Help GFA/Modem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-18 21:12:28 UTC
From: steve@thelake.mn.org
Message-ID: <A2173572914@thelake.mn.org>
Source record: 47058

[In article <1991Sep18.202945.2013@uwm.edu>,
ninjam@csd4.csd.uwm.edu writes ...]

> HELP!!!!!!!
>
>
> Doesn't anyone have any replies to my request? The only answers I've
> seen are for programming in C. I allready wrote the whole program in
> GFA Basic (the fast compilable version), and am not about to start
> over.
>
> PLease, I need help with this......
>
>
> I have the program looking ofr a char in the rs232 port. If one is
> there, it grabs it.
> But the problem is, is it's always grabbing the same character, as if
> the port buffer is not clearing......
>
> Please! Anyone! help!!!!!!

You haven't posted any code examples or revealed how you're getting the
data from the serial port. There are several ways of doing it. If
you're directly calling the BIOS Bconin function, and it always returns
the same value, then either your box or GFA's OS bindings are broken.
But it's impossible to diagnose anything without seeing a code example.

I posted a preliminary document on serial i/o programming a couple of
hours ago. You should read it carefully, regardless of whether you program
in C, GFA, Pascal, or whatever. The examples are written in C, but that
is only incidental; they are primarily examples of the properties of
TOS, not examples of C.

--

Steve Yelvington
steve@thelake.mn.org

3468. Re: Help GFA/Modem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-18 21:58:52 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1991Sep18.215852.5286@usenet.ins.cwru.edu>
Source record: 47056

In a previous article, ninjam@csd4.csd.uwm.edu () says:

>I have the program looking ofr a char in the rs232 port. If one is
>there, it grabs it.
>But the problem is, is it's always grabbing the same character, as if
>the port buffer is not clearing......
Here's a get_key routine that I wrote in GFA. About the only thing not self-evident is that once a character is received, user| is set to 1 if the character was from the console, and 2 if received from the rs232 port. This routine needs to know if carrier is present, so I've included a GFA routine for carrier detect.

```
--------------------------------------------------

' Modem routines for GFA Basic - by Troy L. Nothnagel 11/16/90
' GET_KEY... key|=@get_key(user|)
'
' user|=1 -> Accept keyboard input only
' user|=2 -> Accept serial input only
' user|=3 -> Accept either keyboard or serial input
'
' carrier! = TRUE! if carrier detected, FALSE! if no carrier detected
'
FUNCTION get_key(VAR user|)
LOCAL key|
key|=0
DO
IF (NOT user|=2) AND INP?(2) THEN
key|=INP(2)
user|=1
ELSE IF (NOT user|=1) AND carrier! AND GEMDOS(18)
key|=INP(1)
user|=2
ENDIF
EXIT IF key|<>0
LOOP
RETURN key|
ENDFUNC

------------------------------------------

PROCEDURE carrier
IF (DPEEK(&HFFFA00) AND 2)=0 !Determine carrier detect
carrier!=TRUE
ELSE
carrier!=FALSE
```

```
ENDIF
RETURN
```

```
--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG
```

3469. Re: char *environ[] and the third argument to main()

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-19 01:27:27 UTC
From: ersmith@julian.uwo.ca
Message-ID: <4698@julian.uwo.ca>
Source record: 47057

In article <A408491826@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>I've been looking at implementing ARGV extended argument passing
>under Sozobon C.
>-- Is the char *environ[] external variable, which is found in some
> C implementations (but not Sozobon C), supposed to reflect the
> current environment or the environment that was present when the
> program was invoked? In other words, does putenv() need to be
> reworked to update the global variable?

The current environment. putenv() should modify environ[] to reflect
any changes, and getenv() should use environ[] as well so that
getenv() after putenv() will return the new value for the variable.
Also, spawn() (or exec, or whatever) should build a new Atari-style
environment out of "environ" for passing to Pexec.

>-- Is the third (usually ignored) argument to main() commonly
> a pointer to an array of pointers to char (like argv)

Yes. (In fact, it's the initial value of the "environ" variable you
mentioned above).

> or a pointer
> to an array of char (as indicated in the dLibs documentation).

No. dLibs just uses the environment pointer in the basepage, which is
not in the correct format (it's a char * instead of a char **).

>-- Are the Turbo C and GCC libraries in accord on the above points?

Dunno about Turbo. The GCC library (and hence the closely related MiNT
library) follows the Unix conventions, as I've indicated above.
Indeed, you may want to grab a copy of either the GCC or MiNT library
source code and use the functions contained therein; I think these
parts of the library are pretty portable.

>-- What do I need to worry about in regard to getting this to work
> under MiNT?

Nothing at all; MiNT's Pexec is upwardly compatible with TOS's. The
only real (as opposed to cosmetic) difference between the MiNT and GCC
library startup code is that the former checks the cookie jar for the
cookie "MiNT" and sets the external variable _mint to the cookie's
value, if found. The user (and the rest of the library) can thus use
the value of this variable to decide what extra featurs of MiNT to
use, if appropriate.

--Eric
--
Eric R. Smith ersmith@julian.uwo.ca eric.smith@uwo.ca

3470. Re: DOC: Writing communications programs for the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-19 09:23:55 UTC
From: r0mill01@ULKYVX.BITNET
Message-ID: <1991Sep19.092355.26356@vlsi.louisville.edu>
Source record: 47060

Two comments.
One in the "soon to be constructed" serial buffer explanation please tell us whether the buffer is an array of chars or shorts. The dev. docs imply they are chars, but when you examine the buffer you see shorts. I'm specifically interested int the HI_WATER and LOW_WATER marks and whether I should assumed these treat the arrays as 16 or 8 bit wide items. I've assumed 16 bits (the worst case) and may be wasting 16K for the two buffers I've set up.

Two, in referring to documented hardware addresses is 0xFFFFF000 the same as 0x00FFF000 on a 68020/30 (it is on the 68000). On the 20/30, all address bits are significant. Has Atari redefined the peripheral and register addresses on the 20/30s so that we need to use 0xfffff000 instead?

robert royar

3471. RE: HELP GFA/MODEM

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-19 15:25:17 UTC
From: Philip.Durgin@fquest.FidoNet.Org
Message-ID: <685360154.0@fquest.FidoNet>
Source record: 47069

Do you wish an example of how to check the RS-232 port in GFA or C. We have been developing a network program called LINK for BBS EXPRESS boards. Will be able to upload a bit of the source on how to do it next time I call.

3472. RE: MOUSE PROBLEMS 2 (THE SON OF...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-19 15:40:03 UTC
From: Philip.Durgin@fquest.FidoNet.Org
Message-ID: <685360154.1@fquest.FidoNet>
Source record: 47065

I am a Technician, besides cleaning the mouse ball rollers or checking the wires, you also need to check and see if there is anything in the way of the photo electric cells. If there is, it will cause skips and jumps to occur, both foward and backwards.

3473. ACCESSORIES

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-19 15:52:19 UTC
From: Philip.Durgin@fquest.FidoNet.Org
Message-ID: <685360154.2@fquest.FidoNet>
Source record: 47066

I am part of a programming group here in Austin called Quantum Thump. We are creating networking software for BBS Express but are very dependent on a file that runs when someone logs off the board. It makes the amountof time taken to run our stuff after every log off becoming incredibly long.

What I have been trying to do is write an Accessory that looks at the time and checks it against a schedule. If the time is during that scheduled period, it would check the rs-232 port to see of it was active, if it isn't and the Hard drive is not doing anything, it will load our software and run it.

I can do the rs-232 checking and check for a HD busy signal, but I can't seem to get it to follow the correct time without causing the ACC never pass itself back to the other accessories. It just seems to hog all the accessory time. We are writing the program in GFA 3.6,so if there is anyone that can show me what I am doing wrong I would appreciate it.

3474. That new guy with the TT again (GDOS, Menus, Fonts)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-20 08:09:09 UTC
From: rodent@netcom.COM
Message-ID: <1991Sep20.080909.11715rodent@netcom.COM>
Source record: 47061

(I'm porting an application from the Amiga and Mac to the Atari TT).
Apparently nobody in this group knew the following, and therefore may be
interested to learn:

There IS a PD GDOS font editor that works on the TT. It's called GEMFED
and is available at umich. Also, the place to find code that illustrates
the usage of GDOS fonts is in the VDIT package.

Surprise discovery in the VDIT source doc: GDOS fonts require OFFICIALLY
UNDOCUMENTED functions. This is incredible! Imagine a graphical operating
system that doesn't document how to use bitmapped fonts! It staggers the
imagination.

Question 1: can someone recommend a book on GEM that gives gory, full
explantion of how to structure an object tree when both menus and buttons
are on the screen? I have menus working by themselves...

Question 2: I've encountered fonts ending with .fnt and .fed both being
refered to as GDOS fonts. Which is correct? Is there a difference?

Ben Discoe, radical ecologist, computer scientist, geometer, amigoid

3475. Mathematical clipping routine

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-20 09:06:09 UTC
From: bboychuk@sdcc13.ucsd.edu
Message-ID: <23690@sdcc6.ucsd.edu>
Source record: 47072
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'd be thankful if anybody could help me out with this: There are two points defining a line in the area (-long,-long),(long,long). I need anything outside the area (-short,-short),(short,short) clipped off, while preserving the slope of the line. I'm absolutely lousy at math and anybody who can point me in the direction of a solution would save me a sackful of grief. (Grief is measured in sackfuls. Frustration comes in bales and anger in pecks. Stupid emotional measurements come in threes.)

Thanks for any help...

--
---
bboychuk@ucsd.edu "My GOD, did you see the power and majesty radiated by that llama?" "Well, of course I did, you fool..."

3476. Earlier monitor questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-20 10:57:19 UTC
From: r0mill01@ULKYVX.BITNET
Message-ID: <1991Sep20.105719.5737@vlsi.louisville.edu>
Source record: 47062
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks to all those who answered my earlier queries about monitors for the ST. It looks as though my best best for sharpness and high resolution for less than $1000.00 is to use a 640x400 res mono monitor on my vintage ST. Now I have new questions:

1. Is the Atari monochrome my best option, i.e. is its sharpness as good as I can expect from any monochrome in the <$1000.00 price range?
2. What are some other paper-white monos in the $200.00 - 500.00 range that are better?

Beta Testing

A note to those who offered to beta test my hypertext text editor--please send me a snail mail address so I can mail you some DSDD disks with the program and utilities. I have no FTP or GEnie access, so snail mail is the best option. Reply directly to the header address or try one of the following.

Robert Royar
Department of English
New York Institute of Technology
Old Westbury, New York 11568

BITNET: R0MILL01@ULKYVX CIS: 72347,2767 Voice: (516) 686-7751
Internet: 72347.2767@CompuServe.Com

3477. ESDI harddrive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-20 14:00:58 UTC
From: chang@lurch.cme.nist.gov
Message-ID: <8774@squire.cme.nist.gov>
Source record: 47063
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anyone familiar with ESDI harddrives. I have a chance to buy a
gargantuan ESDI seagate drive. Is it possible to hook this up my ST.
I figure I'll have to get an atari->scsi host adpater and then a scsi
to EDSI adapter if such a beast.

Please excuse my ignorance here, I've never heard of ESDI.

Thanx

Fo

3478. Re: Can interrupts in OS code be detected

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-20 14:13:41 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <1041@ehviea.ine.philips.nl>
Source record: 47068

```
In article <4223@chalmers.se> dxper@dtek.chalmers.se (Per Anders Olausson) writes:
|leo@ehviea.ine.philips.nl (Leo de Wit) writes:
|
|>In article <4138@chalmers.se> dxper@dtek.chalmers.se (Per Anders Olausson) writes:
|>|Although I cannot claim to be an expert in MESSY-DOS programming, I think that
|>|a flag exists which can be checked so that a program can determine if it had
|>|interrupted the execution of a OS call. Is the same available on the Atari ST?
|
|>It is certainly possible and fairly easy to check whether your code
|>interrupted some other code. Just check the return address on the stack
|>(and be aware of the status word on the stack too); it points just
|>after the code executing when you interrupted it.
|
| Well naturally this is so, but that is not an acceptable way of doing things
| because if I'm not mistaken parts of the OS code could have duplicated itself
| into low RAM and execute part of a OS call at that location. Also, with the
| TT it could be possible that virtual memorty schemes would be employed and
| then the return address on stack would be worth zilch in this context.

The ST user can also install his own exception vectors, as an addendum
or replacement of the existing ones. Does this count as OS code (I
would say it does, but who am I) ? There is no means to decide whether
that code is running as OS code or user code (you can check the
supervisor flag, but this tells you nothing; a user program may also
switch to supervisor mode).

|
|>Most of them can't even be called more than once recursively, since
|>they depend on data saved at fixed places. Furthermore, the BIOS/XBIOS
|>save the registers in an area pointed to by $4a2. When you allow these
|>functions to nest, you will have to take certain precautions to make
|
| Well, does this mean that a scheme for checking this address could detect
| whether or not an OS call were in exe at time of interrupt?

Alas, there is no guarantee for what $4a2 should initially contain. I
even remember a TSR program I wrote that modified $4a2 in specific
cases to allow for more space to save registers. And even if you could
"count" on $4a2, this only tells you something about BIOS/XBIOS, not
GEMDOS.

Cheers,
Leo.
```

3479. Atari LAN

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-20 14:35:12 UTC
From: hb9zz@bernina.ethz.ch
Message-ID: <1991Sep20.143512.22278@bernina.ethz.ch>
Source record: 47067

Does somebody have the addresses of the LAN port in the new Mega STE
and TT, and the relative pinout?

Tnx for helping!

Greet --- Rick
--

Opinion expressed here are mine, and I'm proud of them !!!
And don't forget that: "No problem is so big or so complicated that it can't

3480. Re: DOC: Writing communications programs for the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-20 19:31:48 UTC
From: rwmcm@ccwf.cc.utexas.edu
Message-ID: <57530@ut-emx.uucp>
Source record: 47064

In article <1991Sep19.092355.26356@vlsi.louisville.edu> r0mill01@ULKYVX.BITNET writes:
>Two comments.
[first comment deleted.]
>Two, in referring to documented hardware addresses is 0xFFFFF000
>the same as 0x00FFF000 on a 68020/30 (it is on the 68000). On the
>20/30, all address bits are significant. Has Atari redefined the
>peripheral and register addresses on the 20/30s so that we need
>to use 0xfffff000 instead?
>
>robert royar
All the hardware registers are still located in the same places. But,
you should not reference them with an extra "ff." The actual locations
are 0x00ff0000 and such, not 0xffff0000. The 68000 itself doesn't care
about the leading ff's, but for the 020/030/+, all 32 address bits are
significant. If you want to guarantee future compatibility, don't use the
leading ff's.
BTW, according to an Atari Explorer (I think...), Atari had to install
special traps in the TT to check for programs that used the extra ff,
to redirect the memory location to the correct place.

Rob McMullen rwmcm@ccwf.cc.utexas.edu

3481. Re: That new guy with the TT again (GDOS, Menus, Fonts)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-20 20:34:32 UTC
From: stever@flatcat.wpd.sgi.com
Message-ID: <1991Sep20.203432.22307@odin.corp.sgi.com>
Source record: 47071

In article <1991Sep20.080909.11715rodent@netcom.COM>, rodent@netcom.COM (Ben Discoe) writes:
|> Surprise discovery in the VDIT source doc: GDOS fonts require OFFICIALLY
|> UNDOCUMENTED functions. This is incredible! Imagine a graphical operating
|> system that doesn't document how to use bitmapped fonts! It staggers the
|> imagination.

This is inaccurate. GEMFED is _really_ old. It predates the official release of GDOS and probably the Line-A document. You can use GDOS fonts _with_ GDOS with documented VDI functions. You can also use bitmapped GDOS fonts without GDOS by adding them to the line-A font ring structure. This is no longer a good idea because many of the line-A functions are going away in the future.

To use GDOS fonts with GDOS, check out

vst_loadfonts
vst_unloadfonts
vst_font
vst_point

I've used these documented VDI functions for GDOS fonts and they work fine.
(My spelling may not be quite correct since I'm typing this from work and away from my VDI manual.)

|> Ben Discoe, radical ecologist, computer scientist, geometer, amigoid

---
Steve Whitney, Silicon Graphics OS Group
stever@wpd.sgi.com
Author of G-Print, the GEM-based print formatter for Atari computers

3482. Hardware addresses (Was Re: DOC: Writing comms)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-21 02:46:37 UTC
From: adamd@rhi.hi.is
Message-ID: <3612@krafla.rhi.hi.is>
Source record: 47070

r0mill01@ULKYVX.BITNET writes:

>Two, in referring to documented hardware addresses is 0xFFFFF000
>the same as 0x00FFF000 on a 68020/30 (it is on the 68000). On the
>20/30, all address bits are significant. Has Atari redefined the
>peripheral and register addresses on the 20/30s so that we need
>to use 0xfffff000 instead?

Atari has made a concession to programs with incorrectly defined hardware address space so that they still run on the TT. In other words, on the TT 0x00FF8000 is mapped to 0xFFFF8000. I suspect this is a mapping of physical address spaces by whatever GLUE logic the TT uses. Strictly speaking, only the 0xFFFF8000 addresses should be used because the hardware is conceptually at negative addresses. This makes access possible using instructions with short addressing modes and saves time and space in the code. Atari has redefined the hardware addresses so that you MAY use 0x00FF8000 addresses, but there is no natural reason for you to want to use them. It is only provided for braindead compatibility.

Actually it might be the whole top megabyte which is remapped, from 0x00F00000 onto 0xFFF00000. Maybe someone else can fill in more detail.

--
Adam David.
(adamd@rhi.hi.is)

3483. DC PopBar even better!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-21 05:30:23 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Sep21.053023.4568@menudo.uh.edu>
Source record: 47074
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just finished sending the latest program of the week to the usual places
(atari.archive.umich.edu ftp site and comp.binaries.atari.st moderated news).

DC PopBar our most popular program of the week has been updated!

This is a new version of DC PopBar, the DA that gives you a popup menu of
the GEM desktop menubar. This version is _much_ improved. Download this
and see why this is our #1 most popular desk accessory (now even better!).

ST and STe ONLY. Not for the NewDesk desktop. 1.6x and below. 100% assembly.

- mike vederman / double click software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3484. BIG color

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-21 08:25:15 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <17967@hydra.Helsinki.FI>
Source record: 47073
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jambo netters,

I'd like to get few facts & opinnions on following:

Having a TT030/8 and considering buying a CALAMUS SL (you know 16.4 million col.

-What choices do I have in monitors... I want a big one (at least 19")
-How many coclors do they display ?
-what kind of triks do they do to the TOS ? which of them CAL.SL supports ?
- any hints, tips, or things to avoid ?

-anything that's mental as anything or not will help !!!

THANKS !

>>>

3485. HD vs floppy program load problem ... cont'd

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-21 17:00:48 UTC
From: mlake@irscscm.UUCP
Message-ID: <1991Sep21.170048.9607@irscscm.UUCP>
Source record: 47081

Thanks to everyone who replied to my original post.

My original intent of the post was to possibly get some information that would make my brain click (snap is probably a better word) and then it would dawn on me what was wrong with my program. But it wasn't working out that way. So, I continued to put my nose to the grindstone and what I've come up with is that the display of an alert or two is causing the problems. I haven't pinpointed exactly why yet though. My problems are happening on an STe. The program runs fine on a 520ST and a 1040ST.

Are alerts processed differently on an STe (or rather a later version of TOS) than on an ST? Does anyone know of any screwy stuff to look out for with alerts? I saw in the STe addendum to the developer's docs that each line of an alert should be less than 30 characters. Isn't the limit on the earlier STs 40 characters per line? If this were true wouldn't it screw up a lot of developers?

--
Marshall Lake
mlake@irscscm.UUCP
...!uunet!media!ka3ovk!irscscm!mlake

3486. Re: ACCESSORIES

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-21 20:38:47 UTC
From: sterbbs@sus.eur.nl
Message-ID: <sterbbs.685485527@eursus>
Source record: 47075

Philip.Durgin@fquest.FidoNet.Org (Philip Durgin) writes:
>I can do the rs-232 checking and check for a HD busy signal, but I can't seem
>to get it to follow the correct time without causing the ACC never pass itself
>back to the other accessories. It just seems to hog all the accessory time. We
>are writing the program in GFA 3.6,so if there is anyone that can show me what
>I am doing wrong I would appreciate it.

I don't know exactly what you mean, but i think you will activate your accessory
every once in a while. You can do that by using a EVNT_MULTI call to put the
acc to sleep.

Bert.

- If I've insulted anybody or anything I will take -
- everything back and state the opposite. -
- Complaints? EMail: Largest ST BBS in Europe: STER BBS -
- Holland +31 (0)1880 40035 SterUID: SYSOP. -

3487. Re: Wierd experiences with the rs232c port

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-22 04:16:38 UTC
From: as903@cleveland.Freenet.Edu
Message-ID: <1991Sep22.041638.8706@usenet.ins.cwru.edu>
Source record: 47076

I also have a mega STe.. Are you useing the serial patch 2 program at startup ?
I havent had any problems like that with mine..

3488. Re: DOC: Writing communications programs for the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-22 16:09:30 UTC
From: adamd@rhi.hi.is
Message-ID: <3615@krafla.rhi.hi.is>
Source record: 47078

In <57530@ut-emx.uucp> rwmcm@ccwf.cc.utexas.edu (Rob McMullen) writes:

> All the hardware registers are still located in the same places. But,
>you should not reference them with an extra "ff." The actual locations
>are 0x00ff0000 and such, not 0xffff0000. The 68000 itself doesn't care
>about the leading ff's, but for the 020/030/+, all 32 address bits are
>significant. If you want to guarantee future compatibility, don't use the
>leading ff's.

If this is in fact the case, then Atari have royally screwed up. Even if the hardware base is physically located at 0x00FF0000 because of using the old 24-bit GLUE chips, the hardware documentation states that accesses to 0x00FF0000 and 0xFFFF0000 addresses are equivalent. I maintain that there is no sensible reason for using the lower block of hardware addresses, except in older software that didn't know any better. TOS addresses the hardware at 0xFFFF.... as does any code generated by recent compilers.

--
Adam David.
(adamd@rhi.hi.is)

3489. Re: Mouse Problems 2 (The son of...)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-22 19:56:44 UTC
From: nox@jelal.north.de
Message-ID: <0378.09.91@jelal.north.de>
Source record: 46947

moin (or: hello, for everywhere != *.de :-)

In <1991Sep15.211950.510@mailer.cc.fsu.edu> boyd@xi.cs.fsu.edu (Mickey Boyd) writes:

>In article <13021@castle.ed.ac.uk>, asr@castle.ed.ac.uk (A Rae) writes:
>>My mouse has also dies, but in a strange way...
>>
>>Left and Right directions work fine, so the X axis stuff is okay - the
>>buttons work fine - but when I move up, the cursor goes down and when I
>>move down, it still goes down (and you thought I just had the Ghost
>>virus...)

(sorry, original article lost, therefore followup on the followup...)

mine once had the same disease, sometimes it worked, sometimes
not... until i found the reason: a loose contact (is this the right
term?) on R3, bottom right corner when you look at it in the `usual'
orientation.

hope this helps... (and sorry about my english :-)
Juergen
--
J"urgen Lock / nox@jelal.north.de / ..!uunet!unido!sol.north.de!jelal!nox
...ohne Gewehr

3490. Re: DOC: Writing communications programs for the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-22 23:43:40 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Sep22.184340.11337@doug.cae.wisc.edu>
Source record: 47079

In article <3615@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
>In <57530@ut-emx.uucp> rwmcm@ccwf.cc.utexas.edu (Rob McMullen) writes:
>
>> All the hardware registers are still located in the same places. But,
>>you should not reference them with an extra "ff." The actual locations
>>are 0x00ff0000 and such, not 0xffff0000. The 68000 itself doesn't care
>>about the leading ff's, but for the 020/030/+, all 32 address bits are
>>significant. If you want to guarantee future compatibility, don't use the
>>leading ff's.
>
>If this is in fact the case, then Atari have royally screwed up. Even if the
>hardware base is physically located at 0x00FF0000 because of using the old
>24-bit GLUE chips, the hardware documentation states that accesses to
>0x00FF0000 and 0xFFFF0000 addresses are equivalent. I maintain that there
>is no sensible reason for using the lower block of hardware addresses, except
>in older software that didn't know any better. TOS addresses the hardware at
>0xFFFF.... as does any code generated by recent compilers.
>
>--
>Adam David.
>(adamd@rhi.hi.is)

This may explain the strange behavior of Turbo C. When I wrote my Turbo
16 Startup...YOU DO have MY VERSION don't you, for my Mega STE I noticed
machine code generation for ff produced a 16 bit address instruction,

for example: 0xffff8e20 became -> 8e20...obviously incorrect. However,
0x00ff8e20, produced the correct address.

I hate it when compilers make assumptions, esspecially incorrect ones
about what the programmer wants besides the literal addres he specified,
I don't like this at all.

Naughty naughty Turbo C. But I still love you..smoochy.

Perhaps, but I have always read that ffff and 0fff are suppost to be
the SAME THING like what it says in my TT reference's.

Oh well, --Gregory

3491. Re: DOC: Writing communications programs for the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-23 02:11:28 UTC
From: steve@thelake.mn.org
Message-ID: <A2842564406@thelake.mn.org>
Source record: 47080

```
[In article <1991Sep19.092355.26356@vlsi.louisville.edu>,
r0mill01@ULKYVX.BITNET writes ... ]

> One in the "soon to be constructed" serial buffer explanation please
> tell us whether the buffer is an array of chars or shorts. The dev.
> docs imply they are chars, but when you examine the buffer you see
> shorts. I'm specifically interested int the HI_WATER and LOW_WATER
> marks and whether I should assumed these treat the arrays as 16 or
> 8 bit wide items. I've assumed 16 bits (the worst case) and may be
> wasting 16K for the two buffers I've set up.

Everything I've seen indicates that the buffers are arrays of char.
I just wrote a test program that seemed to verify that.

#include <osbind.h>
#include <stdio.h>
#include <ctype.h>
struct iorec
{
char *buf; /* pointer to an array: char buffer[bufsiz] */
short bufsiz; /* size of the array */
short head; /* index for writing */
short tail; /* index for reading */
short low; /* low water mark, for XON */
short high; /* high water mark, for XOFF */
};

void dumpio(ptr)
register struct iorec *ptr;
{
register short i;
register char *p;
register char c;
p = ptr->buf;

printf("io->bufsiz = %d\n", ptr->bufsiz);
printf("io->head = %d\n", ptr->head);
printf("io->tail = %d\n", ptr->tail);
printf("io->low = %d\n", ptr->low);
printf("io->high = %d\n", ptr->high);

/* now, for the contents... */

printf("io->buf contents:\n");
for (i=0; i < ptr->bufsiz; i++)
{
```

```
c = p[i];
printf("p[%d] = 0x%2.2x; ASCII = %c\n", i, c, (isprint(c) ?
c : ' '));
}
printf("\nEnd of iobuf\n\n");
}

main()
{
struct iorec *bp;
bp = (struct iorec *) Iorec(0);
printf("\nHere is the input record and buffer:\n");
dumpio(bp);
printf("\nHere is the input record and buffer:\n");
bp++;
dumpio(bp);
}
```

3492. Replacing the internal disk drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-23 06:40:14 UTC
From: chaos@ucscb.UCSC.EDU
Message-ID: <21184@darkstar.ucsc.edu>
Source record: 47083

Is it possible to replace my flakey 1040 drive with a DS/DD 3.5" drive?

3493. EARLIER MONITOR QUESTIONS

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-23 07:17:54 UTC
From: Philip.Durgin@fquest
Message-ID: <685743785.5@fquest.FidoNet.Org>
Source record: 46948

You need to get an OMNI Monitor....Probably the highest resolution that you can obtain for an Atari. Cost about $800.00, Thats through me or some other dealer.

* Origin: Future Quest - USENET<=>Fidonet Gateway 512-451-0891 (1:19/23)

3494. Re: Help a beginner with event handling please?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-23 07:20:10 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.685610410@mi.el.utwente.nl>
Source record: 47082

In <1991Sep13.084723.13433@netcom.COM> rodent@netcom.COM (Ben Discoe) writes:

->I'm trying to port a totally event-oriented program to the Atari.
->It has no trouble on the Amiga or Mac, so I figure it should be
->straightforward:

-> I need to receive messages when
-> 1. Either mouse button goes up or down
-> 2. A key is pressed
-> 3. A menu selection is made
-> 4. A gadget box is clicked
-> 5. The pointer moves

-> 2, 3, and 4 seem to be no problem. However, AES seems to want me to
->wait for a "particular mouse button state", not wait for changes in
->that state. In other words, it appears to NOT be event-oriented...
->well, it just has a limited idea of what a "mouse event" is.

-> It seems I can get messages continually by waiting for 0 clicks;
->this gives a constant stream of button events and I suppose I could
->generate mouse-move and button-change events myself by tracking
->the previous values of everything, but a real event-driven GUI
->wouldn't require the use to do this. Is this the Right Way,
->knowledgeable folks?

I don't know; but i hope so ;-)
Doing the same (wanting a reply on every possible mouse button event, and
generating up/down events from this info) i spotted a bug? in the AES:
when i send a redraw message to my application, i get it back, but the reply
value of event_multi() signals a mouse button event as well (this is quite
logic, since i always want such an event). But when getting a user-send
message, the mouse status is not up-to-date, just zeros...

(Pseudo) solution: when getting a message say that the mouse-button event is
not valid. Yes, this is a dirty hack (IMHO).

Klamer

PS Tos 1.4; 1040; TurboC 1.1
--
Klamer Schutte Tel: +31-53-892786 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

3495. Re: Hardware addresses (Was Re: DOC: Writing comms)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-23 08:51:23 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Sep23.085123.698@rhrk.uni-kl.de>
Source record: 47084

adamd@rhi.hi.is (Adam David) writes:

>r0mill01@ULKYVX.BITNET writes:

>>Two, in referring to documented hardware addresses is 0xFFFFF000
>>the same as 0x00FFF000 on a 68020/30 (it is on the 68000). On the
>>20/30, all address bits are significant. Has Atari redefined the
>>peripheral and register addresses on the 20/30s so that we need
>>to use 0xfffff000 instead?

>Atari has made a concession to programs with incorrectly defined
>hardware address space so that they still run on the TT. In other
>words, on the TT 0x00FF8000 is mapped to 0xFFFF8000. I suspect this
>is a mapping of physical address spaces by whatever GLUE logic the
>TT uses.
The mapping is done by the 68030 mmu. There is no hardware concerned with
this.

```
*********************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-------------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*********************************************************
```

3496. Re: Hardware addresses (Was Re: DOC: Writing comms)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-23 09:44:01 UTC
From: herzling@sun.rhrk.uni-kl.de
Message-ID: <1991Sep23.094401.1869@rhrk.uni-kl.de>
Source record: 47077

In article <3612@krafla.rhi.hi.is>, adamd@rhi.hi.is (Adam David) writes:
> r0mill01@ULKYVX.BITNET writes:
>
> Atari has made a concession to programs with incorrectly defined
> hardware address space so that they still run on the TT. In other
> words, on the TT 0x00FF8000 is mapped to 0xFFFF8000. I suspect this
That's not quite true, 0xff...... is mapped to 0x00......
Therefor you can use 0x00 or 0xff but physicaly all the ST-RAM and
Registers are located
at 0x00...... . The only problem is if you want to access 'undocumented'
TT registers wich
are located at 0xffff.... (physikaly). If you wan't to access these
registers (f.e.
the TT-Fastram-Controller registers like the refresh-rate register) you
habe to reprogram
the translation tables. But since these registers aren't documented
nobody should use them
so there should be no problem.

> is a mapping of physical address spaces by whatever GLUE logic the
> TT uses. Strictly speaking, only the 0xFFFF8000 addresses should be
0x00ff8000 should be used if your program run under another o.s. than TOS.
Adress translation is done by the PMMU of the 68030 so it's not done by
the hardware, but
current TOS-Versions (and I think future too) set the translation table
of the PMMU to
map 0xff...... to 0x00...... .

> used because the hardware is conceptually at negative addresses. This
> makes access possible using instructions with short addressing modes
> and saves time and space in the code. Atari has redefined the hardware
> addresses so that you MAY use 0x00FF8000 addresses, but there is no
> natural reason for you to want to use them. It is only provided for
> braindead compatibility.
>
> Actually it might be the whole top megabyte which is remapped, from
> 0x00F00000 onto 0xFFF00000. Maybe someone else can fill in more detail.
>
> --
> Adam David.
> (adamd@rhi.hi.is)

--
Alexander Herzlinger
(herzling@rhrk.uni-kl.de)

3497. how to change HD id on seagate 157N ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-23 15:52:06 UTC
From: gerardio@uni-paderborn.de
Message-ID: <4565@loria.crin.fr>
Source record: 47085

Hi,

I have an external hard drive (seagate 157N) with SCSI adapter, which worked perfectly with my old 1040 STF.
Now I have a Mega STE, and I have not managed to access the external hard drive. The system simply won't boot when I plug it in.
I think I have to change the external drive ID to 1 (since internal is 0).
How to do this ?

Olivier

3498. Reading the mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-23 16:31:02 UTC
From: fields@uktriton.cray.com
Message-ID: <1991Sep23.113103.2049@timbuk.cray.com>
Source record: 47086

I remember a while ago the postings about being
able to wait for either the left OR the right mouse
buttons being pressed. Unfortunately I didn't keep them
and I now need to do so, can anybody let me know how I do
it ????

Mike Fields
Cray Research (UK)ltd

3499. Re: Reading the mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-23 18:07:56 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1991Sep23.180756.13949@magnus.acs.ohio-state.edu>
Source record: 47087

In article <1991Sep23.113103.2049@timbuk.cray.com> fields@uk.cray.com writes:
>
>I remember a while ago the postings about being
>able to wait for either the left OR the right mouse
>buttons being pressed. Unfortunately I didn't keep them
>and I now need to do so, can anybody let me know how I do
>it ????
>
>Mike Fields
>Cray Research (UK)ltd

I think a lot of people would be interested in this, so I'm posting
the explanation.

When you call evnt_multi or evnt_mouse, you must tell GEM how many
clicks you are expecting (usually 1 or 2). If you set bit 8 of this
variable (ie. OR in 256), then the condition described in the state
variable, (the one specifying button up/down) is negated.

Sound confusing? Let me give an example. Say you want to know if
either a right or left mouse click occured, and you want to check for
both single and double clicking. Then the variables are:

clicks = 258; {2 for double-click + 256}
button = 3; {Both left & right buttons}
state = 0; {Buttons are up (negated by clicks)}

So what does all this mean? Well, taken literally, it says "Let me
know when the left and right buttons are not both up", or "Let me know
when either the left or right buttons (or both) have been depressed."

I have used this, and it never fails. I can't take all the credit for
it, though. Jan Timm first mailed me this bit of information, so I
extend my thanks for the insight as well.

Hope this helps. If confusion still reigns, let me know and I'll
write up a more detailed post. This is just off the top of my head
(and from a file that I am periodically viewing from UIS III).
--
__________ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | .SIG? Ah! Signature, conclusion, ending, termination,
`---- | closing, good-bye, farewell, adieu, witty remark...

3500. Using gcc/g++ to cross compile for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-23 19:15:44 UTC
From: chang@lurch.cme.nist.gov
Message-ID: <8895@squire.cme.nist.gov>
Source record: 47088
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Am I write in assuming that if I get the source of the gnu-ST
(sounds kinda nifty, I wonder if RMS would go for it) compilers, build
them on my sparc, that I can cross compile code for the ST by
specifying "-target ST" or whatever target it would be.

Has anyone else done this? Can I patch our existing compiler,
or do I have to rebuild the whole compiler (I haven't really looked
that deep into it yet).

Also, where can I find unix sources for zoo, or does gnu-ST
exist in tar format somewhere

Thanx

Fo

3501. I/O address space

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-23 19:31:35 UTC
From: kbad@atari.UUCP
Message-ID: <3076@atari.UUCP>
Source record: 46941

adamd@rhi.hi.is (Adam David) writes:

|r0mill01@ULKYVX.BITNET writes:

|>Has Atari redefined the
|>peripheral and register addresses on the 20/30s so that we need
|>to use 0xfffff000 instead?

|Atari has made a concession to programs with incorrectly defined
|hardware address space so that they still run on the TT. In other
|words, on the TT 0x00FF8000 is mapped to 0xFFFF8000. [...]
|Strictly speaking, only the 0xFFFF8000 addresses should be
|used because the hardware is conceptually at negative addresses. This
|makes access possible using instructions with short addressing modes
|and saves time and space in the code. Atari has redefined the hardware
|addresses so that you MAY use 0x00FF8000 addresses, but there is no
|natural reason for you to want to use them. It is only provided for
|braindead compatibility.

Absolutely correct. Use word mode addressing to get at the
I/O address space!

|Actually it might be the whole top megabyte which is remapped, from
|0x00F00000 onto 0xFFF00000. Maybe someone else can fill in more detail.

No. Only $00FFxxxx is physically mapped to $FFFFxxxx, for compatibility
with programs written for the ST which only used 24 bits of address for
things. Losing 64k of address space was considered a reasonable
concession to keep software working.

Please note that *ONLY* a high address word of $00FF is mapped to
$FFFF. The high byte is significant! And as mentioned above,
you shouldn't use $00FFxxxx addresses anyways. Use the more efficient
word addressing when accessing I/O space. Using long word addresses
only wastes time and space.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

3502. Re: That new guy with the TT again (GDOS, Menus, Fonts)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-23 19:43:24 UTC
From: kbad@atari.UUCP
Message-ID: <3078@atari.UUCP>
Source record: 47090

rodent@netcom.COM (Ben Discoe) writes:

| Surprise discovery in the VDIT source doc: GDOS fonts require OFFICIALLY
|UNDOCUMENTED functions. This is incredible! Imagine a graphical operating
|system that doesn't document how to use bitmapped fonts! It staggers the
|imagination.

Appendix J of the VDI manual explains how to program for GDOS, and
includes an example program that shows how to load fonts and find
out what fonts are available. It also describes the format of
bitmapped font files, with a structure that defines the font header.

More GDOS documentation is available on request from developer support,
including information on writing VDI device drivers for specific
output devices.

Atari actually documented something! It staggers the imagination.

| Question 1: can someone recommend a book on GEM that gives gory, full
|explantion of how to structure an object tree when both menus and buttons
|are on the screen? I have menus working by themselves...

I don't know if this is specifically addressed, but the best references
I've seen for GEM (in English :) are the Compute! Books AES and VDI
references. I can only pray that someday someone will translate
Julian's book to English so I can read it! (or maybe I really should
get off my duff and learn to read Deutsch)

| Question 2: I've encountered fonts ending with .fnt and .fed both being
|refered to as GDOS fonts. Which is correct? Is there a difference?

You can call your fonts whatever you want, since they are loaded based
on the entries in the ASSIGN.SYS file. Call 'em *.FOO if you like. ;)
All my GDOS fonts have a .FNT extender, though.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

3503. MEGA STE ROMs on MEGA ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-23 23:41:15 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Sep23.234115.27158@informatik.uni-erlangen.de>
Source record: 47089

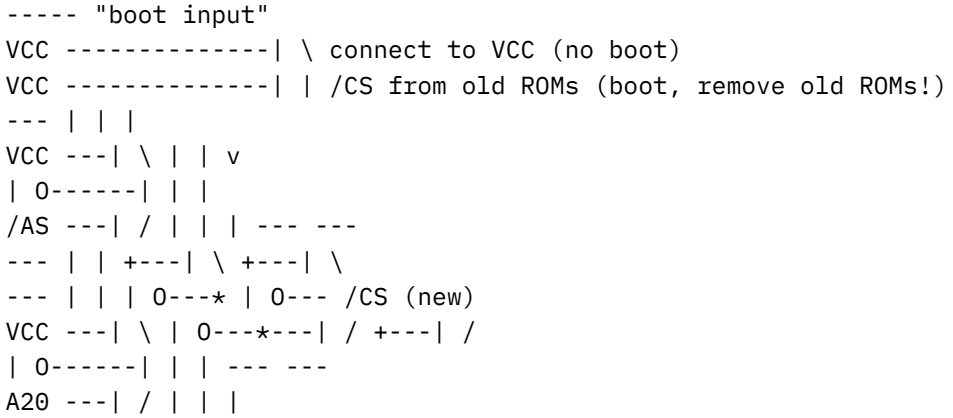
Hi folks,

I've seen a couple of questions about fitting Mega STE ROMs into a Mega ST.
Here's a description how to add extra ROM space to a Mega, at the same adress
where it's in the STE. It can be used for ROM-Disks or even be booted from.
The TOS2.05 will NOT run with this little hack, because the Mega doesn't have
the STE's hardware. Maybe somebody can patch the 2.05, then I don't see why
it couldn't run on Megas with this hack.

Although Mega and Mega STE have 256K ROM space, the Mega uses only the first 192K,
leaving 64K unused. That's because the top 64K are used for all the I/O
chips. So the OS-ROM was moved from $FC0000 to $E00000 leaving enough
space for expansion. To fit a 256K ROM into a Mega, adress lines A20-A23
must be decoded to generate a chip-select. To make the CPU recognize the
new ROM, a DTACK signal has to be generated, too. The diode (1N4148)
makes the DTACK open collector. The /CS signal goes to the ROM /CS input,
if you use an EPROM, tie /OE and /CS together. On Reset, the Mega will still
boot from the old TOS, however. If it is to boot from the new ROMs at adress
$E00000, remove the old OS-ROMs, and connect their /CS signal (or use GLUE's
select for the lowest ROM) to the boot input, otherwise tie that input high.

The chips are a 74LS00 and 74LS30. They fit on a small circuit board,
and you can get the supply voltage from any TTL chip in the Mega.
All lines (except VCC , /CS and "boot_input") can be soldered to the CPU
directly, or via the connector.

If EPROMS are used instead of the OS-ROM, they don`t fit into the 28 pin
sockets. The pinout is slightly different, too. You might want to use a
32 pin socket (for the EPROM) and plug it into a 28 pin socket and cut the
appropriate pins on the top socket instead of the EPROM (makes programming them
a hassle ;-) then do the rewiring (ROM has an address line on the pin where the
EPROM has a select line). If anyone is interested in this, I can post how
to do this.



```
--- | | | | /|
A21 --------------| | +---|< |--- /DTACK to CPU
A22 --------------| | | \|
A23 --------------| |
| |
R/W --------------| /
-----
```

Larry

```
+--------------------------------------+---------------------------------+
| lsmichae@faui43.uni-erlangen.de | | | | |
| Lars "Mr. GIF" Michael | | | | "Down with ATARI, |
| Graduate Student of Computer Science | / | \ Long live the ST !" |
| at University of Erlangen/Germany | / | \ |
+--------------------------------------+---------------------------------|
| Bones: "Damn it, Kirk, I'm a doctor, not a very good actor." |
+-------------------------------------------------------------------------+
```

3504. Re: Replacing the internal disk drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-24 05:55:42 UTC
From: chaos@ucscb.UCSC.EDU
Message-ID: <21231@darkstar.ucsc.edu>
Source record: 46943

In article <21184@darkstar.ucsc.edu> chaos@ucscb.UCSC.EDU (60208000) writes:
>
>
> Is it possible to replace my flakey 1040 drive with a DS/DD 3.5" drive?
>
>

OOOOPS.... I meant to say can I replace it with an IBM compatible
drive...

(ack)

3505. Re: I/O address space

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-24 13:17:47 UTC
From: herzling@rhrk.uni-kl.de
Message-ID: <1991Sep24.131747.3204@rhrk.uni-kl.de>
Source record: 46944

```
In article <3076@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>|...
>|addresses so that you MAY use 0x00FF8000 addresses, but there is no
>|natural reason for you to want to use them. It is only provided for
>|braindead compatibility.
>
>Absolutely correct. Use word mode addressing to get at the
>I/O address space!
>
>|Actually it might be the whole top megabyte which is remapped, from
>|0x00F00000 onto 0xFFF00000. Maybe someone else can fill in more detail.
>
>No. Only $00FFxxxx is physically mapped to $FFFFxxxx, for compatibility
>with programs written for the ST which only used 24 bits of address for
>things. Losing 64k of address space was considered a reasonable
>concession to keep software working.
>
>Please note that *ONLY* a high address word of $00FF is mapped to
>$FFFF. The high byte is significant! And as mentioned above,
>you shouldn't use $00FFxxxx addresses anyways. Use the more efficient
>word addressing when accessing I/O space. Using long word addresses
>only wastes time and space.
>--
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari Corp. System Software Engine
> / | \ #include <disclaimer>

That's not true, the standard registers are physicaly located at
0x00FF.... _NOT_ at 0xFFFF.... !!!!!
Under TOS 3.01/3.05 the PMMU is programmed to map all 0xFF..... accesses to
0x00.... .
Here is the PMMU-Table like TOS3.01/3.05 sets it up:

[ Table : Entry ] Log.Addr = Phys.Addr Flags
-----------------------------------------------------
[ 700 : 0000074A] -> Table 00000740 U
[ 740 : 000007CA] -> Table 000007C0 U
[ 7c0 : 00000019] 00000000 = 00000000 U M
[ 7c4 : 00100009] 00100000 = 00100000 U
[ 7c8 : 00200009] 00200000 = 00200000 U
[ 7cc : 00300019] 00300000 = 00300000 U M
[ 7d0 : 00400001] 00400000 = 00400000
[ 7d4 : 00500001] 00500000 = 00500000
[ 7d8 : 00600001] 00600000 = 00600000
[ 7dc : 00700001] 00700000 = 00700000
```

```
[ 7e0 : 00800001] 00800000 = 00800000
[ 7e4 : 00900001] 00900000 = 00900000
[ 7e8 : 00A00001] 00A00000 = 00A00000
[ 7ec : 00B00001] 00B00000 = 00B00000
[ 7f0 : 00C00001] 00C00000 = 00C00000
[ 7f4 : 00D00001] 00D00000 = 00D00000
[ 7f8 : 00E00009] 00E00000 = 00E00000 U
[ 7fc : 00F00059] 00F00000 = 00F00000 U M C
[ 744 : 01000001] 01000000 = 01000000
[ 748 : 02000001] 02000000 = 02000000
[ 74c : 03000001] 03000000 = 03000000
[ 750 : 04000001] 04000000 = 04000000
[ 754 : 05000001] 05000000 = 05000000
[ 758 : 06000001] 06000000 = 06000000
[ 75c : 07000001] 07000000 = 07000000
[ 760 : 08000001] 08000000 = 08000000
[ 764 : 09000001] 09000000 = 09000000
[ 768 : 0A000001] 0A000000 = 0A000000
[ 76c : 0B000001] 0B000000 = 0B000000
[ 770 : 0C000001] 0C000000 = 0C000000
[ 774 : 0D000001] 0D000000 = 0D000000
[ 778 : 0E000001] 0E000000 = 0E000000
[ 77c : 0F000001] 0F000000 = 0F000000
[ 704 : 10000001] 10000000 = 10000000
[ 708 : 20000001] 20000000 = 20000000
[ 70c : 30000001] 30000000 = 30000000
[ 710 : 40000001] 40000000 = 40000000
[ 714 : 50000001] 50000000 = 50000000
[ 718 : 60000001] 60000000 = 60000000
[ 71c : 70000001] 70000000 = 70000000
[ 720 : 80000041] 80000000 = 80000000 C
[ 724 : 90000041] 90000000 = 90000000 C
[ 728 : A0000041] A0000000 = A0000000 C
[ 72c : B0000041] B0000000 = B0000000 C
[ 730 : C0000041] C0000000 = C0000000 C
[ 734 : D0000041] D0000000 = D0000000 C
[ 738 : E0000041] E0000000 = E0000000 C
[ 73c : 0000078A] -> Table 00000780 U
[ 780 : 00000041] F0000000 = 00000000 C
[ 784 : 01000041] F1000000 = 01000000 C
[ 788 : 02000041] F2000000 = 02000000 C
[ 78c : 03000041] F3000000 = 03000000 C
[ 790 : 04000041] F4000000 = 04000000 C
[ 794 : 05000041] F5000000 = 05000000 C
[ 798 : 06000041] F6000000 = 06000000 C
[ 79c : 07000041] F7000000 = 07000000 C
[ 7a0 : 08000041] F8000000 = 08000000 C
[ 7a4 : 09000041] F9000000 = 09000000 C
[ 7a8 : 0A000041] FA000000 = 0A000000 C
[ 7ac : 0B000041] FB000000 = 0B000000 C
```

```
[ 7b0 : 0C000041] FC000000 = 0C000000 C
[ 7b4 : 0D000041] FD000000 = 0D000000 C
[ 7b8 : 0E000041] FE000000 = 0E000000 C
[ 7bc : 000007CA] -> Table 000007C0 U
```

Here is the start of logical 0xff adresses, they are _COMPLETLY_ mapped to 0x00.... :

```
[ 7c0 : 00000019] FF000000 = 00000000 U M
[ 7c4 : 00100009] FF100000 = 00100000 U
[ 7c8 : 00200009] FF200000 = 00200000 U
[ 7cc : 00300019] FF300000 = 00300000 U M
[ 7d0 : 00400001] FF400000 = 00400000
[ 7d4 : 00500001] FF500000 = 00500000
[ 7d8 : 00600001] FF600000 = 00600000
[ 7dc : 00700001] FF700000 = 00700000
[ 7e0 : 00800001] FF800000 = 00800000
[ 7e4 : 00900001] FF900000 = 00900000
[ 7e8 : 00A00001] FFA00000 = 00A00000
[ 7ec : 00B00001] FFB00000 = 00B00000
[ 7f0 : 00C00001] FFC00000 = 00C00000
[ 7f4 : 00D00001] FFD00000 = 00D00000
[ 7f8 : 00E00009] FFE00000 = 00E00000 U
[ 7fc : 00F00059] FFF00000 = 00F00000 U M C
```

So what does this means ? Programs running under TOS can use 0x00ff.... or 0xffff.... the PMMU maps all to 0x00ff.... . So it is no problem using short adressing with TOS. BUT if you write an emulator for the TT you have to know that all adresses are located at 0x00...... f.e. if you write a Macintosh emulator and want to use System7 wich uses the PMMU on its own, you _HAVE_ to use _ALWAYS_ 0x00ff.... and not 0xffff.... . Using 0xffff.... will cause the system to crash (you will get buserrors all the time). Perhaps that's one reason why Spectre don't work together with System7 ??

ciao,
Alexander Herzlinger

Alexander Herzlinger, University of Kaiserslautern / Germany
E-Mail: herzling@rhrk.uni-kl.de

VRAM TT - Virtual memory manager for TOS
I love to work with 200 Megabytes of TT-Ram and my TT loves it too :-)

3506. Re: DOC: Writing communications programs for the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-24 14:33:40 UTC
From: micro@imada.ou.dk
Message-ID: <1991Sep24.143340.6394@imada.ou.dk>
Source record: 46942

carter@cae.wisc.edu (Gregory Carter) writes:
[...]
>for example: 0xffff8e20 became -> 8e20...obviously incorrect. However,
>0x00ff8e20, produced the correct address.

I think you are wrong here, because :

MOVE.W #$8e20,An == MOVE.L #$FFFF8e20,An

Remember that addresses are sign-extended before put in address registers.
(just like MOVEM.W do with all registers)

Now what is the diffrence between :

ADDQ.W #m,An and ADDQ.L #m,An ???

-Klaus

3507. NeoDesk Icon Format

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-24 16:44:05 UTC
From: mami@opal.cs.tu-berlin.de
Message-ID: <4873@beauvoir.cs.tu-berlin.de>
Source record: 46945

Grueazi !

I recently downloaded some icon archives with NeoDesk Icons. Now since I don't own NeoDesk yet but like to test the icons, I need to know the format in which these icons (*.NIC) are stored.

If anybody has got an idea or better certain informations please let me know.

Ciao,
Manfred


```
================================================================================
| |
| ----- =----== ----== ---== Manfred Mirsch |
| | | | | | | | | | Wilhelmsaue 105 |
| | | | | | | | | Y | | 1000 Berlin 31 |
| * * * * * * * * * * * --------------- |
| G e r m a n y |
| Eviva la musica latina |
| Internet: mami@opal.cs.tu-berlin.de |
================================================================================
```

3508. Atari 8-bit emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-24 19:48:01 UTC
From: rbhardin@descartes.waterloo.edu
Message-ID: <1991Sep24.194801.15177@descartes.waterloo.edu>
Source record: 46949
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

Are there any Atari 8-bit emulators available for the ST? I'm considering writing one for [the other 68K-based home computer], and I'm interested in any perspectives I might find here. In particular, I'm concerned about ways of emulating the custom chips (display list interrupts, sound, etc.)

As far as I know, there are no Atari emulators for [the other 68K-based home computer], except for gag ST emulators. That's why I came here. I figure those who remained faithful to Atari might have pressed for an 8-bit emulator.

Thanks, peoples.

==
Nuke'Em: Get them before they get you! | Ron Harding
Another quality home game from Butler | rbharding@descartes.uwaterloo.edu
Bros. |
==

3509. Re: I/O address space

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-24 21:48:56 UTC
From: apratt@atari.UUCP
Message-ID: <3081@atari.UUCP>
Source record: 46951

kbad@atari.UUCP (Ken Badertscher) writes:
>Only $00FFxxxx is physically mapped to $FFFFxxxx,

Actually, that's wrong, Ken. $00xxxxxx and $FFxxxxxx refer to the same address space. Other values in the high 8 bits of the address refer to unique addresses. The reason for this is as Ken mentioned: so programs that use $00FF8240 for palette register zero will work, and so will those that use $8240.w or $FFFF8240. However, programs that use $0FFF8240 won't work: note that there are three F's there, and the high 8 bits of the address are $0F. We have actually seen programs that do this, and they don't work on a TT without 24BIT.

As a side-effect, $FF000008 (for example) refers to the bus error vector, just like $00000008 does, but this is less likely to be useful to anybody.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3510. dppl_yiels

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-25 03:39:50 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Sep24.223950.35042@qut.edu.au>
Source record: 46946

I posted this before but I dont think it made it from that site ...

Does anybody know whether appl_yield AES fn 17 (DRI GEM 3 ref manual)
exists in ATARI AES, this would be a much better solution to the regular
yield problem inherent in co-operative multitasking than evnt_timer(0).

BOB

3511. Re: Reading the mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-25 10:35:15 UTC
From: micro@imada.ou.dk
Message-ID: <1991Sep25.103515.10120@imada.ou.dk>
Source record: 46950

jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:
>When you call evnt_multi or evnt_mouse, you must tell GEM how many
>clicks you are expecting (usually 1 or 2). If you set bit 8 of this
>variable (ie. OR in 256), then the condition described in the state
>variable, (the one specifying button up/down) is negated.

Are you sure about evnt_mouse? I can't get it to work with evnt_mouse,
but it works fine in evnt_multi.
I have used the trick since Claus Brod told about it in this group some
years ago.

I still hope that Atari will document this feature.
-Why? because there is more use for 'either the left or the right botton'
than there is for a 'wait for both botton'.
Did you notice that the TT doc states that the new keyboard supports up
to 3 bottons on the mouse? Gem will then tell you about the following
events :
left, left-middle, left-right, left-middle-right.
If Gem is asked to make events for the left botton. If you set Gem to wait
for all 3 bottons you will only get an event when all 3 bottons are down!

-Klaus

3512. How do I ENABLE Control-C? (was: How do I stop Control-C?)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-25 11:38:48 UTC
From: wabe@ukc.ac.uk
Message-ID: <438@hobby.ukc.ac.uk>
Source record: 46952
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

apratt@atari.UUCP (Allan Pratt) writes:
>
>>
>> There's a third alternative: use Crawio(c) for output and Crawcin() for
>> input. These are GEMDOS functions, not BIOS functions, and as such are
>> redirectable and other stuff. The redirection doesn't actually work before
>> TOS 1.4 for some of the single-character I/O calls, but that's Yet Another
>> Good Reason To Upgrade.
>>

So - that's it! I've been puzzled why CNTRL-C does not work on my
Mega ST-4 when I give it as an input to Cconin() - whereas it DOES work if
I compile the SAME program on my STE (by the way I use MWC version 3.0.6).

However MWC's gets() function seems to respond correctly to CNTRL-C
on the older TOSes whereas my own "gets()" function (which uses Cconin())
does not - but is OK on the STE.

Sorry I missed the begining of this debate - but I would be obliged
if anyone could mail me if they know how to ENABLE CNTRL-C in response to
Cconin() (short of Allen Pratt's sledgehammer solution of upgrading the
TOS - or would he prefer I buy a new Mega STE?)

Sincerely, W. Alan B. Evans
[wabe@ukc.ac.uk]

3513. Re: BIG color

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-25 13:58:31 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Sep25.135831.3515@magnus.acs.ohio-state.edu>
Source record: 46953
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <17967@hydra.Helsinki.FI> luoto@cs.Helsinki.FI (Markku Luoto) writes
:
>Jambo netters,
>
>I'd like to get few facts & opinnions on following:
>
>Having a TT030/8 and considering buying a CALAMUS SL (you know 16.4 million co
l.
>
>-What choices do I have in monitors... I want a big one (at least 19")
>-How many coclors do they display ?
>-what kind of triks do they do to the TOS ? which of them CAL.SL supports ?
>- any hints, tips, or things to avoid ?
>
>-anything that's mental as anything or not will help !!!
>
>
>THANKS !
>
>
>
>>>
>>>>>>> " I'm completely operational & all my cicuits are functioning <<<<<<
>>>>>>> correctly...correc...corr...co...-! " : HAl9000 <<<<<<
>>>

Could answers to this be posted or forwarded to me, I might be interested
(really I want to go Mac, but what the heck, it never hurts to know...)

Oh, you should see CALAMUS SL with the ISAAC card, talk about beautiful!!! (I
got the demo from GEnie).

3514. Moniterm VY1000 (1987 model) - attach to ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-25 15:35:39 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1991Sep25.153539.12822@cs.wayne.edu>
Source record: 46957
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have access to a surplus VY1000 by Moniterm corp. This monitor
has the small D connector (RBG I believe). I wondered if this monitor
could be hooked up to the ST, as Moniterm builds ST-specific monitors.

--
Genie - P.HAGGOOD2 Internet -pbh@jake.cc.wayne.edu
PRODIGY - Not anymore, Jackson. Bitnet - phaggoo@waynest1
Phone - (313) 577-0669
Voice - "HEY, YOU WITH THE BAGGY PANTS!"

3515. Re: DOC: Writing communications programs for the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-25 15:49:52 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Sep25.104953.5184@doug.cae.wisc.edu>
Source record: 46956

In article <1991Sep24.143340.6394@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:
>carter@cae.wisc.edu (Gregory Carter) writes:
>[...]
>>for example: 0xffff8e20 became -> 8e20...obviously incorrect. However,
>>0x00ff8e20, produced the correct address.
>
>I think you are wrong here, because :
>
> MOVE.W #$8e20,An == MOVE.L #$FFFF8e20,An
>
I'm wrong? I never said I MADE that address translation, I said TURBO C
made that address translation.

If you would have read [...] you would know that.

>Remember that addresses are sign-extended before put in address registers.
>(just like MOVEM.W do with all registers)
>
>Now what is the diffrence between :
>
> ADDQ.W #m,An and ADDQ.L #m,An ???
>
>-Klaus

Not worth my time.

--Gregory

3516. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-25 21:07:06 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <ieRu95w164w@sys6626.bison.mb.ca>
Source record: 46955
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

rbhardin@descartes.waterloo.edu (Ron Harding) writes:

>
> Are there any Atari 8-bit emulators available for the ST? I'm considerin
> writing one for [the other 68K-based home computer], and I'm interested in
> any perspectives I might find here. In particular, I'm concerned about ways
> of emulating the custom chips (display list interrupts, sound, etc.)
>
> As far as I know, there are no Atari emulators for [the other 68K-based
> home computer], except for gag ST emulators. That's why I came here. I
> figure those who remained faithful to Atari might have pressed for an 8-bit
>
> Thanks, peoples.
>
> ==
> Nuke'Em: Get them before they get you! | Ron Harding
> Another quality home game from Butler | rbharding@descartes.uwaterloo.edu
> Bros. |
> ==

I forget the name of it, but there is an 8-bit emulator out there
somewhere. It's pretty good I think.

--- (Bryan Kelln) a user of sys6626, running waffle 1.64
E-mail: winnipg@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

3517. Re: I/O address space

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-26 02:08:05 UTC
From: apratt@atari.UUCP
Message-ID: <3083@atari.UUCP>
Source record: 46954

herzling@rhrk.uni-kl.de (Alexander Herzlinger [Informatik]) writes:
>That's not true, the standard registers are physicaly located at
>0x00FF.... _NOT_ at 0xFFFF.... !!!!!

That's not true. The standard addresses are physically located at BOTH
0x00FF AND 0xFFFF. I think you should probably think twice before
correcting somebody who has "atari" in his return address. It leads to
needless confusion and contradiction.

Yes, the PMMU is used to map addresses, because of a bug in the 68030's
cache-inhibit logic, and yes, the page tables route both $FFxxxxxx and
$00xxxxxx to $00xxxxxx, but that doesn't make you right. It turns out that
it saves page table space, that's all.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3518. Re: Reading the mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-26 11:34:41 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1991Sep26.113441.12995@magnus.acs.ohio-state.edu>
Source record: 46958

In article <1991Sep25.103515.10120@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:
>jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:
>>When you call evnt_multi or evnt_mouse, you must tell GEM how many
>>clicks you are expecting (usually 1 or 2). If you set bit 8 of this
>>variable (ie. OR in 256), then the condition described in the state
>>variable, (the one specifying button up/down) is negated.
>
>Are you sure about evnt_mouse? I can't get it to work with evnt_mouse,
>but it works fine in evnt_multi.
>-Klaus

Oops! I never realized that. I have used evnt_multi and just assumed
(we all know what happens when you assume) that is worked w/
evnt_mouse as well. But, knowing the quirkiness of the Atari OS and
graphics routines, it doesn't surprise me much :-)
--
__________ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | Self-destruct has been initiated. Detonation in 10...
`---- | 7...6...5...4...3...2...1... PSYCHE!!!

3519. Re: I/O address space

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-26 12:06:30 UTC
From: herzling@sun.rhrk.uni-kl.de
Message-ID: <1991Sep26.120630.14753@rhrk.uni-kl.de>
Source record: 46959

```
In article <3083@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> herzling@rhrk.uni-kl.de (Alexander Herzlinger [Informatik]) writes:
> >That's not true, the standard registers are physicaly located at
> >0x00FF.... _NOT_ at 0xFFFF.... !!!!!
>
> That's not true. The standard addresses are physically located at BOTH
> 0x00FF AND 0xFFFF. I think you should probably think twice before
> correcting somebody who has "atari" in his return address. It leads to
> needless confusion and contradiction.
>
> Yes, the PMMU is used to map addresses, because of a bug in the 68030's
> cache-inhibit logic, and yes, the page tables route both $FFxxxxxx and
> $00xxxxxx to $00xxxxxx, but that doesn't make you right. It turns out that
> it saves page table space, that's all.
>
> ==========================================
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt
You are right, I am sorry if I confused people, that was not my intention.
I thought more than twice for sure, but did it more than twice wrong.
I don't think that nobody should answer if somebody who has "atari" in his
return adress tells something wrong, we are all human beings and therefor make
errors, so Ken and I did, but now we know how it is exactly :-).
I think that's what this newsgroup is for; to help other people if you think
you can. And that's what I wanted to do.

bye,
Alex

------------------------------------------------------------------------------
Alexander Herzlinger (CS - University of Kaiserslautern)
E-Mail: herzling@rhrk.uni-kl.de
------------------------------------------------------------------------------
```

3520. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-26 12:56:27 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <ssTV92w164w@ersys.edmonton.ab.ca>
Source record: 46960
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

winnipg@sys6626.bison.mb.ca (Bryan Kelln) writes:

> rbhardin@descartes.waterloo.edu (Ron Harding) writes:
>
> >
> > Are there any Atari 8-bit emulators available for the ST? I'm consider
> > writing one for [the other 68K-based home computer], and I'm interested in
> > any perspectives I might find here. In particular, I'm concerned about way
> > of emulating the custom chips (display list interrupts, sound, etc.)
> >
> > As far as I know, there are no Atari emulators for [the other 68K-based
> > home computer], except for gag ST emulators. That's why I came here. I
> > figure those who remained faithful to Atari might have pressed for an 8-bit
> >
> > Thanks, peoples.
> >
> > ==
> > Nuke'Em: Get them before they get you! | Ron Harding
> > Another quality home game from Butler | rbharding@descartes.uwaterloo.e
> > Bros. |
> > ==
>
> I forget the name of it, but there is an 8-bit emulator out there
> somewhere. It's pretty good I think.
>
> --- (Bryan Kelln) a user of sys6626, running waffle 1.64
> E-mail: winnipg@sys6626.bison.mb.ca
> system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

There is an 9-Bit Emulator for the Atari ST called Xformer 2.5. It is
pretty good, but not too fast. I think it was released into the public
domain, but I'm not sure about that so don't quote me. The only time I
saw it was at a User group meeting, and at the time it didn't do sound
(and wasn't version 2.5, so it may do it by now).

There is also a Commodore 64 Emulator, but I haven't seen or used it.

<< ---------------------------------- >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< mforget@ersys.edmonton.ab.ca >>
<< Michel Forget >>

<< "He's dead, Jim..." - Bones >>
<< ---------------------------------- >>

3521. Disk Drive Update

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-26 14:34:51 UTC
From: feather@vuse.vanderbilt.edu
Message-ID: <1991Sep26.143451.12199@vuse.vanderbilt.edu>
Source record: 46961

I have a 1040st with TOS 1.0 . When I bought the machine, I also bought an external 5.25 (360kb) IB drive for use with PC-ditto 1. It came with software (a driver) to allow it to also be used and formated by TOS. Works great.

Question: Could I replace the 5.25 drive in the external case with a 3.5 DS-DD drive (like drive A) and use the TOS as is... no driver. If so, could I put in (is there a driver for) a 1.2Mb 5.25 ? Or how about a 1.44Mb 3.5 ? I know the limit is the capability of the internal controller in the ST. So, can it be done?

Dave

--

David V. Feather Email: feather@vuse.vanderbilt.edu

3522. Communication

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-26 15:25:53 UTC
From: univwa@sbuvax.rz.uni-sb.de
Message-ID: <13379@sbsvax.cs.uni-sb.de>
Source record: 46962
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there,

I need some good advice. I'm looking for a software which fits my needs and
can do the following actions:

- dial the number of a subnet node until the host answers

- my mails which are there should be packed and downloaded

- separated newsgroups should be packed and downloaded

- close the connection

- distribute the downloaded files in the correspondent directories,
unpack them

- show me a protocol what was going on

The software must run on a Atari TT030/6 and a Supra Modem 2400 plus.
I would prefer PD or shareware.

Bernhard


```
*****************************************************************************
* *
* Dipl.Ing. Bernhard Stumpf | | | *
* / ___ / University of the Saarland | | | *
* /----. /__. -/- D-6600 Saarbruecken | | | *
* /____/ ___/ /_. / | \ *
* phone : ++49-681-302-41.43 / | \ *
* e-mail: bestu@sbuvax.rz.uni-sb.de / | \ *
* *
*****************************************************************************
```

3523. TDI Modula2 News & Questions.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-26 16:15:36 UTC
From: chevalet@imag.fr
Message-ID: <26182@imag.imag.fr>
Source record: 46963
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello atariens !

A friend and I are programming in Modula2 with the
good old TDI compiler.
We were tired of using the m2desk and he has rewritten
an improved version which will be soon avaliable as freeware
for all TDI users.

Just one thing is missing : we don't know which messages
the m2 accessory is able to respond in order to give
the current configuration of parameters (paths, for compiler
linker, etc) : does someone has theses specs ?

Last thing : is it true that TDI corp doesn't want
to update there (good) compiler ? is it true that they
even doesn't sell it ?

Really last thing : i'm wondering if somewhere someone is still
using this package ... except my friend and I !!

I salute you from France !!!

CHEVALLET Jean-Pierre chevalet@imag.imag.fr
LGI IMAG Bureau B305 chevalet@imag.UUCP
"Faire, et en faisant, se faire"

3524. Re: Can interrupts in OS code be detected

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-26 16:55:38 UTC
From: dxper@dtek.chalmers.se
Message-ID: <4746@chalmers.se>
Source record: 46964

leo@ehviea.ine.philips.nl (Leo de Wit) writes:

>The ST user can also install his own exception vectors, as an addendum
>or replacement of the existing ones. Does this count as OS code (I
>would say it does, but who am I) ? There is no means to decide whether
>that code is running as OS code or user code (you can check the
>supervisor flag, but this tells you nothing; a user program may also
>switch to supervisor mode).

Well, I was told by someone (forgot who, but that's not unusual) that
one could put a routine at the XBIOS, BIOS, BDOS etc interrupts which
could keep account of how many times the OS had been called.
It is ofcourse quite easy to write a routine which increases a counter
for every time the trap was called and then execute the the trap but
the problems then is - How can I detect an exit FROM the OS?

If this new problem could be solved then it wouldn't be so difficult
to implement a MESSYDOS like flag.

In any event, though, it seems to be a hopeless quest, because there
is so many ways user programs could mess this up...

pao

--
.............................Andrew Olausson.................................
.IN ECAPS NO-ONE.............Systems Architect..............................
.CAN HEAR YOU MAERCS.......dxper@dtek.chalmers.se............................
.............................pao@proxxi.se.................................

3525. Re: DOC: Writing communications programs for the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-27 11:07:31 UTC
From: micro@imada.ou.dk
Message-ID: <1991Sep27.110731.1071@imada.ou.dk>
Source record: 46966

carter@cae.wisc.edu (Gregory Carter) writes:

>In article <1991Sep24.143340.6394@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:
>>carter@cae.wisc.edu (Gregory Carter) writes:
>>[...]
>>>for example: 0xffff8e20 became -> 8e20...obviously incorrect. However,
>>>0x00ff8e20, produced the correct address.
>>
>>I think you are wrong here, because :
>>
>> MOVE.W #$8e20,An == MOVE.L #$FFFF8e20,An
^^ equal!
>I'm wrong? I never said I MADE that address translation, I said TURBO C
>made that address translation.

READ MY LIPS : in both the two cases a value of - $FFFF8E20 is put into
the address register An!

>>Remember that addresses are sign-extended before put in address registers.
try to read that again... $8E20.W is negative, and when extended to long
it get extended to $FFFF8E20.

>> ADDQ.W #m,An and ADDQ.L #m,An ???
I would still like to know the difference...

-Klaus

3526. SST board

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-27 14:53:47 UTC
From: <>
Message-ID: <1991Sep27.145347.981@vaxc.aud.auc.dk>
Source record: 46965

Hmm. Seems as if I've lost some of the previous messages. Could anyone
please tell me some highlights of the SST board?

1) Does it fit into a 'standard' ST520
2) Does it come populated or - if not - in which configuration?
3) Compatible with Mega STe/TT or what?
4) Dhrystones? Whetstones?
5) Price tag?
6) And last: When is it available and where can I buy one?!

Given a low price such a board could really be a big hit!

Re: Soren - soren@tequila.vlsi.auc.dk - Soren Michelsen

3527. NEC P3200 24-pin printer

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-27 15:45:49 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1991Sep27.154549.28869@sactoh0.sac.ca.us>
Source record: 46972
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just purchased an NEC P3200 24-pin printer (New at a local store for $209, $100 less than even the Bay Area) and I need some help.

The printer works just fine, but I use GDOS and Microsoft Write, and the drivers do not support the Graphics Print I would need for different fonts, etc.

The NEC 7710 driver doesn't work.

I have tried setting up my GDOS for an Epson FX printer (which the NEC can emulate) but Graphics Print is a no go, although Meta print to a .GEM file works.

So, using GDOS and Write, is there a driver available so I can use to do graphic printouts?

Also, the print screen driver in the ST doesn't print a decent screen. Any help here too?

--
the good guys! Sakura-mendo, CA

Internet: mfolivo@sactoh0.SAC.CA.US

3528. question about Megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-27 16:17:32 UTC
From: darius@isasun-1.edm.isac.ca
Message-ID: <1991Sep27.161732.14365@edm.isac.CA>
Source record: 46971
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Inside my megafile 30 is a seagate ST238R hard drive; the R means RLL format. Am I correct in assuming, then, that the controller in the megafile is an RLL-to-ACSI board? Does this mean that if I want to swap the drive mech., the only choice I have is to use an RLL drive, or is it possible to use some other type of drive?

Please be patient with me if this question seems stupid. I'm not a hard drive expert, just someone who wants an easy way to get a bigger, faster hard drive.

--
Darius S. Naqvi mail:darius@edm.isac.ca
ISA Corp. phone:(403) 420-8081
Edmonton, Alberta, Canada

3529. Re: DOC: Writing communications programs for the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-27 23:54:29 UTC
From: ytsuji@cfi.waseda.ac.jp
Message-ID: <1271@wsdnws.waseda.ac.jp>
Source record: 46967

addqw #1,a0 and addql #1,a0 are different only in execution time (at least in 68010 or above). Therefore, 'addql #k,An' is an unnecessary code. (So is the 'clrl Dn', which should be replaced by a 'moveq #0,Dn').
tsuji

3530. Re: TDI Modula2 News & Questions.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-28 00:23:27 UTC
From: george@m2xenix.psg.com
Message-ID: <1991Sep28.002327.21705@m2xenix.psg.com>
Source record: 46970

TDI not doesn't sell their compiler anymore, but they haven't existed for several years. Somebody, I believe, still owns rights to TDI's compiler (ask in the comp.lang.modula2 newsgroup). The last version to come out was 3.00a.

Yes, there are a few other people still using it. I'm one. There must be at least one other, assuming he hasn't sold the ST.

george@m2xenix.psg.com

3531. IBM Disk Drives in a ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-28 00:54:35 UTC
From: al885@CWNS9.INS.CWRU.EDU
Message-ID: <9109280054.AA04394@cwns9.INS.CWRU.Edu>
Source record: 46969

Hi,
A friend of mine has a 1040 ST with a busted internal DD. Would
it be possible to replace it with an IBM 720k drive? What would be involved?
Would it effect formatting? (i.e. would he be able to format 82 tracks?)

=========Gerard Pinzone======================gpinzone@george.poly.edu=========
_______ ________ ________ Just on the border of your waking mind
/ ___/ / _____/ / __ / There lies another time
/ ___/ / /____ / __ / Where darkness and light are one
/______/ /_______/ /__/ /__/ And as you tread the halls of sanity
East Coast Anime You feel so glad to be unable to go beyond
ELO: "Prologue" -=- Daicon IV I have a message from another time...

3532. Re: TDI Modula2 News & Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-28 01:02:55 UTC
From: dshaw@cpva.saic.com
Message-ID: <7380.28e3643f@cpva.saic.com>
Source record: 46968

In article <26182@imag.imag.fr>, chevalet@imag.fr (Chevallet Jean-Pierre) writes:

..

> Last thing : is it true that TDI corp doesn't want
> to update there (good) compiler ? is it true that they
> even doesn't sell it ?
>
> Really last thing : i'm wondering if somewhere someone is still
> using this package ... except my friend and I !!
>
..

I was under the impression that TDI had completely dropped all support (or maybe even gone out of business). I do have a copy of the TDI Modula-2 compiler, but never really spent too much time with it once it appeared to be a dead end. I also know of at least one person in the local user group here in San Diego that did quite a bit of programming with it. I don't believe he has access to the net, but I will forward your message to him through a local bulletin board and see if he can answer it.

3533. Re: question about Megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-28 13:40:52 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Sep28.134052.17871@actrix.gen.nz>
Source record: 46973
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1991Sep27.161732.14365@edm.isac.CA> darius@edm.isac.ca (Darius S. Naqvi) writes:
>
> Inside my megafile 30 is a seagate ST238R hard drive; the R means RLL
> format. Am I correct in assuming, then, that the controller in the
> megafile is an RLL-to-ACSI board? Does this mean that if I want to swap
> the drive mech., the only choice I have is to use an RLL drive, or is it
> possible to use some other type of drive?
>
> Please be patient with me if this question seems stupid. I'm not a hard
> drive expert, just someone who wants an easy way to get a bigger, faster
> hard drive.
> --
> Darius S. Naqvi mail:darius@edm.isac.ca
> ISA Corp. phone:(403) 420-8081
> Edmonton, Alberta, Canada

Yes you are right, you can only use a MFM RLL drive, or take a chance
and use a normal MFM drive and format it RLL..

Also it is posible to format hard drives with a 1:1 interleave, but
this has to be forced with some format software, as the controler is
seen as a Adaptec 4070, this normaly can't do 1:1,
but this is a Atari one, and it Can..!

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3534. Re: dppl_yiels

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-29 11:09:50 UTC
From: optimiza@utrcu1.UUCP
Message-ID: <874@utrcu1.UUCP>
Source record: 46975

In article <1991Sep24.223950.35042@qut.edu.au> lunnon@qut.edu.au writes:
>
>Does anybody know whether appl_yield AES fn 17 (DRI GEM 3 ref manual)
>exists in ATARI AES, this would be a much better solution to the regular
>yield problem inherent in co-operative multitasking than evnt_timer(0).
>
Alas, appl_yield is not in ATARI AES, so you will have to use
evnt_timer. But don't use evnt_timer(0)! Why not? When you want to keep
your programs portable to GEM 3 (on a MSDOS machine), there are some
things you should program differently. E.g. evnt_timer(0) doesn't return
immediately, but will hang forever (in fact, for 2^32 msec, but that is
roughly the same). Use evnt_timer(1) instead (though in some cases, this
will cause an extra delay you can't use :-( )
Also, don't expect mouse click events when you click outside windows
that you own. When you want to register mouse-clicks on the desktop, use
wind_set(WF_NEWDESK, ...), otherwise you won't own the desktop, and will
not get any mouse-clicks made there.

Henk de Leeuw
optimiza@utwente.nl

3535. Re: char *environ[] and the third argument to main()

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-29 15:54:16 UTC
From: harold@alice.hobby.nl
Message-ID: <8466068@alice.hobby.nl>
Source record: 46914

In article <A408491826@thelake.mn.org> steve@thelake.mn.org
(Steve Yelvington) writes:

> -- Is the char *environ[] external variable, which is found in some
> C implementations (but not Sozobon C), supposed to reflect the
> current environment or the environment that was present when the
> program was invoked?
Should be the environment on startup of program, but added variables should
be added to this environment, futher is should become the starup environment
for any program that is started by this program.
Just like Unix I would say, but since the ST has an AES which uses an envi-
ronment the AES environment should always be the same as the environment any
program might see.

> -- Is the third (usually ignored) argument to main() commonly
> a pointer to an array of pointers to char (like argv) or a pointer
> to an array of char (as indicated in the dLibs documentation).
The third argument of main is a pointer to the environment and can be used
just like argv (pointer to array of pointers to char)

> -- Are the Turbo C and GCC libraries in accord on the above points?
TurboC is in agreement with previous statements

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3536. Re: Replacing the internal disk drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-29 16:35:20 UTC
From: harold@alice.hobby.nl
Message-ID: <7331667@alice.hobby.nl>
Source record: 46918

In article <21184@darkstar.ucsc.edu> chaos@ucscb.UCSC.EDU (60208000) writes:
(Sender was: usenet@darkstar.ucsc.edu)
> Is it possible to replace my flakey 1040 drive with a DS/DD 3.5" drive?

In principle every part of your computer can be replaced.
(but replacing your 1040 computer with a DS/DD drive might limit its
future use)
--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3537. Re: Reading the mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-29 16:50:44 UTC
From: harold@alice.hobby.nl
Message-ID: <4555185@alice.hobby.nl>
Source record: 46917

In article <1991Sep23.113103.2049@timbuk.cray.com> fields@uktriton.cray.com
(Mike fields) writes:
> I remember a while ago the postings about being
> able to wait for either the left OR the right mouse
> buttons being pressed. Unfortunately I didn't keep them
> and I now need to do so, can anybody let me know how I do
> it ????

install the following routine with
vex_butv(vdi_handle,watch_button,&old_routine);

```
watch_button:
move.w #1,BUTTON_CHANGED
btst #1,d0 ; test rigth button
beq.b L2
move.w #1,RIGHTM_DOWN
bra L3
L2: move.w #0,RIGHTM_DOWN
L3: btst #2,d0 ; test left button
beq.b L4
move.w #1,LEFTM_DOWN
bra.b end
L4: move.w #0,LEFTM_DOWN
end: bra old_routine ; call old routine now
rts ; abbit
```

Then the global variables (capital names) will reflect the status of
the mouse buttons (1=down/changed, 0=up/unchanged)

Do not forget to reinstall the original when the program exits

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3538. Re: I/O address space

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-29 17:13:25 UTC
From: adamd@rhi.hi.is
Message-ID: <3641@krafla.rhi.hi.is>
Source record: 46974

In <3081@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:

>$00xxxxxx and $FFxxxxxx refer to the same address space.
>Other values in the high 8 bits of the address refer to unique addresses.

Thus the top 16MB of TT logical address space is an image of the whole 16MB ST
physical address space, even if the bottom 16MB of logical TT address space
is mapped to TT RAM by the PMMU. If this could be guaranteed for the future,
it might even prove useful. Did I hear ST emulator for TT unix?

>As a side-effect, $FF000008 (for example) refers to the bus error vector,
>just like $00000008 does, but this is less likely to be useful to anybody.

If $FF000000 always refers to the ROM reset vector, this would be useful in
a setup which has RAM at $00000000.
What is the official way of determining ROM version information (start address,
version number, build date) anyway?

--
Adam David.
(adamd@rhi.hi.is)

3539. Re: TDI Modula2 News & Questions.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-30 02:10:01 UTC
From: dshaw@cpva.saic.com
Message-ID: <7386.28e616f9@cpva.saic.com>
Source record: 46976

In article <26182@imag.imag.fr>, chevalet@imag.fr (Chevallet Jean-Pierre) writes:
..
>
> Just one thing is missing : we don't know which messages
> the m2 accessory is able to respond in order to give
> the current configuration of parameters (paths, for compiler
> linker, etc) : does someone has theses specs ?
>
> Last thing : is it true that TDI corp doesn't want
> to update there (good) compiler ? is it true that they
> even doesn't sell it ?
>
> Really last thing : i'm wondering if somewhere someone is still
> using this package ... except my friend and I !!
>
..

I posted the full text of your message to our local user group's bulletin board, and received the following reply which I am posting since the sender doesn't have Usenet access ...

Message : 256 [Open] 9-28-91 8:51pm
From : Mike Bergman
To : Doug Shaw (x)
Subject : #246 TDI Modula-2
Sig(s) : 9 (Programmers Only!)

If you could respond for me to USENET I would appreciate it.

To: Jean-Pierre Chevallet
From: Michael Bergman

The problem is not that TDI does not want to update their compiler; the problem is that TDI does not exist! They faded from existance over a year ago and I have been looking all over to find where I may get the source to their GEM library modules. This has been more of a worry to me than the interface (which was okay for its time), because there are several modules which have bugs that need to be corrected (I have reconstructed some of the libraries, but only those that were critical to me).

Regarding your request for information to their desk accessory, while I do not know what messages are passed back and forth, I can tell you that the only information _not_ passed are the paths. The desk accessory sets the PATH environment variable upon startup or it will modify it if you load in a new M2PATH.TXT file. All other items are accessed via the pipeline. You can find the commands by building a desk accessory called M2OPTION.ACC

and wait for a message from M2DESK.PRG and show that message when it comes up, build a dummy program called M2DESK.PRG to simulated the message sending routines, and then update both programs as you get more information. It should take about a week (perhaps less) to determine all of the messages (or 99% of them).

Good luck and I hope to see your program shell soon!

Michael Bergman
San Diego, California

BTW: I have written a desk accessory paint program in TDI Modula-2 that is currently sold commercially. It is called DTPaint.

3540. two questions: GCC layout & GULAM on autoboot.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-30 04:17:40 UTC
From: bcc@Eyring.COM
Message-ID: <1991Sep30.041740.26813@Eyring.COM>
Source record: 46979

What is the correct layout for gcc? I thought I had it set up properly, but when I attempted to recompile the cassette labeling program from atari.archive it seemed to go into a loop on an include file. It did just fine on a simple hello world program, but something is wrong on the complicated stuff. Could someone do an ls -l -R (under gulam) on their gcc directory and e-mail it to me? If there is interest, I could post a summary.

Second question: Is there a way to make gulam autoboot? I am running TOS 1.4 and I tried the obvious -- putting gu.prg in my AUTO directory, with gulam.g in the root. It doesn't work -- I forget if it freezes up, or what, but it wasn't the right thing. Is it possible? Thanks!

--
Brian Cooper bcc@Eyring.COM uunet!lanai!bcc
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

3541. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-30 05:14:25 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Sep30.011425.9142@mailer.cc.fsu.edu>
Source record: 46977
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

In article <1991Sep24.194801.15177@descartes.waterloo.edu>,
rbhardin@descartes.waterloo.edu (Ron Harding) writes:
>
> Are there any Atari 8-bit emulators available for the ST? I'm considering
>writing one for [the other 68K-based home computer], and I'm interested in
>any perspectives I might find here. In particular, I'm concerned about ways
>of emulating the custom chips (display list interrupts, sound, etc.)
>
> As far as I know, there are no Atari emulators for [the other 68K-based
>home computer], except for gag ST emulators. That's why I came here. I
>figure those who remained faithful to Atari might have pressed for an 8-bit
>emulator.
>
> Thanks, peoples.

Yes. It is called STXformerII, and is available from atari.archive.umich.edu.
It is very complete, and you can build a cable to connect an 810 or 1050 to
your ST. Pretty neat!

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-------------------------------------

3542. Mono monitor fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-30 05:24:00 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1991Sep30.012400.9409@mailer.cc.fsu.edu>
Source record: 46978
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My mono monitor is acting up. When there is little "white stuff" on the screen, it starts to fade until almost black. If more stuff is drawn to the screen, it brightens up. This sound familiar to anyone? Any ideas on what could be going bad?

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Kirk to Enterprise. All clear
FSU Computer Science | down here. Beam down
Technical Support Group | yeoman Rand and a six-pack . ."
email: boyd@nu.cs.fsu.edu |
---------------------------------+-----------------------------------

3543. Re: I/O address space

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-30 10:01:18 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Sep30.100118.1582@rhrk.uni-kl.de>
Source record: 46981

adamd@rhi.hi.is (Adam David) writes:

>In <3081@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:

>If $FF000000 always refers to the ROM reset vector, this would be useful in
>a setup which has RAM at $00000000.
>What is the official way of determining ROM version information (start address,
>version number, build date) anyway?
Use the system variable _sysbase to get the address of the rom header. This
header contains all information you need.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
--
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
****

3544. Re: TDI Modula2 News & Questions.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-30 12:06:59 UTC
From: Kloppenburg@gmd.de
Message-ID: <5785@gmdzi.gmd.de>
Source record: 46980

In article <26182@imag.imag.fr> chevalet@imag.fr (Chevallet Jean-Pierre) writes:
> Hello atariens !
>
> A friend and I are programming in Modula2 with the
> good old TDI compiler.
> We were tired of using the m2desk and he has rewritten
> an improved version which will be soon avaliable as freeware
> for all TDI users.
>
> Just one thing is missing : we don't know which messages
> the m2 accessory is able to respond in order to give
> the current configuration of parameters (paths, for compiler
> linker, etc) : does someone has theses specs ?
>
> Last thing : is it true that TDI corp doesn't want
> to update there (good) compiler ? is it true that they
> even doesn't sell it ?
>
> Really last thing : i'm wondering if somewhere someone is still
> using this package ... except my friend and I !!
>
> I salute you from France !!!
>
>
> CHEVALLET Jean-Pierre chevalet@imag.imag.fr
> LGI IMAG Bureau B305 chevalet@imag.UUCP
> "Faire, et en faisant, se faire"

I have written many programs with TDI Modula. It is a very good compiler and the interface to the TOS and GEMDOS is best. I even made a test program which managed the CTS/RTS flow control!
(Now I'm working on a NeXT)

j.k.

--

Jelske Kloppenburg +49 2241 14-2433 <Kloppenburg@gmd.de>
German National Research Center for Computer Science (GMD)

3545. A.A. & GNU s/w

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-30 13:11:13 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Sep30141113@ghiggins.hpl.hp.com>
Source record: 46982
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

News on GNU s/w @ A.A.

Firstly:
========
++jrb has released update13 for the GNU suite on A.A. GNU hunters will
find the file update13.zoo (requiring zoo 2.1 for unarchival) in the A.A.
directories:

~ftp/atari/gnustuff/tos/updates & ~ftp/atari/newtitems

++jrb has also indicated the imminent despatch to A.A. of a cart tape of his
collection of GNU s/w. When the tape has been transferred to A.A. and the s/w
made available, there will be a general announcement here (c.s.a.st*).

Secondly:
=========
Ghostscript 2.3 binaries (freshly uploaded) are available on A.A. The filename
is gs23b.zoo and appears in the following A.A. directories:

~ftp/atari/gnustuff/ghscrpt & ~ftp/atari/newitems

--
Graham Higgins
<< My opinions above are exactly that: my own, and opinions. >>

3546. Physical sector 0 of hard disks

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-30 14:34:36 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Sep30.143436.13587@chinet.chi.il.us>
Source record: 46983

Anyone able to tell me about the contents of the lower part of the root sector (physical sector 0; the one that contains the partition table. Not logical sector 0, the boot sector) of a hard disk? I have no trouble finding documentation on the disk size and partition table, and have even found stuff about the drive parameters (all beyond offset 0x100 into the sector). What lives in the part between offset 0 and the disk parameters, though? And what, if any, validity checks are done on this sector?

This request for information is part of my ongoing attempt to get HDX to make an XGM partition on a 600 MB Wren V. My thought is that if I know enough, maybe I can get it to stop claiming that the formatting information is damaged, and partition the disk. As stated earlier, AHDI drives the disk just fine with 4 BGM partitions, but HDX won't partition it, or even reformat it.
Steve saj@chinet.chi.il.us

3547. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-30 17:59:29 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Sep30125929@rcx1.ssd.csd.harris.com>
Source record: 46985
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

> Yes. It is called STXformerII, and is available from atari.archive.umich.edu.
> It is very complete, and you can build a cable to connect an 810 or 1050 to
> your ST. Pretty neat!

Yes, but where do I plug in my cartridges. ;-)

--
==========
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
~~~~~~~~~

3548. TT030/6 FOR SALE

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-30 18:59:33 UTC
From: ganea@cheetah.inmos.co.uk
Message-ID: <1991Sep30.185933.5822@inmos.co.uk>
Source record: 46984
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

FOR SALE MY ATARI TT030/6

SYSTEM COMPRISES OF :-

ATARI TT030 2 Meg ST Ram
4 Meg Fast TT Ram

ATARI PTC1426 COLOR MONITOR

OPTICAL MOUSE

5.25 Floppy Drive

SOFTWARE

NEODESK 3 + CLI
FIRSTWORD PLUS (TT VERSION)
PAGESTREAM (V 1.83 TT)

Plus other Bits and Pieces

PRICE 1500 Pounds

The Machine was bought last December and has hardly been used !!!

:- Andy Gane (ganea@inmos.co.uk)

3549. Re: DOC: Writing communications programs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-09-30 21:13:39 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0hmd8zg@jonh.wimsey.bc.ca>
Source record: 46986

```
In <1271@wsdnws.waseda.ac.jp>, Y.Tsuji writes:
>
>.........( So is
>the 'clrl Dn', which should be replaced by a 'moveq #0,Dn').
>tsuji

Actually, I think sub.l Dn,Dn is even faster.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders
```

3550. Re: two questions: GCC layout & GULAM on autoboot.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-01 00:15:49 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1991Oct1.001549.3138@NCoast.ORG>
Source record: 46989

In article <1991Sep30.041740.26813@Eyring.COM> bcc@Eyring.COM (Brian Cooper) writes:
>What is the correct layout for gcc? I thought I had it set up properly,
>but when I attempted to recompile the cassette labeling program from
>atari.archive it seemed to go into a loop on an include file. It did
>just fine on a simple hello world program, but something is wrong on
>the complicated stuff. Could someone do an ls -l -R (under gulam) on
>their gcc directory and e-mail it to me? If there is interest, I could
>post a summary.
>
>Second question: Is there a way to make gulam autoboot? I am running
>TOS 1.4 and I tried the obvious -- putting gu.prg in my AUTO directory,
>with gulam.g in the root. It doesn't work -- I forget if it freezes
>up, or what, but it wasn't the right thing. Is it possible? Thanks!

You have to use the 'Install Application' feature of TOS 1.4. Gulam
allows you to use GEM, therefore you can't start it from the AUTO folder.

>--
>Brian Cooper bcc@Eyring.COM uunet!lanai!bcc
>Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

--

Bill Shroka
bjsjr@NCoast.ORG
uunet!usenet.INS.CWRU.Edu!ncoast!bjsjr

3551. COMMUNICATION

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-01 05:20:21 UTC
From: Philip.Durgin@fquest.FidoNet.Org
Message-ID: <686311578.0@fquest.FidoNet>
Source record: 46892

Sounds like the software that we are working on at Quantum Thump... Give the board a call and leave a message to Zaphod asking about the stuff that he is writing (ref... LINK network)

* Origin: Future Quest - USENET<=>Fidonet Gateway 512-451-0891 (1:19/23)

3552. COMMUNICATION

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-01 05:23:14 UTC
From: Philip.Durgin@fquest.FidoNet.Org
Message-ID: <686311578.1@fquest.FidoNet>
Source record: 46893

Ooops .... heres the number for our board....512-328-6431

* Origin: Future Quest - USENET<=>Fidonet Gateway 512-451-0891 (1:19/23)

3553. Re: TDI Modula2 News & Questions.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-01 08:04:36 UTC
From: wagg@zellweger.ch
Message-ID: <1991Oct1.080436.250@zellweger.ch>
Source record: 46988

In article <7386.28e616f9@cpva.saic.com> dshaw@cpva.saic.com writes:
>In article <26182@imag.imag.fr>, chevalet@imag.fr (Chevallet Jean-Pierre) writes:
>..
>
>The problem is not that TDI does not want to update their compiler; the
>problem is that TDI does not exist! They faded from existance over a year
>ago and I have been looking all over to find where I may get the source to
>their GEM library modules. This has been more of a worry to me than the
>interface (which was okay for its time), because there are several modules
>which have bugs that need to be corrected (I have reconstructed some of
>the libraries, but only those that were critical to me).
Their are some very good PD and shareware libraries for the TDI-compiler
including source.

PD: SGL-Tools by Mathias Schick
Wilhelmstr. 8
6750 Kaiserslautern
You may get it from the german magazine ST Computer. All AES and VDI libraries
are implemented. You will get also some high level (M2-like) libraries for
dealing with dialogs, events, accessories and windows.

Shareware: MagicLib/Magictools
by Peter Hellinger
Zerzabelshofstr. 41
D-W8500 Nuernberg 30
There are more than 40 modules including source. Flydials, Popup menus,
radio and check buttons are supported.

Georg

3554. Re: Physical sector 0 of hard disks

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-01 08:51:19 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Oct1.085119.13601@rhrk.uni-kl.de>
Source record: 46987

saj@chinet.chi.il.us (Stephen Jacobs) writes:

>Anyone able to tell me about the contents of the lower part of the root sector
>(physical sector 0; the one that contains the partition table. Not logical
>sector 0, the boot sector) of a hard disk? I have no trouble finding documen-
>tation on the disk size and partition table, and have even found stuff about
>the drive parameters (all beyond offset 0x100 into the sector). What lives
>in the part between offset 0 and the disk parameters, though? And what, if
>any, validity checks are done on this sector?

The lower part of the root sector contains a program the enables the ST/TT
to autoboot from hard disc. This program checks for an executable boot sector
and loads the first one it finds into memory. After that this bootsector code
is executed and loads and executes the hard disc driver, e.g. SHDRIVER.SYS.

>This request for information is part of my ongoing attempt to get HDX to
>make an XGM partition on a 600 MB Wren V. My thought is that if I know
>enough, maybe I can get it to stop claiming that the formatting information
>is damaged, and partition the disk. As stated earlier, AHDI drives the disk
>just fine with 4 BGM partitions, but HDX won't partition it, or even reformat
>it.

I think HDX refuses to partition your hard disc drive not because of the
root sector structure but because it is missing the bad sector list. This
list contains information concerning bad sectors that have been found during
formattting and markbad with HDX. Normally you find this list on physical
sector 1 of your drive. There is a checksum that validates this list. If the
checksum is wrong or the bad sector list is missing HDX refuses to partition
and reports that the drive was formatted with an old HDX version.
The format of the bad sector list is described in the AHDI 3.00 RELEASE NOTES.
I think you have to set up at least a dummy list to get HDX working.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
--
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
****

3555. GCR troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-01 11:32:12 UTC
From: get@coax.Central.Sun.COM
Message-ID: <kegn5sINNikk@cronkite.Central.Sun.COM>
Source record: 46990

I've been using the Spectre GCR on my 1 meg 520st with little trouble.
Every now and again it would not read either of my 2dbl floppy drives.
The 15 meg mac partition of my 45 meg hard drive always works great.
As of now the GCR will not read or format either floppy drive a or b.
I run the tester program against the disk and get errors on the mac side
and none on the atari side. Am I missing something????

3556. Re: Physical sector 0 of hard disks

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-01 12:14:44 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct01.121444.10330@actrix.gen.nz>
Source record: 46891

In article <1991Sep30.143436.13587@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
> Anyone able to tell me about the contents of the lower part of the root sector
> (physical sector 0; the one that contains the partition table. Not logical
> sector 0, the boot sector) of a hard disk? I have no trouble finding documen-
> tation on the disk size and partition table, and have even found stuff about
> the drive parameters (all beyond offset 0x100 into the sector). What lives
> in the part between offset 0 and the disk parameters, though? And what, if
> any, validity checks are done on this sector?
>
> This request for information is part of my ongoing attempt to get HDX to
> make an XGM partition on a 600 MB Wren V. My thought is that if I know
> enough, maybe I can get it to stop claiming that the formatting information
> is damaged, and partition the disk. As stated earlier, AHDI drives the disk
> just fine with 4 BGM partitions, but HDX won't partition it, or even reformat
> it.
> Steve saj@chinet.chi.il.us

Well here is some info from the AHDI 3.0 release notes.

Note: never use AHDI 3.0 as it is buged..

Root Sector Data (physical sector #0)

```
Offset
------
hd_siz $1c2
---------------------------------------
p0_fig $1c6
p0_id
p0_st
p0_siz
---------------------------------------
Repeat above list for 3 more partitions
p1 $1d2
---------------------------------------
p2 $1de
---------------------------------------
p3 $1ea
---------------------------------------
bsi_st $1f6
---------------------------------------
bsi_cnt $1fa
---------------------------------------
Reserved $1fe-$200
```

---

hd_siz is 68000 long word of 512 byte sectors

bsi_st is a 68000 long word offset to the bad sector list.

bsi_cnt is a 68000 long word is the size of the bad sector list.

Partition info
---

p?_fig a 1 byte field, bit 0 partition exists
bit 1-6 reserved
bit 7 set =bootable

p?_id a 3 byte field, for partition type
"GEM" = normal partition (<16megs) GEMDOS
"BGM" = big (>16meg) GEMDOS
"XGM" = extended GEMDOS partition.

p?_st a 68000 long word offset of the beginning of the partition
from the beginning of the disk (512) byte sectors.

p?_siz a 68000 long word for partition size (512) byte sectors

Note: XGM is used to get more than the 4 normal partitions..

I hope this helps, but did your write the correct entry for that
drive in the WINCAP file. ?

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3557. Drive Select 1 on external drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-01 12:31:23 UTC
From: chris@tharr.UUCP
Message-ID: <2696@tharr.UUCP>
Source record: 46897

On my 1040STFM and my Mega-ST, the Drive Select 1 line (pin 6)
is connected to 5V through a 1K resistor (without any other
connections). Is this generally the case? STEs? TTs?

Can I rely on this line being pulled up to 5V?

I want to power a CMOS chip (80uA max) from this line.

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are

<-- tharr free public access to Usenet in the UK 0234 841503 -->

3558. Re: two questions: GCC layout & GULAM on autoboot.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-01 13:05:28 UTC
From: dc@presto.ruhr.de
Message-ID: <0022475@presto.ruhr.de>
Source record: 46894

In article <1991Sep30.041740.26813@Eyring.COM> bcc@Eyring.COM (Brian Cooper) writes:
>
> Second question: Is there a way to make gulam autoboot? I am running
> TOS 1.4 and I tried the obvious -- putting gu.prg in my AUTO directory,
> with gulam.g in the root. It doesn't work -- I forget if it freezes
> up, or what, but it wasn't the right thing. Is it possible? Thanks!

It works fine as long as you don't try to run any programs that use GEM
(GEM is not initialised until _after_ the programs in the AUTO directory have
been run).
--
dc@presto.ruhr.de
dc@presto.ruhr.sub.org

3559. TT problem with keyboard interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-01 20:31:32 UTC
From: vspicer@ccu.umanitoba.ca
Message-ID: <1991Oct1.203132.19278@ccu.umanitoba.ca>
Source record: 46903

```
hi net world

i'm trying to adapt a program for an ST to work on our TT030. there
is a piece of code which re-maps the keyboard/mouse interrupt and does
some other stuff every time the interrupt occurs. the code, taken from
Megamax example "key.c" goes like this:

Old_kbd_isr=(long)Setexc(70,kbd_isr);

asm{

kbd_isr:
move.l A0,-(A7)

(do other stuff)

pea retrn(PC)
move.w SR,-(A7)
move.l Old_kbd_isr,A0
jsr (A0) ; jmp has also been tried and failed

retrn:
move.l (A7)+,A0
rte
}

this code works fine on the ST but crashes with two bombs (bus error)
after the "jsr (A0)" command on our TT. any ideas?

thanks
vic spicer
```

3560. Re: Help a beginner with event handling please?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-01 22:50:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4082@uqcspe.cs.uq.oz.au>
Source record: 46898

In <klamer.685610410@mi.el.utwente.nl> klamer@mi.el.utwente.nl (Klamer Schutte) writes:

>In <1991Sep13.084723.13433@netcom.COM> rodent@netcom.COM (Ben Discoe) writes:

>->I'm trying to port a totally event-oriented program to the Atari.
>->It has no trouble on the Amiga or Mac, so I figure it should be
>->straightforward:

>-> I need to receive messages when
>-> 1. Either mouse button goes up or down

Ask event_multi to tell you when the button goes up. Then next time you call
event_multi, ask to wait until it goes down. That should be sufficient, since
you can't really get to "mouse up" events in a row.

>-> 5. The pointer moves

event_multi allows you to designate "enter or leave a given rectangle" as an
event. Just set the rectange to the pixel at the mouse position.

I haven't used such techniques, but the should work.
Warwick
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3561. Re: Reading the mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-01 22:54:54 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4083@uqcspe.cs.uq.oz.au>
Source record: 46899

Just how does one "mix vq_mouse events with event_multi calls"?

I am writing a drawing program (esp. one that supports TT)

My main loop waits for events, but then I use vq_mouse (or graf_mkstate)
so that I can have a rubber-band line drawn to the mouse position until the
user clicks the end point.

HOWEVER, that click on the end-point then comes back to me in the event_multi
call!!!!!!!!!!! ARGH!!!! It is driving me insane!!

Is it something to do with wind_update(END_MCTRL)?

I haven't written half event-driven half polled stuff before, so I am probably
missing something obvious.

Warwick
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3562. Re: Mono monitor fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-01 23:35:15 UTC
From: eahsnsr@nmt.edu
Message-ID: <1991Oct1.233515.7801@nmt.edu>
Source record: 46895
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Sep30.012400.9409@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>My mono monitor is acting up. When there is little "white stuff" on the
>screen, it starts to fade until almost black. If more stuff is drawn to the
>screen, it brightens up. This sound familiar to anyone? Any ideas on what
>could be going bad?
>

My monitor has always done this. I have no idea whether or not they
are all like this though.

>
>--
> ----------------------------------+-------------------------------------
> Mickey R. Boyd | "Kirk to Enterprise. All clear

Eric A. HOBBS?
eahsnsr@JUPITER.nmt.edu

3563. Re: TDI Modula2 News & Questions.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-02 11:25:22 UTC
From: mreiss@ncrcam.CambridgeOH.NCR.COM
Message-ID: <764@ncrcam.CambridgeOH.NCR.COM>
Source record: 46896

Sorry to have to post this, email bounced
==========

I just bought a used copy of TDI Modula 2 for my son. He's away at college and he needed it for some courses there. Problem is, the version we got is very old. It was meant to run on floppies. We tried to patch it to run on our hard disk. The best we could do was to put it in a partition of its own and patch the drive ID. It works but is not the best. He can't wait until we can find a better way or he can go back to C. But in answer to your question, yes someone else is using TDI Modula2. But only for about a month so far. If we can't do something about using folders for sources and putting the compiler in a folder sopmeplace else, it won't last long however. Too bad, I was looking forward to learning Modula2 also.

mike
--

Michael A. Reiss |
| mike
USENET = Mike.Reiss@CambridgeOH.NCR.COM |

--

Michael A. Reiss |
| mike
USENET = Mike.Reiss@CambridgeOH.NCR.COM |

3564. Re: TDI Modula2 News & Questions.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-02 14:48:08 UTC
From: brahm@mpii02000.cs.uni-sb.de
Message-ID: <BRAHM.91Oct2154808@mpii02000.cs.uni-sb.de>
Source record: 46900

Hi there Modula-2-, GEM- and Atari-Freaks !

I saw the discussion about the old TDI Compiler. It's unbelievable,
that there are a few people left working with this "good" old compiler.
I thought everyone is moving to the NeXT (C++, Objective C) and
has given up the fight for Modula-2...

But perhaps there are a few left, who intend to move to another
Modula-2 compiler taking all their GEM-stuff with them ?

We (the developer of the MOGLI-Library) are considering putting all the
developed stuff on an ftp-site for those people who are highly interested
in getting a tested GEM-library including all the sources, plus a MOGLI
Version of the old TDI-Demonstration-Program, plus the great MOGLI
Icon :-). We also want to make this stuff available without getting any
money for it ! Hey that's fair - isn't it ?

Why MOGLI ?

MOGLI fights against the Modula-2 binding-jungle, growing on the
different Modula-2 implementations of the many producers.

Because every compiler builder had its own ideas how to implement
the ATARI-AES, -VDI, -GEMDOS, -XBIOS und -BIOS functions it is nearly
impossible porting a Modula-2 program from one compiler to another.

MOGLI delivers a common Modula-2 GEM interface for the ATARI ST,
adapted to many Modula-2 compiler. For the first time programmers using
the MOGLI-Interface can now port their application software
between all compilers supporting this standard.

Programmers using the GEM Library delivered by their compiler
manufacturer, should port their Modula-2 software to the
MOGLI-Interface. Then they are able to compile their GEM-modules on
other computers (e.g. TT) and compilers.

The MOGLI identifiers differ from those identifiers used in
common C bindings. They are sometimes longer, than the C names.
They can be better understood by programmers doing their first
steps in programming, as well as they are more readable for
superusers. Note, there are no underline characters (`_') in the names
of the library PROCEDUREs.

Versions of this library are currently available for:

- Good old TDI Modula-2 (Version 3.0a).
(We also don't know what happened with TDI)
The only thing, that helps is having the source, right ?

There was a MOGLI shareware version (10 DM), but nobody wanted it...
- LPR Modula-2 (Available via annonymous ftp at many sites).
(In Germany known as the 'PD-Modula-2 compiler')
There was no version available until now.
- Haenisch Modula-2 (Distributed by Schwaab Software, Dortmund - I think).
Never accepted the MOGLI-Standard :-(

MOGLI is included as a 'ready to use library' on the original disks
for those people, who bought one of the following systems:

- SPC Modula-2 (Version 2.01)
(The original selling company doesn't exist anymore)
Really good: The only thing, that rescues is having the source, right ?
- HiSoft FTL Modula-2 (Version 1.18)
(In Germany distributed through Creative Computer Design, Eltville)
- MAMOS Modula-2 (Version 1.4)
(Swiss company: Mammut Soft)

The actual version number is 1.1. There was no time for the developer
(Uwe Brahm, Johannes Schneiders) to do all the needed changes for
the new TOS features on the Atari Mega STE and TT series of computers.

Really bad: There is no English documentation available for MOGLI, as yet.
If there are enough people interested in such a thing, I could write
something or translate the german documentation and put it together
with the sources at a ftp-site.

Are you interested ? Please let me know ! The more people, the better !

Simply send email to:

brahm@posthorn.informatik.uni-kl.de

I will post a message, if the full MOGLI-Sources are available via ftp.

Any comments ?

Greetings from Germany

Uwe Brahm (Co-Developer of the MOGLI-Interface)
"I have to improve my English !"

Paper-Mail for MOGLI: Johannes Schneiders, Uwe Brahm
Carlo-Schmid-Strasse 15
W-6750 Kaiserslautern
Germany

3565. Re: two questions: GCC layout & GULAM on autoboot.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-02 19:55:58 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3327@cod.NOSC.MIL>
Source record: 46901

While we're on the subject of Gulam, since I upgraded from Laser C 1.1 to 2.1 (I think, at any rate it's the latest version) I can't get make to run cc under gulam. I can run cc directly under Gulam. When I had Laser C 1.1, make ran ok (except for the long argument problem which has already been thoroughly discussed). Has anybody run into a similiar problem or (even better) have a solution?

thanks

Mike Healy "God is Nietsche"
the Dead
healy@cod.nosc.mil

3566. Re: TDI Modula2 News & Questions.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-02 20:44:48 UTC
From: dshaw@cpva.saic.com
Message-ID: <7404.28e9bf40@cpva.saic.com>
Source record: 46924

```
In article <1991Oct1.080436.250@zellweger.ch>, wagg@zellweger.ch (Georg Wagner) writes:
> Their are some very good PD and shareware libraries for the TDI-compiler
> including source.
>
..
Are the PD libraries available via FTP anywhere by any chance ???
```

3567. Re: TT problem with keyboard interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-03 02:18:25 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4135@uqcspe.cs.uq.oz.au>
Source record: 46905

Newsgroups: comp.sys.atari.st.tech
Distribution: world
Subject: Re: TT problem with keyboard interrupt

In <1991Oct1.203132.19278@ccu.umanitoba.ca> vspicer@ccu.umanitoba.ca writes:

> i'm trying to adapt a program for an ST to work on our TT030. there
>is a piece of code which re-maps the keyboard/mouse interrupt and does
>some other stuff every time the interrupt occurs. the code, taken from
>Megamax example "key.c" goes like this:

>Old_kbd_isr=(long)Setexc(70,kbd_isr);

>asm{

>kbd_isr:
> move.l A0,-(A7)
>
> (do other stuff)
>
> pea retrn(PC)
> move.w SR,-(A7)
> move.l Old_kbd_isr,A0
> jsr (A0) ; jmp has also been tried and failed
>
>retrn:
> move.l (A7)+,A0
> rte
>}

>this code works fine on the ST but crashes with two bombs (bus error)
>after the "jsr (A0)" command on our TT. any ideas?

It seems obvious to me, but I may be wrong:

The code is attempting to make the stack look like an interrupt is occurring
so that when Old_kbd_isr reaches its "rte", control will return to "retrn".

My guess is, the 68030 has a different stack when an exception occurs.

Try this, it seems much cleaner...

Old_kbd_isr=(long)Setexc(70,kbd_isr);

asm{

kbd_isr:
move.l A0,-(A7)

```
(do other stuff)

move.l (A7)+,A0

move.l Old_kbd_isr,-(A7)
rts ; ie. jmp.l (a7)+
}
```

The problem being solved is how to get "jmp Old_kbd_isr".

Hell, I'm no 680x0 guru, maybe there is such and addressing mode for jmp!

Warwick
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3568. re: autobooting Gulam under TOS 1.4 (how it works)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-03 03:11:11 UTC
From: bcc@Eyring.COM
Message-ID: <1991Oct3.031111.819@Eyring.COM>
Source record: 46907

Much appreciation to all those who emailed me the correct answer to my question of how to autoboot gulam under TOS 1.4. Guess I misplaced my TOS manual <grin.> As you all noted, one simply clicks on GU.PRG, then pulls down the 'install application' menu and marks the program as an autobooting utility. Then, if all goes well, the program runs automatically after GEM initializes. Someone pointed out that GU can run from the /AUTO directory; the problem comes in running GEM programs from gulam. I rely heavily on uniterm, so I needed that capability.

The additional complication in my case came from my rather ignorant usage of super boot to dictate which /AUTO programs and which accessories were loaded at boot. Superboot also takes over the autobooting GEM programs from TOS, so that the normal method of installing them as an autobooting gem application does not work. Instead, I found that I have to run the super-boot construction set -- and voila! I can set up as many as 30 auto-booting programs; my choice by pressing the function keys. Now I can choose at boot time to go to gulam, or PDOS, or PC-DITTO II, or Word Perfect, or Uniterm, -- I'm in hog heaven! Gordon Moore, my registration check is in the mail, and I apologise for not doing it sooner. Superboot is great!
Brian Cooper
--
Brian Cooper bcc@Eyring.COM uunet!lanai!bcc
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

3569. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-03 04:06:24 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <48110@cup.portal.com>
Source record: 46902
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

I don't know if this will reach you, or what other discussion may have already taken place -- Portal's news software and feed have been wacked out for a couple of days -- so if you see this on a non-Portal site, pop a reply to me in e-mail...

Anyway -- I, too, have long considered writing an Atari 8-bit emulator for "the other 68K-based home computer," but am realistic enough to admit that it will probably be many years or decades beforeI accomplish this feat, if I ever do.

I do, however, have some thoughts on how I'd go about it.

I'd start by emulating a raw 6502 CPU, without any particular supporting hardware. Of course I'd have some jacket code that initialized the 6502 environment, then went into "6502 emulation mode."

Then I'd be able to implement commercial-product-specific emulations as a series of external "environment" files, loadable by the jacket code just before entering 6502 emulation mode. One file would bring up an Atari 800-series environment; another a C= 64; another an Apple IIe, etc. As far as the 6502 is concerned, after all, it just executes instructions and accesses memory. The "environment" files would be responsible for mapping memory references into custom-chip emulation registers etc.

All you would need to do in the enviornment files would be to emulate, or provide for the emulation of, each environmment's complement of custom chips. I'd handle this by having the CPU emulation's memory-referencing code look at a table, part of the loaded environment file, that identified every address in 6502-accessible memory as being RAM, ROM, such-and-such custom chip, banked, etc. etc... (Some research would have to be done to nail down a comprehensive set of identifiers.) If I decided on sixteen different types of "memory" references, that could be represented in four bits per location, making half a byte per 6502 "memory location," or 32K to map a 64K stock Atari 800. That's a pittance on the 68K system of which we speak, and could be multiplied by several powers-of-two without even burping. Then, any time the 6502 CPU "referenced a memory location," the emulation code would look up the memory "type," and vector to the appropriate RAM, ROM, or custom-chip memory-reference emulator.

Each custom chip could be implemented as a dispatcher which decoded the function of the chip register being accessed, and vectored to appropriate code. Each custom-chip emulation would maintain its own internal database -- and could even be implemented as a separate multiprocessing "task," on the 68K system of which we're speaking.

It starts to sound so EASY now that I write it down! :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

3570. Re: TDI Modula2 News & Questions.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-03 07:06:33 UTC
From: wagg@zellweger.ch
Message-ID: <1991Oct3.070633.240@zellweger.ch>
Source record: 46908

```
In article <764@ncrcam.CambridgeOH.NCR.COM> mreiss@ncrcam.CambridgeOH.NCR.COM () writes:
>
>Sorry to have to post this, email bounced
>=======================================
>
>I just bought a used copy of TDI Modula 2 for my son. He's away at
>college and he needed it for some courses there. Problem is, the
>version we got is very old. It was meant to run on floppies. We
^^^^^^^^^
That's wrong! Even the oldest versions of TDI-M2 run on a HD. You should
use the M2Options.ACC and set up the path correctly (in this acc).
TDI had _NEVER_ problems running on a harddisk. The last version I have got
was 3.01a.
>tried to patch it to run on our hard disk. The best we could do was
^^^^^^^^
There's absolutely no reason to patch the drive ID.
>to put it in a partition of its own and patch the drive ID. It works
>but is not the best. He can't wait until we can find a better way or
>he can go back to C. But in answer to your question, yes someone else
>is using TDI Modula2. But only for about a month so far. If we can't
>do something about using folders for sources and putting the compiler
^^^^^^^^^^^^
No problem at all, USE M2OPTIONS.ACC to set up your pathes.

Greetings

Georg
```

3571. Malloc'ing, what strategy to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-03 08:34:21 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1991Oct3.083421.19077@daimi.aau.dk>
Source record: 46906

I'm currently working on a small scale shell, using sozobon C. I need to allocate some space for a little history-buffer, that is 10 strings of 80 characters. Using GEMDOS Malloc I could either allocate 10 blocks of 80 bytes, or I could allocate 1 block of 800 bytes.

If I use the first scheme, I could be able to fill out holes in memory. If a had left a little block of say 100 bytes, I could utilize it. It shouldn't create any extra fragmentation, since the blocks are allocated one after another and freed upon program exit.

On the other side my (ancient) docs to dlibs states (about dlib malloc) that only 16 heaps can be active at one time, due to a GEMDOS bug.

Any comments, anybody?

Christian Lynbech

DAIMI
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

3572. Re: TT problem with keyboard interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-03 10:37:18 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Oct3.103718.11107@rhrk.uni-kl.de>
Source record: 46909

vspicer@ccu.umanitoba.ca writes:

```
>hi net world
>
> i'm trying to adapt a program for an ST to work on our TT030. there
>is a piece of code which re-maps the keyboard/mouse interrupt and does
>some other stuff every time the interrupt occurs. the code, taken from
>Megamax example "key.c" goes like this:

>Old_kbd_isr=(long)Setexc(70,kbd_isr);

>asm{

>kbd_isr:
> move.l A0,-(A7)
>
> (do other stuff)
>
> pea retrn(PC)
> move.w SR,-(A7)
> move.l Old_kbd_isr,A0
> jsr (A0) ; jmp has also been tried and failed
>
>retrn:
> move.l (A7)+,A0
> rte
>}

>this code works fine on the ST but crashes with two bombs (bus error)
>after the "jsr (A0)" command on our TT. any ideas?
```

The code above disregards the stack frame format. Exceptions on the 68030
use stack frames the are different from the 68000. For each exception the
68030 pushes a format word onto the stack which is used by RTE to determine
how many parameters have been saved during exception processing.
I have no literature at the moment but I think the stack frames look like this:

```
status register
return address
format word describing the stack frame
```

You have to save all this information to return to the main program by RTE.
Correct me if I'm wrong.


```
*****************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
```

```
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

3573. I need help with signals!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-03 11:53:01 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Oct3.115301.4129@frmug.fr.mugnet.org>
Source record: 46916

Hello,

I'm not a very experienced C programmer and i need information about signals. How it works, how to use thems, or an ansi C example source code. My purpose is to write a getty command who reboot the ST when the data carrier is droped.

Please reply by e-mail to: elrond@frmug.gna.tfd.com

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

3574. Re: two questions: GCC layout & GULAM on autoboot.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-03 12:26:25 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Oct3132625@acae127.cadence.com>
Source record: 46915

```
In article <3327@cod.NOSC.MIL> healy@cod.NOSC.MIL (Mike Healy) writes:
> 2.1 (I think, at any rate it's the latest version) I can't get make to
> run cc under gulam. I can run cc directly under Gulam. When I had
> Laser C 1.1, make ran ok (except for the long argument problem which
> has already been thoroughly discussed). Has anybody run into a similiar
> problem or (even better) have a solution?
>

yeah, this is a well known problem with many of Megamax's
tools: they were only designed to run in their own environment. True,
that some of their standalone stuff does run outside the environment,
but not without problems (for example they make it impossible to do
file re-directions, they use some funkyness in their enviroment
representaion etc).
the simple solution is to use any of the other makes (about
half a dozen have appeared over the years). someone did post a
modified startup module too once that eased some of the problems, but
i did'nt pay attention as i had already dumped megamax by then.
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
```

3575. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-03 13:56:39 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Oct3.135639.25185@wam.umd.edu>
Source record: 46910
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

In article <48110@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>I'd start by emulating a raw 6502 CPU, without any particular supporting
>hardware. Of course I'd have some jacket code that initialized the 6502
>environment, then went into "6502 emulation mode."
>
>All you would need to do in the enviornment files would be to emulate, or
>provide for the emulation of, each environmment's complement of custom chips.

This sounds like a reasonable approach, but realize that the custom chips are going to be very hard to emulate at full-speed (if you can do it at all). Consider the chip in the Atari 800 that reads the "display list" and updates the screen accordingly; you would have to "emulate" this chip at every single ST horizontal blank interrupt, and the emulation is not trivial. (Remember that the 800 had text modes, with different sizes of text. You could mix and match text on the screen arbitrarily using the display list. Many games were written to exploit the hardware text modes because changing a character's image data would cause all occurrances of that character on the screen to change immediately, just like changing a palette register on the ST causes all pixels of that color to change immeditately. Whereas the ST has only hardware palette animation, the 8-bit had hardware character animation too.)

I assume the way you describe is the way Darek has done Xformer, particularly since he has emulators for other 6502-based machines as well. An alternative approach, however, might be to try and translate 6502 code to 68000 code all at once, and then run the generated 68000 code. This would be faster (probably fast enough for full-speed emulation on an 8Mhz ST, but that's just speculation), but is LOTS harder, because you have to make sure you don't misread data as code and convert it. I think that solving this problem in general is impossible, but perhaps with clever heuristics it would work for enough 8-bit programs to make it useful.

Just a thought.

Dave Baggett
dmb@wam.umd.edu

3576. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-03 14:54:19 UTC
From: leekil@bbn.com
Message-ID: <66693@bbn.BBN.COM>
Source record: 46904
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

In article <1991Oct3.135639.25185@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>In article <48110@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>>I'd start by emulating a raw 6502 CPU, without any particular supporting
>>hardware. Of course I'd have some jacket code that initialized the 6502
>>environment, then went into "6502 emulation mode."
>>
>>All you would need to do in the enviornment files would be to emulate, or
>>provide for the emulation of, each environmment's complement of custom chips.
>
>This sounds like a reasonable approach, but realize that the custom
>chips are going to be very hard to emulate at full-speed (if you
>can do it at all). Consider the chip in the Atari 800 that reads
>the "display list" and updates the screen accordingly; you would
>have to "emulate" this chip at every single ST horizontal blank

But we're talking about an Amiga here (at least I think that is "the
other 68K computer, geez) and the Amiga has something similar to a
display list; the Atari display list could possibly be translated into
an Amiga equivalent for custom graphics manipulation.

>interrupt, and the emulation is not trivial. (Remember that the
>800 had text modes, with different sizes of text. You could mix
>and match text on the screen arbitrarily using the display list.

The mixing of text and graphics could easily be handled in the routines to
translate the Atari display into the Amiga (or any other computer) display.
It would be pretty easy to check and see what type of graphics are supposed
to be displayed in that display list line and update the screen accordingly.

>Many games were written to exploit the hardware text modes because
>changing a character's image data would cause all occurrances of
>that character on the screen to change immediately, just like
>changing a palette register on the ST causes all pixels of that
>color to change immeditately. Whereas the ST has only hardware
>palette animation, the 8-bit had hardware character animation too.)

The character animation would be a little more difficult, but you
might be able to accomplish it by redrawing the whole screen every
time the character set is changed. However, this might not fit in
well to the abstraction of the custom chips.

You know, the custom chips for the Amiga were done by the guy who did
the custom chips on the Atari 8-bits. In fact, I think the Amiga is
more like the 8-bits than the ST's. The ST, in fact, are closer to
the Commodore 64. So I don't see what this "other 68K computer" stuff

is about. Unless it refers to the ST's. In any case, I think it's pretty silly.

Lee

3577. Re: Atari 8-bit emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-03 16:46:23 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <6542.28eb030f@miavx1.acs.muohio.edu>
Source record: 46911
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

Now what about interfacing a ST with a 65c02? (Sorta like the IIe card
for the MAC LC)

Use that 65c02 for the processing power and emulate all the special
chips (GTIA, ANTIC, POKEY,...) in software. Then it would be easy to do
Apple IIe and C-64 without having to worry about emulating the 65c02.

For the Apple IIe, couple it with some GCR disk drive hardware, and then
you can read/write Prodos disks.

(BTW, in Spectre GCR, how much hardware is involved to R/W mac disks?)

Ryan 'Gozar' Collins Question for MAC Users: rlcollins@miavx1.BITNET
|||| Power Without What IS the format of a rc1dsanu@miamiu.BITNET
/ || \ The Price!! MAC HFS floppy disk? R.COLLINS1 on GEnie

3578. Non-atari monochrome monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-03 17:56:39 UTC
From: mrgnstrn@nexus.yorku.ca
Message-ID: <mrgnstrn.686512599@yorku.ca>
Source record: 46912
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can another, more commonly-available and cheaper type of monochrome monitor be used with an Atari ST in place of the Atari monochrome in the ST's monochrome video mode? If so, how?

Thanks!

Stephanie Morgenstern
mrgnstrn@nexus.yorku.ca

3579. ZOOSHELL 0.6

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-03 20:06:40 UTC
From: steve@thelake.mn.org
Message-ID: <A2027165507@thelake.mn.org>
Source record: 46913
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently shipped ZOOSHELL 0.6 off to atari.archive.umich.edu, and (naturally) a bug surfaced quite quickly. The bug is fairly obvious in the code, which also is available at a.a., so if you have Sozobon C and want to fix it, change the following in main():

```
strcpy(zoottp,p);
```

to

```
if (p != NULL)
strcpy(zoottp,p);
```

This bug surfaces only if ZOOSHELL can't find ZOO.TTP in the current directory or with a PATH search. If you use an environment-setting utility (which I wholeheartedly recommend for Desktop users) you'll never encounter this one.

I intend to release a newer version of ZOOSHELL, but at the moment I'm bogged down in the process of writing ARGV-compatible startup and process-control code so that ZOOSHELL can pass very long arguments to ZOO. (I also am doomed to work for a living, which interferes with recreational pursuits.)

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3580. Re: Reading the mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-03 21:08:43 UTC
From: saj@chinet.chi.il.us
Message-ID: <1991Oct3.210843.19729@chinet.chi.il.us>
Source record: 46925

In article <4083@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Just how does one "mix vq_mouse events with event_multi calls"?
>
>I am writing a drawing program (esp. one that supports TT)
>
>My main loop waits for events, but then I use vq_mouse (or graf_mkstate)
>so that I can have a rubber-band line drawn to the mouse position until the
>user clicks the end point.
>
>HOWEVER, that click on the end-point then comes back to me in the event_multi
>call!!!!!!!!!!! ARGH!!!! It is driving me insane!!
>
>Is it something to do with wind_update(END_MCTRL)?
>
>I haven't written half event-driven half polled stuff before, so I am probably
>missing something obvious.

Mixing AES and VDI reading of the same mouse clicks can be infinitely frustrating. I solved a problem related to this one by putting in a timer event on a fairly short wait into the event_multi(), and checking the mouse state in the extended line-A variable that contains it. A somewhat more difficult, but more portable approach would to install a mouse interrupt handler which sends messages to your application when necessary, and wait for the messages.
Steve saj@chinet.chi.il.us

3581. GEMDOS File Functions and the STe

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-04 02:06:35 UTC
From: mlake@irscscm.UUCP
Message-ID: <1991Oct4.020635.17397@irscscm.UUCP>
Source record: 46933

Is anyone aware of any undocumented changes with GEMDOS file functions on an STe from that on an ST? I'm thinking specifically of Fopen. I know there is a limit of the number of files that can be open at the same time. Is there possibly a limit as to the number of Fopens that can be executed in one program? I'd like to hear about anything at all dealing with GEMDOS file functions that could have possibly changed with the STe.

Thanks.

--
Marshall Lake
mlake@irscscm.UUCP
...!uunet!media!ka3ovk!irscscm!mlake

3582. TT ram and SCSI-access

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-04 09:09:35 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Oct4.090935.20819@rhrk.uni-kl.de>
Source record: 46919

Why is it impossible to write the last _physical_ page of TT ram on hard disc?
If you try to do that the SCSI controller reports a bus error and the hard
disc driver aborts the operation. This error occurs when the last four bytes
of TT ram are refereced. Is there some kind of prefetch mechanism that leads
to this bus error?
I want to make clear that this is not a bus error exception (2 bombs) that
is handled by the 68030. The error is reflected in the SCSI controller's
status register and does not concern the processor in any way.
Those writing virtual memory management programs must have found this problem.
(So Atari must be aware of it, too???!!!). Can you avoid this bus error or
is it some kind of hardware bug?
I posted a similar article a few months ago but got not a single response.
Maybe in the meantime there are more TT users (I hope so :-)).

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
--
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
****

3583. GCR Disk problems PLEASE HELP.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-04 09:19:00 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Oct4.091900.15093@newcastle.ac.uk>
Source record: 46695

I have just obtained a GCR but am having trouble trying to get it to read disks formatted on a Mac. I managed to install a system 6.0.4 from the disks but MS word would not copy of the floppy reporting the disk damaged.

I ran GCRTEST.PRG to investigate further.

I first ran a complete test on a blank disk. Which went without a hitch. The next step in my investigation was to do a read test on the faulty disks. This showed a few bad sectors mainly in the 8sec/track column on the Word disk and to my supprise the system disks as well. (I assume the programs just wern't stored on this part of this part of the disk.) I also tried the same test on my external floppy but recieved more errors than before.

In an attempt to solve the problem I first tried adjusting the pot in the GCR but this only seemed to make matters worse.

So assuming the problem was shielding I tried wrapping the internal floppy ribbon cable, power cable and drive in some Aluminium Foil. This again did not make any differance.

Attacking the proble from another angle I tried to format a blank disk on a real mac and transfer the Word program to this new disk. When this disk was tried on the GCR it gave even more errors than the original. (Both disks read fine on a number of Macs). Could the increase in errors (which now start at the 10sec/track column) be attibuted to the mac using a HD drive?

Finally the last thing I could think of trying was to format the disk with the GCR and transfer the software to this disk on the mac. You gessed it lots of errors again.

Summary of methods tried with/without foil wrapping and with adjustments of the pot in the GCR.

Comlete test (Format/write/read etc.) All checks out ok
Read Test (Original Disks.) A few errors on 8/track column
Read Test (Copyed by mac & mac fmnt) Errors from 10/track column
Read Test (Copyed by mac & gcr frmt) Errors from 10/track column

To eliminate the mac from the problem hunting I tried two of them in the above tests with no apreciable differance in the results.

I am after any hints on this as I think the GCR is a great piece of kit but not being able to read original mac disks is a real pain.

I hope someone can help

Dave.

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

3584. Wanted: Sprite-routines

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-04 10:53:32 UTC
From: rened@solist.htsa.aha.nl
Message-ID: <178@htsa.htsa.aha.nl>
Source record: 46923

Hey guys (and girls),

I'm looking for fast sprite-routines in assembly. I already got the routines
from the Budgie UK, but they are way to slow.

Anything faster is appreciated.

Thanks in advance,
Rene Drost
rened@maestro.htsa.aha.nl

3585. Serious NEODESK bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-04 12:07:58 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Oct4070758@rcx1.ssd.csd.harris.com>
Source record: 46921

I believe I have been bit bad by a bug in neodesk v3.02b (I think thats the right numbers & letters). It seams that when neodesk formats a floppy, it botches the fats & root directory causing the former to spew lots of tiny tiny bits all over the latter when the disk approaches full. Look at it with a old pd tool I have, the fat seams to be 3 sectores instead of 5 like they are on OK disks. I now have a box full of disks with trash for a root directory instead of the backup I made just before repartitioning my disk. I am not a happy camper.

Has anyone else seen this? What are the odds of salvaging a few irreplacable files off this disk? I know they are there (I think) and they sould all occupy contiguous sectors -- this was a backup onto a clean disk after all.

Thanx in advance
--
==========
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
~~~~~~~~~

3586. Graphick Cards for TT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-04 12:09:58 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <18192@hydra.Helsinki.FI>
Source record: 46920

So, asthe title says:
I'd like to get some info (via e-mail if you please...)
on colorgraphicks cards available for TT030/8 and about monitors they plug
into

-what are the currently available choices when rez. should be >= 1200X900
-what monitors are there to plug into them ?
-what st/tt resolutions can it display ???
---
where to get and how much ?!?

thanks !

>>
>>>>>> " I'm completely operational & all my cicuits are functioning <<<<<<
>>>>>> correctly...correc...corr...co...-! " : HAl9000 <<<<<<
>>

3587. line feeds

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-04 15:08:15 UTC
From: downey@tripos.com
Message-ID: <1991Oct4.150815.2139@tripos.com>
Source record: 46922

I am trying to uudecode files I get from my SUN,
and having problems... I think it is because when
I do an ascii capture of the text, my atari is
putting a line feed ('0x0d') before every \n.

When I tried to remove these, my fread() doesn't
see them. Is this a problem with the atari, my
compiler (Laser C) or me (heaven forbid!) ???

Thanks.

****
Tom Downey downey@tripso.com
****

3588. LOW/MEDIUM RES. ON SM124, IS IT POSSIBLE?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-04 20:47:25 UTC
From: d88pt@efd.lth.se
Message-ID: <1991Oct4.204725.24673@lth.se>
Source record: 46929

Can I use the sm124 as a low/medium re. monitor? How should I modify it?

email: d88pt@efd.lth.se

3589. Re: Drive Select 1 on external drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-05 05:28:16 UTC
From: adamd@rhi.hi.is
Message-ID: <3676@krafla.rhi.hi.is>
Source record: 46928

In <2696@tharr.UUCP> chris@tharr.UUCP (Chris Allen) writes:

>On my 1040STFM and my Mega-ST, the Drive Select 1 line (pin 6)
>is connected to 5V through a 1K resistor (without any other
>connections). Is this generally the case? STEs? TTs?

This is absolutely normal, and a hang over from the first 520 ST models.
By using this simple but annoying trick, it was possible to use the same
external floppy drive as either drive A: or B: without needing to open
the box and move the jumper.

Since later models have an internal floppy drive and standard Atari external
floppy drives are configured to DS0, I don't expect this to have changed.

>Can I rely on this line being pulled up to 5V?

On your own machine, yes (even if this requires you to change it yourself).
For other people's machines you can never know. It is DS1 on my ST because
that's the way I wanted it.

There are two earth wires in the connector. For your own equipment you could
even modify the connections so one of these can deliver several mA, but you
should take care not to introduce noise in the signal wires.

--
Adam David.
(adamd@rhi.hi.is)

3590. Data Diet Demo

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-05 07:27:06 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Oct5.072706.17707@menudo.uh.edu>
Source record: 46926
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The Data Diet Demo has just been posted to the atari.archive.umich.edu ftp site.

Data Diet is the Atari REALTIME compression program. Download this
demo of Data Diet and trim the fat from your data storage system.
This Data Diet Demo really works! With this demo you can put your
.DOC files on a diet and see for yourself. Don't buy another hard
disk! [Floppy disk users will require a RAMdisk.]

100% assembly. Program by Keith Gerdes. Copyright 1991 Double Click
Software. All Rights Reserved.

- mike vederman / double click software

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3591. Re: line feeds

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-05 07:39:30 UTC
From: steve@thelake.mn.org
Message-ID: <A351213381@thelake.mn.org>
Source record: 46927

[In article <1991Oct4.150815.2139@tripos.com>,
downey@tripos.com (Tom Downey) writes ...]

> I am trying to uudecode files I get from my SUN,
> and having problems... I think it is because when
> I do an ascii capture of the text, my atari is
> putting a line feed ('0x0d') before every \n.
>
> When I tried to remove these, my fread() doesn't
> see them. Is this a problem with the atari, my
> compiler (Laser C) or me (heaven forbid!) ???

0x0D is a return, '\r'.
0x0A is a linefeed, '\n'.

Ordinarily, text files on the ST are stored with line enders
consisting of both bytes, 0x0D and 0x0A, in that order. Unix systems
store only the linefeed.

I don't know how Laser C is set up, but if a file is opened in text
mode, it's normal to convert "Line\n" to "Line\r\n" when writing to
disk, and perform the reverse conversion when reading. In other
words, the 0x0D bytes will never appear in lines read using fgets.

If you open the output file in binary mode, 0x0D will not be added to
line enders.

If you're decoding the files on your ST, either format is acceptable.
UUD.TTP and UUCODER are all compiled using C libraries that handle
any necessary translation.

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3592. Re: Malloc'ing, what strategy to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-05 16:19:06 UTC
From: steve@thelake.mn.org
Message-ID: <A1516443461@thelake.mn.org>
Source record: 46930

[In article <1991Oct3.083421.19077@daimi.aau.dk>,
lynbech@daimi.aau.dk (Christian Lynbech) writes ...]

> On the other side my (ancient) docs to dlibs states (about dlib malloc) that
> only 16 heaps can be active at one time, due to a GEMDOS bug.

Use the library functions and malloc.h, and don't worry about memory
fragmentation. Here's why:

Malloc is a GEMDOS function (osbind.h); the C library functions are malloc
(with a lower-case m), lalloc, realloc, calloc, etc.

When dLibs was written, GEMDOS Malloc had a number of restrictions. I
don't know whether they exist in new TOS, but if you want your program to
run safely on all STs, use the C library.

The library routines work around the bugs by calling Malloc a maximum of
16 times to obtain large chunks of memory. They then allocate and free
within those chunks (called heaps in the dlibs documentation) as
necessary. If you ask for a block of memory that is bigger than the
largest available from malloc, then malloc will call Malloc to get more.

The whole point of the dlibs malloc routine is to shield you from the TOS
limitations.

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3593. Re: Serious NEODESK bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-05 18:40:32 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Oct5134032@hcx2.ssd.csd.harris.com>
Source record: 46931

I've debugged the problem further and determined the problem was actually
in the backup program, Diamond. The new version of neodesk uses a slightly
different format than "standard." This format as 3 sector fats instead of
5 sector ones. This evidently gives you 4 more sectores (2K) of space on
your disk. Diamond, to avoid the inefficiencies of opening hundreds of files,
writes the disk image directly. It creates 5 sector fats, but doesn't
rewrite sector 0. By modifying the sector with a sector editor (the byte
is at offset 0x16), changing a byte from 0x3 to 0x5, I resurrected all my disks.
Now I know to always format using twister or some other program instead.
--
==
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
~~~~~~~~~

3594. Re: line feeds

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-05 23:14:46 UTC
From: ytsuji@cfi.waseda.ac.jp
Message-ID: <1341@wsdnws.waseda.ac.jp>
Source record: 46934

```
If you like to strip '/r' from your text file on a unix system,
$ tr -d '\015'
is all you need to do.

Tsuji
```

3595. Sozobon and "rallo"

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-06 08:25:00 UTC
From: bboychuk@sdcc13.ucsd.edu
Message-ID: <24158@sdcc6.ucsd.edu>
Source record: 46932

```
Why do I get the Sozobon error "Compiler error -- rallo" when it
hits the line:

struct_pointer[thingy1][thingy2] = load_struct("FILENAME");

My left arm to anybody who can offer an answer...
--
-------------------------------------------------------------------------------
bboychuk@ucsd.edu "My GOD, did you see the power and majesty radiated by
that llama?" "Well, of course I did, you fool..."
-------------------------------------------------------------------------------
```

3596. Re: Malloc'ing, what strategy to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-06 19:03:08 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Oct6.190308.2225@cs.yale.edu>
Source record: 46935

In article <A1516443461@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <1991Oct3.083421.19077@daimi.aau.dk>,
> lynbech@daimi.aau.dk (Christian Lynbech) writes ...]
>
> > On the other side my (ancient) docs to dlibs states (about dlib malloc) that
> > only 16 heaps can be active at one time, due to a GEMDOS bug.
>
>Use the library functions and malloc.h, ...
>The library routines work around the bugs by calling Malloc a maximum of
>16 times to obtain large chunks of memory.

The original poster said he was writing a shell. Your solution might
not be so desirable since the large chunk of memory Malloc'ed by the
library routines would not be available to programs running under the
shell.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3597. Re: Malloc'ing, what strategy to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-06 19:16:58 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Oct6.191658.2477@cs.yale.edu>
Source record: 46936

In article <1991Oct3.083421.19077@daimi.aau.dk> lynbech@daimi.aau.dk (Christian Lynbech) writes:
>I'm currently working on a small scale shell, using sozobon C. I need to
>allocate some space for a little history-buffer, that is 10 strings of 80
>characters. Using GEMDOS Malloc I could either allocate 10 blocks of 80 bytes,
>or I could allocate 1 block of 800 bytes.

If you know how much space you want in advance, then just declare a
static variable in your program, e.g.,

```
static char history[10][80];
```

Otherwise, you are probably better off allocating 1 block of 800 bytes
for several reasons:

1. Older versions of TOS have bugs that you alluded to that tend to
limit the number of times Malloc can be called.

2. Even under TOS 1.4, each Malloc takes some space from static
system memory to record information about the block allocated. Thus,
your second alternative results in more total storage being used.

3. Fragmentation is generally not a problem under TOS anyway unless
you are doing unusual things.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3598. Using SC1224 with a PC

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-06 21:25:54 UTC
From: rdb@mtunf.att.com
Message-ID: <1991Oct6.212554.12734@mtunf.att.com>
Source record: 46937

Is a SC1224 color monitor usable with a PC clone in any video mode?
I don't feel like buying another color monitor. I realize that the
connector will need to be changed at minimum. I can solder, so simple
hardware mods are not a problem.

Any information is appreciated.

--
Ron DeBlock From there to here,
rdb@mtunf.att.com From here to there,
!mtunf!rdb Funny things
Are everywhere. - Dr. Seuss

3599. Running programs from accessories....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-06 23:07:04 UTC
From: rjwalsh@unix2.tcd.ie
Message-ID: <rjwalsh.686790424@unix2.tcd.ie>
Source record: 46938

I have just started messing about writing desktop accessories, and one
of the first things I tried was to use pexec() to run genst.prg from an
accessory (no particular reason for picking Genst - it was just a test...). And
it worked! I was able to freely switch between the desktop, or what ever program
I happened to be running at the time, and Genst. Unfortunately the menu bar
stayed as Genst's menu bar and I couldn't use the desktops' menu bar. Should
this have worked or was it just a fluke that Genst (version 1.25 - I think)
happened to be a nice GEM program that didn't mess around with the OS? Is there
any way of switching back to the desktops' menu bar? Because I am back at
college now I can't do any further testing of this (my ST is at home.. sigh).
If I set Genst assembling something fairly long, and then switched to the
desktop, should it continue running in the backround? Will the original
accessory still keep running? If so, I should be able to start up a new copy of
Genst to do something else... Maybe a shell would be viable?
--

Robert Walsh Email: rjwalsh@unix2.tcd.ie
Engineering School, Trinity College Dublin.

3600. High Density floppy on ST internal

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-06 23:37:01 UTC
From: kemna@dutecai.et.tudelft.nl
Message-ID: <1991Oct06.233701.6668@donau.et.tudelft.nl>
Source record: 46939

s there someone on this globe that can help me out with YAHDFP (Yet another High Density Floppy Problem)?
I bought a conversion kit consisting of four DIL chips which I shall list: SN74LS55N, T74LS393B1, 733WOO131 (or 7718), SN74HC00N.
I bought these at Atin electronics in Leiden The Netherlands who provide no service and show no willingness to help whatsoever (so all you dutchmen: don't buy anything of them).
This kit apparently works fine on a Ye-data drive (type number unknown) but not quite with my Chinon fx-357. I cannot get hold of data sheets for these drives, but maybe someone else can. If so please tell me what the difference is between these two drives!
Apparently the aforementioned kit and drive are German. So please any Germans familiar with these problems try to help me before I am forced to spend large amounts of money.
Peter Donker with kemna@duteca.et.tudelft.nl

3601. HOWTO format single partitions on a harddisk ???

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-07 09:18:36 UTC
From: dick@ccsds.ahold.nl
Message-ID: <2920@ahds.ahold.nl>
Source record: 46847

Hello all,

On my harddisk I had some atari stuff (drive C), while on
drives (read: partitions) D, E and F I had Minix.
When Minix creates it's filesystems, it erases the Atari
data on it (I don't know what it all is, but I think it's
things like FAT, #bytes left/occupied).
Since I/m the lucky owner of a Megafile 44, I bought another
disk for it, since both the Atari and Minix space got filled up.
So, I formatted the new disk and copied all the Minix stuff to
the new disk, thus having 44Mb all Minix.
Now the problem:
I now want to reuse partitions D, E and F of the old disk for
Atari stuff again, but BLAST!! - I can't use it, since Minix
erased all the information that TOS needs from it.

Since I think it must be possible to format individual partitions
(even DOS can do that), I wonder HOW ???
Is there some program hanging around which can deal with that ?

HELP ME PLEASE!!! (otherwise I need to re-format the whole thing
again, which needs backing up 20Mb on floppies (aarghhh).

Dick.

3602. Re: Malloc'ing, what strategy to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-07 10:06:39 UTC
From: r0mill01@ULKYVX.BITNET
Message-ID: <1991Oct7.100639.17684@vlsi.louisville.edu>
Source record: 46940

```
It's also safer to Malloc in chunks divisible (no remainder) by 512 bytes.
```

3603. Re: Malloc'ing, what strategy to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-07 13:49:06 UTC
From: steve@thelake.mn.org
Message-ID: <A1176704839@thelake.mn.org>
Source record: 46841

[In article <1991Oct6.190308.2225@cs.yale.edu>,
fischer-michael@cs.yale.edu (Michael Fischer) writes ...]

> The original poster said he was writing a shell. Your solution might
> not be so desirable since the large chunk of memory Malloc'ed by the
> library routines would not be available to programs running under the
> shell.

If this is a serious problem, then it would be good to consider that
many of the library routines also call malloc and family. Buffered
file i/o is one thing to watch for. A little work with grep and the
dlibs sources will produce a list of the functions that use dynamic
memory directly. There are quite a few.

With dlibs, it's going to be difficult to write a serious program that
doesn't dynamically allocate memory at some point. (This is a point worth
noting if you're writing a desk accessory, too.)

Fortunately, it's not hard to adjust the heap granularity. The malloc
family refers to an external variable _BLKSIZ. This variable is in its own
library module. The module looks like this:

```
/* Default _BLKSIZ variable declaration
*
* NOTE: (16 * _BLKSIZ) is the maximum amount of memory that can
* by managed by the dynamic memory management routines.
*/

long _BLKSIZ = 65536; /* Malloc() in 64K chunks */
```

As you can see, any use of the malloc family is going to produce a
GEMDOS Malloc call for 64K of memory.

To adjust this, you simply compile your own module (or put a global
_BLKSIZ variable in your program).

This will result in the library blksiz.o module not being linked, and the
malloc routines will call for smaller memory blocks from which to parcel
out requested memory.

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3604. Update / Upgrade info for DevPac/ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-07 20:18:57 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <24236@sdcc6.ucsd.edu>
Source record: 46844

I bought the MichTron-distributed version of DevPac/ST(v.2.08)
about a year ago from my (semi) local Atari dealer. I have heard
wind of a new version of the assembler, but neither I nor the dealer
have any idea where I should write / phone / etc. Can anyone out
there in NetLand help me?
As a last resort I suppose I might try calling HiSoft directly,
but that would cost a pretty penny (not to mention that I would have
to get up pretty early in the morning to call! (grin)

-- Adam

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3605. Modem state reporting

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-07 20:53:18 UTC
From: st11w@menudo.uh.edu
Message-ID: <1991Oct7.205318.4383@menudo.uh.edu>
Source record: 46842

I am trying to get a function that'll check for a carrier detect
from the modem. I have the one that Steve Yelvington put into his
modem programming guide, but cannot get it to work. So, here's
the code, please tell me what's wrong with it or how I am not using
it right.

Thanks in advance.
-dennis

```
/* Begin Here */
/* I Hate Putting In Comments */
#include <osbind.h>
main()
{
char dummy[1];
if(rs232cd())
{
printf("\n\nThe modem reports no carrier...");
gets(dummy);
}
}
int rs232cd()
{
register long ssp; /* This function by Steve Yelvington */
register int *mfp, status; /* (steve@thelake.mn.org) */
mfp = ((int *) 0xFFFFFA00L);/* */
ssp = Super(0L); /* Enter Suporvisor mode */
status = *mfp; /* get MFP status */
Super(ssp); /* Return to user mode */
return(!(status & 0x0002)); /* check for carrier */
}
/* End Here */
```

Sorry about tabs and line length...

3606. Re: BIG color

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-08 02:31:14 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.91Oct8033114@nic.funet.fi>
Source record: 46843
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <17967@hydra.Helsinki.FI> luoto@cs.Helsinki.FI (Markku Luoto) writes:

-What choices do I have in monitors... I want a big one (at least 19")

For TT with Calamus SL I would definitely recommend 21" EIZO Flexscan. Best
picture and 21" shows the A3-page in natural size. Unlimited colors.
And to use the monitors features, a VME-connected display-card from Matrix
would be ideal. Matrix has 24-bit cards for TT.

-How many coclors do they display ?

As I said, monitor unlimited, card 16.7 milj (24-bit).

-what kind of triks do they do to the TOS ? which of them CAL.SL supports ?

Have no info about this...

- any hints, tips, or things to avoid ?

Your wallet may get lethal strikes ;-)

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator in nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

3607. Re: Modem state reporting

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-08 06:52:14 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1991Oct8.065214.6710@usenet.ins.cwru.edu>
Source record: 46845

In a previous article, st11w@menudo.uh.edu (Dennis Gray Jr.) says:

>I am trying to get a function that'll check for a carrier detect
>from the modem. I have the one that Steve Yelvington put into his
>modem programming guide, but cannot get it to work. So, here's
>the code, please tell me what's wrong with it or how I am not using
>it right.
>
>Thanks in advance.
>-dennis
>
>(code deleted)

The code as posted by Steve works. You might want to make sure you have
your modem set so that it raises and drops the carrier detect line and
doesn't leave it high all the time.

--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

3608. Re: Malloc'ing, what strategy to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-08 07:58:06 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1991Oct8.075806.9615@daimi.aau.dk>
Source record: 46846

steve@thelake.mn.org (Steve Yelvington) writes:

>[In article <1991Oct6.190308.2225@cs.yale.edu>,
> fischer-michael@cs.yale.edu (Michael Fischer) writes ...]

> > The original poster said he was writing a shell. Your solution might
> > not be so desirable since the large chunk of memory Malloc'ed by the
> > library routines would not be available to programs running under the
> > shell.

>If this is a serious problem, then it would be good to consider that
>many of the library routines also call malloc and family. Buffered
>file i/o is one thing to watch for. A little work with grep and the
>dlibs sources will produce a list of the functions that use dynamic
>memory directly. There are quite a few.

>With dlibs, it's going to be difficult to write a serious program that
>doesn't dynamically allocate memory at some point. (This is a point worth
>noting if you're writing a desk accessory, too.)

>Fortunately, it's not hard to adjust the heap granularity. The malloc
>family refers to an external variable _BLKSIZ. This variable is in its own
>library module. The module looks like this:

>/* Default _BLKSIZ variable declaration
> *
> * NOTE: (16 * _BLKSIZ) is the maximum amount of memory that can
> * by managed by the dynamic memory management routines.
> */

>long _BLKSIZ = 65536; /* Malloc() in 64K chunks */
>

>As you can see, any use of the malloc family is going to produce a
>GEMDOS Malloc call for 64K of memory.

>To adjust this, you simply compile your own module (or put a global
>_BLKSIZ variable in your program).

>This will result in the library blksiz.o module not being linked, and the
>malloc routines will call for smaller memory blocks from which to parcel
>out requested memory.

> --
> Steve Yelvington, Marine on St. Croix, Minnesota
> steve@thelake.mn.org (In winter we walk on water)

Well, as Michael Fischer has guessed, the reason for Mallocing directly was to use as little memmory as possible. This project started of bitter need because I only have 1 Meg of memory, and then a shell like Gulam is to big (when running emacs and LaTeX), and the small shells of atari.archive are to limited to run some of the unix-style-software like ls. Especially they lack wildcard expansion. I now of Allan Pratts ms-shell (distributed with metafont I think) which is a small shell, but apart from originally having problems with compiling it, I decided to try to write one myself as an exercise.

I know of the _BLKSIZ parameter, but for the reasons above, 64K is to big, and I thought that setting it to something like 100 bytes would be too little, especially with the remark of the max. 16 active heaps. I am running tos 1.4, so perhaps it really isn't a problem.

I also know that other functions are using dlibs-malloc, but it is my plan to substitute these with some of my own. Currently I think the only such function is strdup, which is easily replaced. I'm not using any stdio, so I think I'm having a chance.

The reason why I can't allocate it static, is that I want to be able to adjust the size of the history-buffer on the fly, even though this may be luxury for a shell that is supposed to be small. But I'm greedy. I want it all: history-buffer, environment, alias'es AND lots of memory for big programs.

Christian Lynbech

DAIMI office: R0.32
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

3609. Re: Serious NEODESK bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-08 11:09:54 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct08.110954.2401@actrix.gen.nz>
Source record: 46848

In article <JGJ.91Oct4070758@rcx1.ssd.csd.harris.com> jgj@ssd.csd.harris.com (Jeff Jackson) writes:
>
> I believe I have been bit bad by a bug in neodesk v3.02b (I think
> thats the right numbers & letters). It seams that when neodesk
> formats a floppy, it botches the fats & root directory causing the
> former to spew lots of tiny tiny bits all over the latter when the
> disk approaches full. Look at it with a old pd tool I have, the fat
> seams to be 3 sectores instead of 5 like they are on OK disks. I now
> have a box full of disks with trash for a root directory instead of
> the backup I made just before repartitioning my disk. I am not a
> happy camper.
>
> Has anyone else seen this? What are the odds of salvaging a few
> irreplacable files off this disk? I know they are there (I think)
> and they sould all occupy contiguous sectors -- this was a backup onto
> a clean disk after all.
>
> Thanx in advance
> --
> ==
> Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
> jgj@ssd.csd.harris.com | bust you up tonight."
> x5120 | Jesus said, "Go ahead, make my day."
> ~~~~~~~~~ -- Carman, "The Champion"

Note, the 3 sector Fat is standard for Neodesk and some other PD formaters,
You only need 3 sectors to hold the Fat, the 5 sector Fat was a Atari hick up..

What TOS are you using. ?

There is a Program , don't know the name at present
that runs as a TSR that will check for disk full problems, it was brought out by the CodeHead Team, but is PD..Sentinel or some thing like that..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3610. ST <-> SCART -- RGB and Composite Video

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-08 15:48:58 UTC
From: mathew@mantis.co.uk
Message-ID: <Bs0H03w164w@mantis.co.uk>
Source record: 46851

I have a 1040STF. Until recently I used an external modulator to give a colour picture on my Sony TV. Then the modulator box broke.

However, I now have a VCR with composite video input via a SCART connector.

Looking at the pinouts for the ST's monitor port, I believe that there are both TTL RGB outputs and a 1v p/p 75ohm composite video output, plus separate horizontal and vertical sync signals. The video wants 1v p/p 75ohm composite video in, so I thought I was in luck...

I bought an ST -> SCART connector, but connecting the ST to the video didn't give me a picture (it synced on something, but no video. Audio was fine.)

Investigating the connector, I discovered that the composite video pin at the ST end wasn't wired up to anything.

I then looked in the tech. ref. book again, and noticed that it said "Pin 2 -- composite video (where appropriate)". I have a nasty feeling I know what "where appropriate" means...

So, folks, please tell me:

1. Does an ST without an internal UHF modulator produce a composite video output, or does it only produce RGB? (i.e. How much of the video circuitry is missing on an STF?)

2. Anyone know which pin of the SCART should be wired to composite video out on the ST?

3. Do I need to do anything sneaky, like generating a combined sync from the separate H and V syncs?

I have an SM124 for mono (= serious stuff), I'm just looking for a way of getting colour out of my machine so I can play games. If I can't get composite video from my STF, I'm left with four choices:

1. Buy another modulator box or repair the one I've got.

2. Sell my 1040 STF and 520 STFM, and use the money to buy (say) a 1040 STE. (The STFM only has a SS disk drive and 512K, so it's sub-optimal for playing games... and the last thing I need is this extra computer cluttering up the place...)

3. Buy a new (Sony or Mitsubishi) TV with RGB inputs (comments?)

4. Stop playing Lemmings.

Number 4 is clearly unreasonable, so I'm hoping someone on the net can advise on the best course of action... Replies by mail, please.

mathew

3611. Re: Data Diet Demo

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-08 15:57:15 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Oct8.155715.13006@watdragon.waterloo.edu>
Source record: 46850
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Oct5.072706.17707@menudo.uh.edu> uace0@menudo.uh.edu (Michael B. Vederman) writes:
}The Data Diet Demo has just been posted to the atari.archive.umich.edu ftp site.
}
}Data Diet is the Atari REALTIME compression program. Download this
}demo of Data Diet and trim the fat from your data storage system.
} [it works on .DOC files, 'cause it's a demo...]
}- mike vederman / double click software

Um, Mike, I have a question... Can you unData-Diet these files, or should you make backups before you play with the demo? I'd hate to squish a bunch of files down, and then delete the demo, and then say, "Whoops... :-("

Chris Herborth cjherborth@{rose|lotus}.waterloo.edu
3B Hons English RPW GEnie: C.HERBORTH
Never send a monster to do the work of an Evil Scientist...

3612. TT information

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-08 15:58:48 UTC
From: dave@babelfish.ericsson.se
Message-ID: <1991Oct8.155848.11743@ericsson.se>
Source record: 46849

Is their a net review of the TT ?

Does anybody known the release date for the Unix/tower version

Does anbdoy known what comes in the developer kit ?

Thanks in advance

Dave Potts

3613. Re: GEMDOS File Functions and the STe

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-08 16:50:08 UTC
From: apratt@atari.UUCP
Message-ID: <3098@atari.UUCP>
Source record: 46855

mlake@irscscm.UUCP (Marshall Lake) writes:

>Is anyone aware of any undocumented changes with GEMDOS file functions
>on an STe from that on an ST? I'm thinking specifically of Fopen.

Nothing changed. TOS 1.4 and TOS 1.62 (STe TOS) have the same GEMDOS, save for the fix to the bug that POOLFIX fixes -- that bug was in TOS 1.4 and TOS 1.06 but not TOS 1.62. Differences in behavior can come from running or not running FOLDRxxx.PRG; differences in speed from running or not running CACHExxx.PRG, but a given configuration of these two programs should run identically whether you're running TOS 1.4 plus POOLFIX or TOS 1.62.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3614. Re: Malloc'ing, what strategy to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-08 16:58:11 UTC
From: apratt@atari.UUCP
Message-ID: <3099@atari.UUCP>
Source record: 46856

r0mill01@ULKYVX.BITNET (Robert Delius Royar) writes:

>It's also safer to Malloc in chunks divisible (no remainder) by 512 bytes.

Where did this come from? There is NOTHING in ANY piece of code that cares how much you Malloc, as long as it's more than zero bytes. Your request gets rounded up to an even number of bytes (currently; this may become "multiple of four bytes" in the future), but that's it.

On the subject of Malloc in general: I like what somebody (Steve Yelvington?) described about Dlibs. He says Dlibs does a Malloc(-1L) early on, and uses that number divided by 16 as the "chunk" size for requests from the OS. I *hope* that it doesn't prevent you from allocating more than 16 chunks of that size: with appropriate fragmentation (or TT RAM!) you can have many more than 16 times that much memory available in the system. But the flexible nature of this chunk size (small on a 1040, large on a 4MB machine) is A Good Thing. TOSes 1.4 and newer don't have "number of Mallocs" restrictions, but this algorithm is still worthwhile.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3615. Re: TT problem with keyboard interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-08 17:05:37 UTC
From: apratt@atari.UUCP
Message-ID: <3101@atari.UUCP>
Source record: 46854

```
vspicer@ccu.umanitoba.ca writes:
>Old_kbd_isr=(long)Setexc(70,kbd_isr);
>asm{
>kbd_isr:
> move.l A0,-(A7)
>
> (do other stuff)
>
> pea retrn(PC)
> move.w SR,-(A7)
> move.l Old_kbd_isr,A0
> jsr (A0) ; jmp has also been tried and failed
>
>retrn:
> move.l (A7)+,A0
> rte
>}

>this code works fine on the ST but crashes with two bombs (bus error)
>after the "jsr (A0)" command on our TT. any ideas?

Use JMP not JSR, and you need to test the word at $59e, a system variable
called "longframe." From the 68010 on there is a longer exception stack
frame, and that's what you're constructing by putting the SR and a return
PC onto the stack and jumping to an exception handler. If the word at $59e
is nonzero, you need to push a zero before the "pea" instruction. (On
ST's, $59e is an unused word in system variable space, so it's zero. On
newer TOSes, it gets initialized to a nonzero value if you're on anything
other than a 68000.)

On the other hand, since you're not doing anything useful at retrn, you can
restructure this in a stack-frame-insensitive way:

move.l a0,-(a7)
(do stuff)
move.l (a7)+,a0
move.l Old_kbd_isr,-(a7)
rts

The "move an address from memory to the stack, then rts" trick is a way to
do an indirect jump without changing any registers. Think of it as "jmp to
the address found at Old_kbd_isr" and not really an "rts" and you'll have
the idea. Since the routine you jmp to ends with RTE, and you haven't
changed the exception stack frame, you don't have to care about longframe.
```

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3616. An idea for archiver authors (hopefully new & fresh)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-08 21:25:50 UTC
From: DE7B@br1.hrz.th-darmstadt.de
Message-ID: <1991Oct08.212550.22228@infoserver.th-darmstadt.de>
Source record: 46852

```
An idea for archiver writers:

How about enabling the user to give the program a file that
just contains possible file extensions and specifying
what compression scheme ought to be used (none/default f.i.)

That could look like this:

default: .c .y .txt .doc .ps .dup # and so on
none: .arc .zoo .lzh .app .Z \ # you could call compressed
.pc? # programs APPs f.i.
[Actually default wouldn't be needed, but for programs trying
various algorithms, it would be helpful to specify "crunch:"]

How many files do you have that end in .c [on any system] that
don't contain mostly ASCII ? How many .zoo files are there that
do ?

I think such a scheme would be extremeley helpful when arcing up
directory trees f.e. , that contain archives themselves. It's pretty
annoying to wait for half an hour to see an archiver grind through
an already compressed file, if the program makes it at all.

Nat!
```

3617. HELP!! Disk drive troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-09 00:06:22 UTC
From: km456265@longs.LANCE.ColoState.Edu
Message-ID: <18276@ccncsu.ColoState.EDU>
Source record: 46853

Sender:
Reply-To: km456265@longs.LANCE.ColoState.Edu (Kevin Melsheimer)
Followup-To:
Distribution:
Organization: Colorado State University, Fort Collins, CO 80523
Keywords: floppy drive problems

I am in desperate need of help. Today while using my atari 520st
I put my favorite game I played the day before in the disk drive,
turned on the computer and had three bombs appear on my screen.
Ithought to myself, well the disk just went bad, oh well. So I
tried another, to find a set of four bombs(cold boot). Great
another bad disk I thought to myself. So I put in another and
another and another. Well, you get the picture. I eventually
came to the conclusion that my disk drive was broke (after all it
has a lot of time on it). So I took my single sided drive out of
the closet and tried to boot up again--no luck. I thought to
myself, maybe its the contacts, so I sprayed the connectors with
ith some contact cleaner and tried again...still nothing. Then
I remembered that the chips sometimes needed to be reseated, so
I undid the atari and unseated and reseated the chips closest
to the drive connector. This time the machine did boot up and
didn't give me the usual assortment of 3 and 4 bombs along with
the occassional 2 bombs. The drive actually read a disk. This
may have been due to just finding a disk that would work or it
could have been that what I did fixed it. But it wasn't fixed
Now I can only read about 10% of my disks.

I thought that this might be due to alignment problems but I
don't think that it would affect both drives. Could it be the
controller chip? If so which chip needs replacement, how can I
get one and how much. If it is alignment, how can I test for
this and correct it?

Any help in this matter is much aprreciated,
Thankyou
Kevin Melsheimer
km456265@longs.LANCE.ColoState.Edu

3618. Re: Running programs from accessories....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-09 05:28:45 UTC
From: elrond@frmug.fr.mugnet.org
Message-ID: <1991Oct9.052845.7013@frmug.fr.mugnet.org>
Source record: 46865

In article <rjwalsh.686790424@unix2.tcd.ie>, rjwalsh@unix2.tcd.ie (Robert Walsh) writes:
>
> I have just started messing about writing desktop accessories, and one
> of the first things I tried was to use pexec() to run genst.prg from an
> accessory (no particular reason for picking Genst - it was just a test...). And
> it worked! I was able to freely switch between the desktop, or what ever program

You can't do that!

you must renembr all the good programming rules from atari. An accessory
can't malloc memory after his initialsiation. Pexec() do a malloc so Pexec is
forbieden in accessorys.

--
Bertrand Petit	Signature is under construction
alias	
>Elrond le demi-Elfe<	Be sure to wear your helmet

3619. Re: Malloc'ing, what strategy to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-09 11:23:12 UTC
From: mlake@irscscm.UUCP
Message-ID: <1991Oct9.112312.21238@irscscm.UUCP>
Source record: 46859

In article <1991Oct7.100639.17684@vlsi.louisville.edu> r0mill01@ULKYVX.BITNET writes:
>It's also safer to Malloc in chunks divisible (no remainder) by 512 bytes.

Why? What could happen if you don't?

--
Marshall Lake
mlake@irscscm.UUCP
...!uunet!media!ka3ovk!irscscm!mlake

3620. Wanted: Rom listing for 520 st (Double Bus Fault)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-09 14:46:20 UTC
From: lvandyke@balboa.eng.uci.edu
Message-ID: <28F3163C.4570@orion.oac.uci.edu>
Source record: 46857

Hi, I have a broken 520 st with a memory mod by Zubair interfaces, the
ez-ram II which was installed by the board maker Zubair. After
the system was moved it stopped working.

After numerous phone attempts to have my calls returned,
I have hooked up the box to a logic analyzer and now need
a rom listing to figure out where the bus fault occurs.

Many thanks if anyone can supply me with this.

--
Lee Van Dyke
lvandyke@balboa.eng.uci.edu,
UUCP: infotec!Infotec.COM!lee@sunkist.West.Sun.COM

3621. Re: Data Diet Demo

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-09 15:07:32 UTC
From: uace0@menudo.uh.edu
Message-ID: <1991Oct9.150732.22811@menudo.uh.edu>
Source record: 46858
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris-

The Data Diet demo will allow you to "normalize" all your dietized files. Of course, like any demo, it is strongly recommended to have a backup of your files... ;)

- keith gerdes

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

3622. Re: Running programs from accessories....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-09 17:17:08 UTC
From: cmedley@next18pg2.wam.umd.edu
Message-ID: <1991Oct9.171708.13520@wam.umd.edu>
Source record: 46860

In article <rjwalsh.686790424@unix2.tcd.ie> rjwalsh@unix2.tcd.ie (Robert Walsh) writes:
>
> I have just started messing about writing desktop accessories, and one
> of the first things I tried was to use pexec() to run genst.prg from an
> accessory (no particular reason for picking Genst - it was just a test...). And
> it worked!

I have to say I'm a little shocked that it ran, but it does seem possible. I think there are a lot of logical reasons why it a shell might not be 100% feasible, but this is how I understand the German product MultiGEM works. <Can someone elaborate on that product?>

> accessory still keep running? If so, I should be able to start up a new copy of
> Genst to do something else... Maybe a shell would be viable?

I kind of like the integrated environment of GENST2.PRG now, but I have to admit that running it as a DA might be nice for some special cases. Would be interesting idea to play with....

3623. Re: Update / Upgrade info for DevPac/ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-09 18:37:33 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1991Oct9.183733.19619@uvm.edu>
Source record: 46862

From article <24236@sdcc6.ucsd.edu>, by atilghma@sdcc13.ucsd.edu (Adam Tilghman):
>
> I bought the MichTron-distributed version of DevPac/ST(v.2.08)
> about a year ago from my (semi) local Atari dealer. I have heard
> wind of a new version of the assembler, but neither I nor the dealer
> have any idea where I should write / phone / etc. Can anyone out
> there in NetLand help me?
> As a last resort I suppose I might try calling HiSoft directly,
> but that would cost a pretty penny (not to mention that I would have
> to get up pretty early in the morning to call! (grin)
>
> -- Adam
>
> --
> ==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
> == "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

Goldleaf (Wordflair) has the U.S. concession for Hisoft now. I don't have the
number, but somebody can surely help. I have to call them to see if
the Lattice tools (profiler, source debugger, MAKE!!!) are available in
the U.S.A., and also about my copy of Devpac 2.
I believe that Goldleaf has net access too, perhaps they should answer
directly. (Hey, have to justify leaving in the above .sig somehow 8-).

ciao,

Bob Pegram

pegram@{griffin,sadye,kira,newton}.uvm.edu
or
...!uunet!uvm-gen!pegram

3624. Printer woes

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-09 19:08:53 UTC
From: oplinger@minerva.crd.ge.com
Message-ID: <24139@crdgw1.crd.ge.com>
Source record: 46863
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have some text files and some postscript files I need to send to a printer to print. They are large and the postscript contains some complicated (like any postscript isn't) routines. If the printer has to do too much processing of the postscript, it pauses the data transfer. If the pause is too long, the computer just gives up trying to send the data to the printer. Help, what can I do? The printer could be connected to the serial port, is that my solution? Is there some piece of software which is smaret enough to poll the printer port and ignore the machines port isn't working status, or.....?

Machine is 4 Meg STe.

--
brian
oplinger@crd.ge.com

<#include standard.disclaimer>

3625. Re: Malloc'ing, what strategy to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-09 19:09:24 UTC
From: steve@thelake.mn.org
Message-ID: <A1898714953@thelake.mn.org>
Source record: 46861

```
[In article <3099@atari.UUCP>,
apratt@atari.UUCP (Allan Pratt) writes ... ]

> On the subject of Malloc in general: I like what somebody (Steve
> Yelvington?) described about Dlibs. He says Dlibs does a Malloc(-1L) early
> on, and uses that number divided by 16 as the "chunk" size for requests
> from the OS.

Actually, no, I didn't say that -- near as I can tell from reading Dale's
code, dlibs never changes _BLKSIZ. The code *will* allocate more than
16 * _BLKSIZ if you ask for more than _BLKSIZ memory at once, but if you
want to malloc 88 bazillion little line buffers on a big-memory TT, you'll
run into a library limitation unless you do something to change _BLKSIZ.

The simplest place to implement the algorithm Allan describes is in
dstart.s. I have NOT tested the following code, but I see no reason why
it couldn't be done like so:

******************
.bss
.globl __BLKSIZ ; add this to the declarations
.comm __BLKSIZ,4 ; at the top of dstart.s

*******************
.text ;
; add this just above the
; ``jsr __main'' line in dstart.s
;
;
move.l #-1,-(sp) ; push -1L
move.w #72,-(sp) ; function 72 (Malloc)
jsr _gemdos ; call GEMDOS
asr.l #4,d0 ; shift right to divide by 16
move.l d0,__BLKSIZ ; and put the result into _BLKSIZ
;
; now you can jsr to the __main library
; module, which initializes stdio.
;

Note: I still can't write asm worth a hoot. Sozobon translated this
from C for me.

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)
```

3626. Re: Serious NEODESK bug

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-09 21:35:54 UTC
From: boblu@tekgen.BV.TEK.COM
Message-ID: <8481@tekgen.BV.TEK.COM>
Source record: 46864

In article <JGJ.91Oct5134032@hcx2.ssd.csd.harris.com> jgj@ssd.csd.harris.com (Jeff Jackson) writes:
>I've debugged the problem further and determined the problem was actually
>in the backup program, Diamond. The new version of neodesk uses a slightly
>different format than "standard." This format as 3 sector fats instead of
>5 sector ones. This evidently gives you 4 more sectores (2K) of space on
>your disk. Diamond, to avoid the inefficiencies of opening hundreds of files,
>writes the disk image directly. It creates 5 sector fats, but doesn't
>rewrite sector 0. By modifying the sector with a sector editor (the byte
>is at offset 0x16), changing a byte from 0x3 to 0x5, I resurrected all my disks.

Your e-mail response indicated you were using Diamond Back I V1.0. That
version is well over 3 years old and was not 3 sector FAT aware and was replaced
with Diamond Back II over 2+ years ago. All versions of Diamond Back II are
3 sector FAT aware(actually, they are ANY sector FAT aware). Upgrades
to Diamond Back II V2.30 are obtained by sending your oiginal disk and:

$10 From ANY version V2.11 or earlier (Including Diamond Back I) or
$5 From any version V2.20 or greater
+ $1 S&H to:

Oregon Research Associates
16200 S.W. Pacific Hwy., Suite 162
Tigard, OR 97224

Enjoy,

---- ----
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

3627. Re: line feeds

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-09 23:39:54 UTC
From: harold@alice.hobby.nl
Message-ID: <5101523@alice.hobby.nl>
Source record: 46888

In article <1991Oct4.150815.2139@tripos.com> downey@tripos.com
(Tom Downey) writes:
> I am trying to uudecode files I get from my SUN,
> and having problems... I think it is because when
> I do an ascii capture of the text, my atari is
> putting a line feed ('0x0d') before every \n.
I think you mean that a cariage return is inserted but never mind that.

TOS as MSDOS uses the convention of \r\n as textline ending
whereas UNIX (SUN) uses \n as line ending

Cure don't capture uudecode files but send them in binary mode using
some protocol (in that case you can decode them at the unix side before
transfer). Or use a decode program (UUD.TTP) that doesn't care about
whether the text
is in DOS style or UNIX style

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3628. Accelerators & Emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-10 02:24:43 UTC
From: steveg@cseic.saic.com
Message-ID: <3855506@MVB.SAIC.COM>
Source record: 46866
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

With the DC AtariFest just a couple of days away, I'm trying to decide
how to put myself in the poor house and was wondering if
I could cram say a T16 accelerator *AND* PC-Speed (or any two similar
products) inside my Mega ST. Has anyone out there done this?
I assume I'd have to stack one on top of the other as they both plug into
the 68000's socket and provide a pass thru. Is there enough clearance?
Will the work together?

P.S. I know that the T16 won't make PC-Speed any faster, but are they
compatible?
--

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

3629. Re: Malloc'ing, what strategy to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-10 03:59:06 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0i3mwtm@jonh.wimsey.bc.ca>
Source record: 46867

In <3099@atari.UUCP>, Allan Pratt writes:

>....... TOSes 1.4 and newer don't have "number of
>Mallocs" restrictions, but this algorithm is still worthwhile.

Really? I thought that the Malloc limit had merely increased
like the folder limit. Is there really no limit to the number of
Mallocs a program can do?

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

3630. Re: Malloc'ing, what strategy to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-10 04:55:06 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0bd2drs@nathan.ruhr.de>
Source record: 46870

In <A1176704839@thelake.mn.org>, Steve Yelvington writes:

> > The original poster said he was writing a shell. Your solution might
> > not be so desirable since the large chunk of memory Malloc'ed by the
> > library routines would not be available to programs running under the
> > shell.
>
>With dlibs, it's going to be difficult to write a serious program that
>doesn't dynamically allocate memory at some point. (This is a point worth
>noting if you're writing a desk accessory, too.)
>
>Fortunately, it's not hard to adjust the heap granularity. The malloc
>family refers to an external variable _BLKSIZ. This variable is in its own
>library module. The module looks like this:
>
>/* Default _BLKSIZ variable declaration
> *
> * NOTE: (16 * _BLKSIZ) is the maximum amount of memory that can
> * by managed by the dynamic memory management routines.
> */
>
>long _BLKSIZ = 65536; /* Malloc() in 64K chunks */
>
>
>As you can see, any use of the malloc family is going to produce a
>GEMDOS Malloc call for 64K of memory.
Hey, it's not that worse. Each time malloc() is called, the routines
check if you want more than _BLKSIZE KByte of Memory. If yes, the routines
will call Malloc() with that size.
If you ant less than _BLKSIZE, the routines check if they have Malloc()'ed
enough space before. If yes, they'll give back a adresss in that previously
Malloc()'ed area. If not, they'll do a new Malloc().

Just one example how it look like in real life:

[Start of programm]

In the C-Source System call
malloc (10) Malloc (BLKSIZE) returning address A
malloc (30000) none, lib returns a+10
malloc (30000) none, lib returns a+30010
malloc (10000) Malloc (BLKSIZE) returning address B
malloc (500) none, lib returns a+60510
malloc (100K) Malloc (100K)

Now you'll see what's happening: The libraries request memory in chucks of
64 MByte and give that memory to the programm when it needs memory. If
the programm needs more memory than the libs have left internally, they'll
request a new chunck from OS. If the programm wants more than BLKSIZE,
the libs pass this request to Malloc()....
/s/
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

3631. Re: TT ram and SCSI-access

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-10 11:37:54 UTC
From: Jan.Willekens@p12.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.12_28f42eb8@linn.fidonet.org>
Source record: 46702

In a message of <04 Oct 91 09:09:35>, seimet@rhrk.uni-kl.de (2:320/100.1) writes:

s> Why is it impossible to write the last _physical_ page of TT ram on
s> hard disc?

Hmm , i wonder, isn't this because you can't transfer data from/to TT Ram from/to hard disk without frist copying it to ST Ram and then transferring it from/to this ST Ram from/to the hard disk?

Greetings... - Jan -

--- STabloid's Chief Editor... Prerelease out NOW!
Jan.Willekens@p12.f202.n281.z2.fidonet.org
or Jan.Willekens@p12.f202.n281.z2.linn.gna.tfd.com

3632. gdb

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-10 12:52:22 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Oct10075222@rcx1.ssd.csd.harris.com>
Source record: 46886

I just downloaded gcc and gdb off of atari.archive.umich.edu. I got gcc to compile hello world, but so far, all I've got gdb to do is crash the machine. Has anyone gotten it to work? Am I missing something? Am I just a dolt? Whoa, don't answer that last one :-).

Thanx in advance.

--
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
~~~~~~~~~

3633. Programming Rules (was Re: Running programs from accessories....)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-10 13:34:57 UTC
From: au215@cleveland.Freenet.Edu
Message-ID: <1991Oct10.133457.332@usenet.ins.cwru.edu>
Source record: 46868

In a previous article, elrond@frmug.fr.mugnet.org (Bertrand Petit) says:
> you must renembr all the good programming rules from atari. An accessory
>can't malloc memory after his initialsiation. Pexec() do a malloc so Pexec is
>forbieden in accessorys.

Just wondering - where do these "good programming rules" actually come
from? Are they only available if you buy the Developers' Kit?

3634. Re: Programming Rules (was Re: Running programs from accessories....)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-10 17:39:49 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Oct10.123949.2369@doug.cae.wisc.edu>
Source record: 46873

In article <1991Oct10.133457.332@usenet.ins.cwru.edu> au215@cleveland.Freenet.Edu (Stephen K. Mulrine) writes:
>
>In a previous article, elrond@frmug.fr.mugnet.org (Bertrand Petit) says:
>> you must renembr all the good programming rules from atari. An accessory
>>can't malloc memory after his initialsiation. Pexec() do a malloc so Pexec is
>>forbieden in accessorys.
>
>Just wondering - where do these "good programming rules" actually come
>from? Are they only available if you buy the Developers' Kit?

Well, what they neglected to tell you is that the rules change with
such things as:

1) Barametric Pressure differential between here and Europe.
2) The average per second failure of an Atari dealership nowhere near you.
3) The impending doom everybody knows about, but refuses to recognize.

Gather these three things and the programming practice of the day, is
very very clear.

--Greg

3635. Re: An old idea for archiver authors (new & fresh in ST world?)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-11 00:17:38 UTC
From: vsnyder@jato.jpl.nasa.gov
Message-ID: <1991Oct11.001738.20348@jato.jpl.nasa.gov>
Source record: 46871

I've been using ARJ on my PC lately. It has a nifty feature I'd really appreciate on my ST: It can segment archives to whatever size you like, and write them directly to floppies. It knows standard floppy sizes like "360" without you having to get it right down to the byte.

I really like TURTLE, but I'd rather have something that compresses on-the-fly.
--
vsnyder@jato.Jpl.Nasa.Gov vsnyder@math.Jpl.Nasa.Gov <-- preferred
ames!elroy!jato!vsnyder ames!elroy!math!vsnyder
vsnyder@jato.uucp

3636. Re: Running programs from accessories....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-11 09:36:43 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1991Oct11.093643.26270@daimi.aau.dk>
Source record: 46880

elrond@frmug.fr.mugnet.org (Bertrand Petit) writes:

...
> You can't do that!

> you must renembr all the good programming rules from atari. An accessory
>can't malloc memory after his initialsiation. Pexec() do a malloc so Pexec is
>forbieden in accessorys.

Is this really correct. Are there really no legal means of getting more memory or
spawn a program. Would it be bad if I started up a program from an accessory
and kept control until the program had finished and thus released its memory?

What is the problem anyway?

Christian Lynbech

DAIMI office: R0.32
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

3637. Re: Running programs from accessories....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-11 11:05:32 UTC
From: d91jn@efd.lth.se
Message-ID: <1991Oct11.110532.27063@lth.se>
Source record: 46869

In article <1991Oct9.052845.7013@frmug.fr.mugnet.org> elrond@frmug.fr.mugnet.org (Bertrand Petit) writes:
> You can't do that!
>
> you must renembr all the good programming rules from atari. An accessory
>can't malloc memory after his initialsiation. Pexec() do a malloc so Pexec is
>forbieden in accessorys.

Does that means that there is no properly written RAM-disk accessories around?
Is there a possibility that my fav. (VDISK.ACC) will fail in the future?:-\
This can't be true, can it?

Just wondering...
jn

3638. Re: Running programs from accessories....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-11 15:16:07 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Oct11.151607.19140@watdragon.waterloo.edu>
Source record: 46878

In article <1991Oct11.110532.27063@lth.se> d91jn@efd.lth.se (Jerker Nilsson) writes:
}In article <1991Oct9.052845.7013@frmug.fr.mugnet.org> elrond@frmug.fr.mugnet.org
(Bertrand Petit) writes:
}> You can't do that!
}>
}> you must renembr all the good programming rules from atari. An accessory
}>can't malloc memory after his initialsiation. Pexec() do a malloc so Pexec is
}>forbieden in accessorys.
}
}Does that means that there is no properly written RAM-disk accessories around?
}Is there a possibility that my fav. (VDISK.ACC) will fail in the future?:-\
}This can't be true, can it?
}
}Just wondering...
} jn

Hey, yah, I've got several RAMDisk accessories that would Malloc() at any point
after booting... SI_RAM for example can install a RAMdisk and spooler of
whatever size you specify, and then uninstall them if you want. Does this mean
that if I try that in a program, my ST'll puke?

---------------==---------------
Chris Herborth, 3B Hons English RPW cjherborth@{rose|lotus}.waterloo.edu
Tom Waits says: GEnie: C.HERBORTH
Don't trust a man in a blue trench coat/Don't drive a car when you're dead.

3639. 3.5" floppy ribbon cable

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-11 15:59:52 UTC
From: fsctc@lercuts.lerc.nasa.gov
Message-ID: <1991Oct11.155952.8701@eagle.lerc.nasa.gov>
Source record: 46879

Okay, guys. I have a really stupid question. Let's see if anyone can set me straight. On the 34-pin ribbon cable that goes to the ST's floppy, the wires are numbered from 1 to 34 consecutively, starting with the wire that has the red stripe, right?

The reason that I'm asking this is because I'm not sure whether the instruction that I got for making the connection of an external floppy to my ST is correct. The instruction says all ODD lines in the ribbon cable are to be grounded, while most of the signals are in the even lines. Well, I made the connection and found out that all of the EVEN lines on the floppy drive are grounded, not the ODD lines. Yes, I checked to make sure I plugged the header in the correct way. All of the pins are now connected to each other. So, is the cable wiring numbering something like 2-1-4-3 ... or should the EVEN lines on the ribbon cable be connected? Do I sound confused?

Secondly, is there a file that detail how to hook up an external 3.5" floppy to the ST's 14-pin DIN plug?

Dr. Tsuji, are you still monitoring this SIG? I haven't been able to get through to you.

Clarence

3640. Re: Running programs from accessories....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-11 17:31:12 UTC
From: steve@thelake.mn.org
Message-ID: <A1676023627@thelake.mn.org>
Source record: 46874

lynbech@daimi.aau.dk (Christian Lynbech) writes ...

> Is this really correct. Are there really no legal means of getting
> more memory or spawn a program. Would it be bad if I started up a
> program from an accessory and kept control until the program had
> finished and thus released its memory?

There are ways for a desk accessory to use GEMDOS resources. You just have to understand where and why to be careful. Here's a very unofficial description distilled from public sources. I'm not a developer, and I hope that if there are errors below, a definitive source can correct them.

Desk Accessories aren't legal citizens of GEMDOS. They're aliens whose presence is unrecognized. They aren't allowed to own property in the GEMDOS realm, such as memory and file handles.

They may occasionally transact GEMDOS business. But the Desk Accessory has to be careful not to get caught. If it can pick up a tool, use it, and put it down before anybody notices, there's no problem. GEMDOS ``thinks'' that a real citizen -- the current Application -- is doing the work.

Big trouble can arise if an Application terminates, leaving a Desk Accessory holding something it doesn't own.

How can that happen? Keep in mind that the AES Event Manager is a gross, ``cooperative'' multitasker. It lets an Application and several Desk Accessories voluntarily pass control back and forth.

GEMDOS is blind to the whole process. If a DA opens a file and then calls on the Event Manager for input, the Application may regain control and terminate. GEMDOS may then assign the resources to another Application. Big trouble ensues.

You can still perform file access from a DA, however.

Example: You're writing a Desk Accessory that sends files in the background via Xmodem/Ymodem.

You Fopen a file, Fread a block, make note of your position in that file, and then Fclose it. Format the block and dump it out the serial port (which has its own buffer), then call the Event Manager. Other programs can run while the data crawls out the modem, one bit at a time.

When you're awakened by the Event Manager, Fopen the file, Fseek to your position, Fread the next block, Fclose.

In this manner, you're never caught holding a GEMDOS tool when a task switch takes place.

Dynamic memory allocation can work the same way. You can Malloc, quickly use, and Free memory. More useful, though, is the technique of dynamically allocating memory from your own private static buffer. GNOME, a Desk Accessory version of MicroEMACS, uses this technique and does not call Malloc.

(Since a Desk Accessory is loaded and started by the Desktop, and since the Desktop never terminates, it may be possible for a DA to Malloc memory in that context. I presume that's how a configurable RAMdisk might be implemented as an .ACC. I have not tried it.)

I believe the restrictions on Pexec are more severe than the restrictions on file and memory usage. The most recent semiofficial advice I've seen is a flat ``don't ever call Pexec from a Desk Accessory.'' Charles F. Johnson of Codehead Software suggested recently on GEnie that you can write your own routines to load a program into memory, perform any necessary address reference fixups, and start it. However, I have to wonder how GEMDOS handles a Pterm or Pterm0 in that context. It might be necessary to intercept that call.

cjherborth@rose.waterloo.edu (Chris Herborth) writes ...

> Hey, yah, I've got several RAMDisk accessories that would Malloc() at
> any point after booting... SI_RAM for example can install a RAMdisk
> and spooler of whatever size you specify, and then uninstall them if
> you want. Does this mean that if I try that in a program, my ST'll
> puke?

and d91jn@efd.lth.se (Jerker Nilsson) writes...

> Does that means that there is no properly written RAM-disk
> accessories around? Is there a possibility that my fav.
> (VDISK.ACC) will fail in the future?:-\ This can't be true, can
> it?

I wouldn't assume that they're calling Malloc. I believe that I remember some discussion of this issue from a couple of years ago, and one solution involved stealing memory from the system by fiddling with the _memtop system variable (at 0x436).

However, I don't know whether that's legal. The Abacus documentation for Ssbrk (xbios function 0x01) says that it reserves memory at the top of RAM, which leads me to think that it must adjust _memtop. The Abacus documentation also says that Ssbrk ``must be called before initializing the operating system,'' i.e., from boot ROM, which would make it useless.

The Abacus books are often wrong. Perhaps someone who knows the truth can discuss the issue.

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3641. StyleWriter

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-11 23:10:33 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1991Oct11.231033.28009@ccu.umanitoba.ca>
Source record: 46876

I bought a Canon BubbleJet recently and it is nice and fast
for ASCII files using resident fonts. However, while it has nice quality
with PageStream, it is impractical for this purpose because of the speed:
12 minutes for one page. This is frustrating because the Apple StyleWriter
(same price) can print the same quality from a Mac Plus in 2 minutes,
presumably because it uses data compression. Furthermore, I have not
yet found a driver to use the bubbleJet in MAC mode with a GCR. I think
I might have been better to buy a StyleWriter bu that raises the question:

Has anyone tried to write an ST driver (GDOS or other) for the Apple
StyleWriter. Such a thing should provide much faster graphics printing in ST
mode (if one could use the compression), and could be used directly
in MAC mode (also at faster speed). The only thing you lose is printing
ASCII files with resident fonts... which is OK for me.

3642. Re: Using SC1224 with a PC (How about an SM124?)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-12 00:48:42 UTC
From: slp9m@cc.usu.edu
Message-ID: <1991Oct11.184843.49731@cc.usu.edu>
Source record: 46872

In article <1991Oct6.212554.12734@mtunf.att.com>, rdb@mtunf.att.com (Ron DeBlock) writes:
>
> Is a SC1224 color monitor usable with a PC clone in any video mode?
> I don't feel like buying another color monitor. I realize that the
> connector will need to be changed at minimum. I can solder, so simple
> hardware mods are not a problem.

I'd lie to do the same with an SM124.

> Any information is appreciated.

ditto

##
Scott E. Parker WA7VYJ # INTERNET: SLP9M@cc.usu.edu
Center for Atmospheric & Space Sciences # Twisted pair: (801) 750-2975
Utah State University # Home: (801) 753-3924
Logan, UT 84322-4405 #
##

3643. 3.5" floppy question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-12 02:09:43 UTC
From: cse0071@uoft02.utoledo.edu
Message-ID: <1991Oct11.210943.5002@uoft02.utoledo.edu>
Source record: 46875

Recently I have acquired a working Mitsubishi IBM 3.5" 720k disk drive mechanism, I remember a couple of years ago building your own external drive your own were available. My question is does anyone have instructions of what parts I would need and how to put them together for the ST?? I don't need a 2nd drive but being I have the mech I'm hoping it would be an inexpensive project to enhance my system.

```
////////////////////////////////////////////////////////////////////////////
/ * * * John STacy - cse0071@uoft02.utoledo.edu -- BITNET /
/ * * * IN%"cse0071@uoft02.utoledo.edu" -- INTERNET /
/ * * * /
/ * * * /
/ * * * Motorola >> Intel /
////////////////////////////////////////////////////////////////////////////
```

3644. 9600bps question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-12 02:12:05 UTC
From: cse0071@uoft02.utoledo.edu
Message-ID: <1991Oct11.211205.5003@uoft02.utoledo.edu>
Source record: 46877

I have been using a Supra2400 modem for several years, but now I
keep hearing of how affordable 9600bps modems currently are, my University
now has 9600 call up lines, can anyone suggest a good but affordable
modem to use with their ST?

```
////////////////////////////////////////////////////////////////////////////
/ * * * John STacy - cse0071@uoft02.utoledo.edu -- BITNET /
/ * * * IN%"cse0071@uoft02.utoledo.edu" -- INTERNET /
/ * * * /
/ * * * /
/ * * * Motorola >> Intel /
/* * * /
////////////////////////////////////////////////////////////////////////////
```

3645. Adding onto a Supra 20 HD?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-12 06:24:54 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91285.022454JJL101@psuvm.psu.edu>
Source record: 46881
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just recently (Thank heavens finally) went the route of a hard drive
for the ST, a used Supra 20 drive. Well... I would like to know for future
reference is there a way to add onto this, replace the Rodime drive mech with
a larger one, or chain another onto it cheaper, etc?
Any info would be appreciated.

****
* * John J. Lehett * JJL101@PSUVM *
* J.J. * Penn State * *
* * Center for Academic Computing * JJL101@PSUVM.PSU.EDU *
****
* Atari ST's!, Games, Puzzles, Cryptos, Programming, Chaos Theory *
****

3646. Re: 9600bps question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-12 15:39:44 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.91Oct12163944@nic.funet.fi>
Source record: 46884

In article <1991Oct11.211205.5003@uoft02.utoledo.edu> cse0071@uoft02.utoledo.edu writes:

I have been using a Supra2400 modem for several years, but now I
keep hearing of how affordable 9600bps modems currently are, my University
now has 9600 call up lines, can anyone suggest a good but affordable
modem to use with their ST?

Almost any V.32 is good for using with ST. And they all have MNP error
correction. You could look for one that has V.42/V.42bis protocols
too. And you should check which protocols do the modems at the
University support.
ST's serial port is limited to 19200bps, so you cant get the full
efficiency of V.42bis, but it is still alot faster than MNP 5. MNP 5
is slow because it takes time to do the compressing/uncompressing.
V.42 does this much faster.
My recommendation is to look for Anchor 96 E 5. It has many
capabilities that even USRobotics can only dream about and it is still
quite affordable priced. And German Atarians think it is good...

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator in nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

3647. Re: Running programs from accessories....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-12 19:25:30 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <814P01w164w@sys6626.bison.mb.ca>
Source record: 46882

cjherborth@rose.waterloo.edu (Chris Herborth) writes:

> Hey, yah, I've got several RAMDisk accessories that would Malloc() at any poi
> after booting... SI_RAM for example can install a RAMdisk and spooler of
> whatever size you specify, and then uninstall them if you want. Does this me
> that if I try that in a program, my ST'll puke?

Or what about the NeoDesk clipboard that expands and contracts as it
needs to...

+--+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+--+

3648. deka troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-12 22:04:38 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <43477@ucbvax.BERKELEY.EDU>
Source record: 46883

I'm having DEKA troubles. nameley, it won't do anything. I have
a 520STm, 4megs of simm ram, 1 spectre gcr and all the ports except the
midi are full up. Do I need more power?

If so, which are the two ICs to replace for extra current?

]

John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

3649. DOC: Writing communications software

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-13 03:15:54 UTC
From: steve@thelake.mn.org
Message-ID: <A2986022732@thelake.mn.org>
Source record: 46885

It's been a few weeks since I posted the original version of this, and there have been some additions and changes. As usual, corrections/ suggestions/complaints/questions are appreciated.

0/ cut here
==0\==========

The Atari ST modem programming guide
October 12, 1991

Copyright 1991 Steve Yelvington
Internet: <steve@thelake.mn.org>
GEnie: S.YELVINGTO2

Introduction

Modem i/o on the ST is isn't difficult. In fact, compared with other personal systems, the ST is unusually easy to program for serial communications.

The hard work is done for you. TOS includes interrupt-driven serial port routines. This means that when a character arrives at the serial port, TOS breaks away from whatever it's doing, grabs the character, stores it in a buffer, and returns to the task that was interrupted. You don't need to write code to do that.

The serial port buffers -- one for input, one for output -- are FIFO (First In, First Out) queues. TOS provides functions for reading from the input buffer, writing to the output buffer, and even changing the size of the buffers.

All you have to do is read from or write to the serial port as if it were a console.

This document contains examples in C. If you're programming in another language, don't despair, because C is used here only to string together TOS functions. The strategies don't change when you shift to another system of notation.

The modem i/o routines

Both BIOS and GEMDOS provide functions for single-character serial i/o that work exactly like their console equivalents.

>From GEMDOS:

```
Console Serial Description
------- ------ -----------
Cconin Read a character with echo
Cnecin Cauxin Read a character without echo
Cconout Cauxout Write a character
Cconis Cauxis Return TRUE if a character is available
Cconos Cauxos Return TRUE if output is possible, i.e.,
the output buffer has room for more data
```

There is not a serial port equivalent for Cconws, but you should be able to write one easily enough:

```
#include <osbind.h>
void Cauxws(s) /* write a nul-terminated string to the aux port */
register char *s;
{
register char c;
while (c=*s++)
Cauxout(c);
}
```

In C, GEMDOS functions usually are implemented as preprocessor macros that translate into gemdos() function calls. Other languages may require that you write GEMDOS calls explicitly. If you're coding in assembler, you should be able to translate the following by keeping in mind that you push the arguments onto the stack from right to left and then call trap #1 for gemdos.

Here are common C preprocessor definitions for the above-mentioned operations (plus a few more).

```
#define Cconin() (long) gemdos(0x1)
#define Cconout(a) (void) gemdos(0x2,(short)(a))
#define Cauxin() (short) gemdos(0x3)
#define Cauxout(a) (void) gemdos(0x4,(short)(a))
#define Cprnout(a) (void) gemdos(0x5,(short)(a))
#define Cnecin() (long) gemdos(0x8)
#define Crawio(a) (long) gemdos(0x6,(short)(a))
#define Crawcin() (long) gemdos(0x7)
#define Cconws(a) (void) gemdos(0x9,(char*)(a))
#define Cconrs(a) (void) gemdos(0x0a,(char*)(a))
#define Cconis() (short) gemdos(0x0b)
#define Cconos() (short) gemdos(0x10)
#define Cprnos() (short) gemdos(0x11)
#define Cauxis() (short) gemdos(0x12)
#define Cauxos() (short) gemdos(0x13)
```

What about BIOS?

>From BIOS, the approach is slightly different. BIOS provides one function for each operation, with the device indicated by an argument. The first argument to the function is the device number:

```
Console Serial Description
------- ------ -----------
Bconin(2) Bconin(1) Read a character
Bconout(2,c) Bconout(1,c) Write a character c
Bconstat(2) Bconstat(1) Return TRUE if a character is available
Bcostat(2) Bcostat(1) Return TRUE if output is possible

Note that the device numbers used by the BIOS are different from the
file handles used at the GEMDOS level. The BIOS device numbers may be
defined in this fashion:

#define BCON_PRT 0 /* printer */
#define BCON_AUX 1 /* aux (modem) port */
#define BCON_CON 2 /* console */
#define BCON_MIDI 3 /* MIDI port */
#define BCON_KBD 4 /* intelligent keyboard device output */
#define BCON_RAW 5 /* raw console output, no VT52 */

The BIOS macros are defined as follows:

#define Bconstat(dev) bios(1,(short)(dev))
#define Bconin(dev) bios(2,(short)(dev))
#define Bconout(dev,ch) bios(3,(short)(dev),(short)(ch))
#define Bcostat(dev) bios(8,(short)(dev))

If you're using assembly language, the bios trap is #13.

There is a no function to read a string from the serial port at
either the GEMDOS level or the BIOS level. For reasons that will
become clear shortly, you should write your own.

All of the GEMDOS and BIOS input functions return 32-bit LONG values.

In the case of the serial port, only the low 8 bits are interesting.

In the case of the console, the low 8 bits will contain the
ASCII code corresponding to the key -- if there is one. If the
keystroke is a nonstandard key, such as a function key, HELP or
UNDO, the low eight bits will be an ASCII nul value. In all
cases, the upper 24 bits contain a unique keyscan code and
information regarding the state of the shift keys.

A simple terminal program
-------------------------

A ``dumb'' terminal program using these functions is simple to write.
All you need is a loop in which you will ``poll'' the console and the
serial port. It might look like this:

#include <osbind.h>
#define BANNER "\033EIncredibly dumb full-duplex terminal version 0.1\r\n"

main()
{
int c;
```

```
Cconws(BANNER);
for(;;)
{
if (Cauxstat()) /* data waiting at the aux port */
{
c = (int) (Cauxin() & 0xFF); /* get it and clean it */
Cconout(c);
}
if (Cconstat()) /* data waiting at the console */
{
c = (int) (Cnecin() & 0xFF); /* get it and clean it */
if (c) /* if it's not a NUL from a function key */
Cauxout(c);
}
}
}
```

You'll notice that the above example runs forever. Well, not quite. GEMDOS console i/o processes control-characters, and a control-C will kill the program.

Of course, that means you can't send control-C out the modem port. That's one of many reasons it's called an ``incredibly dumb'' terminal.

You'll probably want to rewrite the program using BIOS functions and test for use of the UNDO or F10 keys.

Whatever happened to GEM?

None of this discussion has dealt with GEM. Why? Because so far as GEM is concerned, the serial port doesn't exist.

The AES Event Manager doesn't poll the aux port to determine whether an event has occurred.

If you want to write a GEM event-driven communications program that will cooperate with desk accessories for multitasking, you'll need to use the timer with a time value of 0. This will allow a task switch to take place, and when you regain control you can check the serial port's status with GEMDOS or BIOS.

If you're worried that the serial input buffer will overflow while some system-hog task is running, resize the buffer as described below.

The real world intrudes

None of the above functions cares whether the modem is live or dead. They only deal with data. If your caller falls asleep at the keyboard or abruptly hangs up, the above functions won't worry about a thing.

If you're writing a communications program or a BBS, you'll have to deal with these real-world conditions. Modems and phone lines are not perfect.

There are many ways to handle such errors. In C, you might want to use the setjmp and longjmp functions to ``bail out'' and restart your program. Assuming you have set up a jump buffer called ``panic,'' you might write a low-level aux port input function that looks like this:

```
#include <time.h>
#include <osbind.h>
#define TIMEOUT 60 /* 60-second timeout */

int auxin()
{
clock_t time1,elapsed;
if (!rs232cd())
{
hangup();
longjmp(panic);
}
time1 = clock(); /* get tick time */

/* loop for up to TIMEOUT seconds, waiting for aux input */
for(;;)
{
if (Cauxis()) /* these could just as well be BIOS calls */
return Cauxin();

/* no activity yet, so ... */
/* get new tick time and convert to seconds */

elapsed = (clock() - time1) / CLK_TCK;

/* if too much time has elapsed, restart */

if (elapsed > TIMEOUT)
{
hangup();
longjmp(panic);
}
} /* continue the loop */
}
```

The above code has used a couple of functions that aren't in the library and bear some explaining. Here is the function that checks the carrier-detect status of the aux port by examining a hardware register:

```
#include <osbind.h>
int rs232cd() /* state of rs232 carrier detect line */
{
register long ssp;
```

```
register int *mfp, status;
mfp = ((int *) 0xFFFFFA00L); /* base address of MFP */
ssp = Super(0L); /* enter supervisor mode */
status = *mfp; /* get MFP status */
Super(ssp); /* return to user mode */
return(!(status & 0x0002)); /* check for carrier */
}
```

Here is a function that hangs up the phone line by dropping the DTR (Data Terminal Ready) signal. Note that most modems are shipped from the factory with DTR sensitivity disabled. You should be able to turn it back on by toggling a DIP switch or with a command from the keyboard.

```
#include <osbind.h>
void hangup()
{
Ongibit(0x10); /* dtr off */
sleep(1); /* wait one second */
Offgibit(0xEF); /* dtr on */
}
```

Now, what about getting a string from the modem port? You'll need to call your custom auxin() function, as above. Here is an auxgets function modified from the dLibs getln. Note that it uses a function ``auxput'' for output; you can rewrite or #define it to mirror the BIOS or GEMDOS-level routine you used for input:

```
#define KEY_CR 0x0D /* carriage return */
#define KEY_LF 0x0A /* linefeed */
#define KEY_BS 0x08 /* backspace */
#define KEY_DEL 0x7F /* delete */

char *auxgets(buffer, limit)
char *buffer; /* where keystrokes will be stored */
register int limit; /* size of the buffer */
{
register char *bp = buffer;
register int c, i = 0;
for(;;)
{
c = auxin() & 0xFF; /* mask off high bits, just in case */

/* end of line */
if((c == KEY_CR) || (c == KEY_LF))
{
*bp = '\0';
break;
}

/* backspace or delete */
else if(((c == KEY_BS) || (c == KEY_DEL)) && (bp != buffer))
```

```
{
--bp;
auxput('\b');
auxput(' ');
auxput('\b');
--i;
}
else if((c >= ' ') && (i < limit))
{
auxput(*bp++ = c);
++i;
}
}
return(buffer);
}
```

Configuring the serial port

In order to communicate with another machine over the serial port, speed and flow-control settings may need to be altered. Atari's XBIOS (Extended BIOS) provides a function that can configure the serial port. The function Rsconf sets the speed, flow-control and four bitmapped hardware registers.

Speed (bits per second, often incorrectly called baud) can be set to any of 16 values:

```
#define BPS_19200 0 /* standard */
#define BPS_9600 1 /* standard */
#define BPS_4800 2 /* standard */
#define BPS_3600 3
#define BPS_2400 4 /* standard */
#define BPS_2000 5
#define BPS_1800 6
#define BPS_1200 7 /* standard */
#define BPS_600 8
#define BPS_300 9 /* standard */
#define BPS_200 10
#define BPS_150 11
#define BPS_134 12
#define BPS_110 13
#define BPS_75 14
#define BPS_50 15
```

Only the values marked /* standard */ are commonly used in modem communications.

If you are using a slow- or medium-speed modem (under 9600bps) you probably will need to match the ST's serial port speed to that of the remote system.

If you are using a high-speed modem, you may be able to set the speed at 19,200bps and let the modem handle speed-matching chores. In this case, you probably will need to use RTS/CTS (hardware) flow-control to avoid overloading the ST's input buffer and the modem's output buffer. RTS/CTS is broken in most versions of TOS, and an /auto/ folder program must be installed to fix it.

Flow control can be configured to any of four settings:

```
#define FLOW_NONE 0 /* default */
#define FLOW_XONXOFF 1 /* control-s, control-q software */
#define FLOW_RTSCTS 2 /* hardware */
#define FLOW_BOTH 3 /* both hardware and software */
```

For binary file transfers, software flow control must not be used.

The hardware registers are not useful in ordinary modem-related programming, and altering their values incorrectly will have unpleasant side effects. Passing -1 to Rsconf will leave the corresponding setting unchanged.

Thus, to set bps rate to 2400 and flow control to none, the Rsconf function call would look like this:

```
Rsconf(BPS_1200,FLOW_NONE,-1,-1,-1,-1)
```

Parity and duplex

Parity is not commonly used in communicating with personal computers, but you may need to deal with it when communicating with a mainframe.

The idea behind parity is to provide at least a small degree of assurance that the transmitted character is the same as the received character. The way this is done is by fiddling with the high bit of each byte, which ordinarily would be zero for an ASCII character.

``Even parity'' means that the high bit is either set or unset, as necessary, to ensure that the result is an even number. ``Odd parity'' means the opposite. You can test this with the modulus operator in C, then strip the high bit by ANDing the byte with 0x7F or set the high bit by ANDing with 0xFF.

TOS also can generate parity values automatically if the proper hardware register is set. However, setting the register requires that you also worry about start/stop bits, word length and the serial hardware frequency, which is a can of worms.

Duplex is a potentially confusing term that describes whether you or a remote system is responsible for putting a character on your screen.

Most bulletin board systems run ``full duplex,'' which means that a keystroke from a caller is sent to the BBS, which then echoes that character back to the caller. This relationship is not symmetrical.

The caller doesn't echo anything back to the BBS, because the echoes would be interpreted as commands.

``Half duplex'' means that each party is responsible for managing his or her own display. GEnie normally runs half duplex. Neither caller nor BBS echoes anything.

If you're writing a BBS or a terminal program with a ``chat mode,'' you may want to include a ``both local and remote echo'' option. This would allow the remote to run full duplex while you manage both your screen and the caller's screen.

Resizing the serial buffers

When a character arrives at the serial port, TOS interrupts what it's doing, grabs the character before it disappears, and records it in an input buffer. When your program wishes to write to the serial port, TOS buffers the output so that your program can proceed with other chores without having to wait for a slow modem to transmit the data.

TOS provides those buffers, but TOS also provides a facility for changing them. Why would you want to do so? Here's a scenario:

You're using Xmodem and you have a slow floppy drive. Xmodem ACKS a block, then proceeds to write it to disk while the sender sends the next block. So far, so good. But if you switch to Ymodem's 1K blocks and a very fast modem, the TOS default buffer might overflow while you're writing the previous block to that slow floppy drive. Solution: Use a bigger input buffer.

Another scenario: You're running a BBS. The caller is reading a long message and decides it's boring. The caller pushes the cancel key (control-C, or S, or whatever you've decided makes sense.) The BBS stops sending, but that big output buffer is full of data -- and it just keeps coming, and coming .... Solution: Use small i/o buffers for interacting with humans.

TOS provides an XBIOS function that returns a pointer to an input buffer record. It requires one argument: The BIOS number of a device (see above).

```
#define Iorec(dev) (void*) xbios(14, (short)(dev))
```

Assembly programmers: The xbios trap is #14, so push the device number followed by two 14's, then do the trap. The pointer will be found in d0.

The iorec structure is defined as follows:

```
struct iorec
{
char *buf; /* pointer to an array: char buffer[bufsiz] */
```

```
short bufsiz; /* size of the array */
short head; /* index for writing */
short tail; /* index for reading */
short low; /* low water mark, for XON */
short high; /* high water mark, for XOFF */
}
```

For the AUX port, the output buffer record immediately follows the input buffer record.

Before you go poking around inside these records, keep in mind that they are internal to TOS, and they are shared by all processes that run on your system. You can change the buffers and even bypass GEMDOS and BIOS for reading and writing, if you so desire, but you must be prepared to live with the consequences.

In particular, be very careful to restore the original record when your program terminates (unless you're writing a TSR with the express purpose of enlarging a buffer).

Immediately after the serial port's input and output records are some internal TOS variables that may be useful. The following code has worked on all versions of TOS that I've encountered. I don't know whether Atari guarantees that the variables won't be changed on future versions of TOS.

With those cautions in mind, here is some code, originally lifted from an early ST communications program written by Dale Schumacher. I've been using the open_aux and close_aux functions for years, but I haven't had a need to deal with the rsr, tsr, and flow control variables.

```
typedef struct
{
struct iorec in; /* 0 Input buffer record */
struct iorec out; /* 14 Output buffer record */
char rsr_status; /* 28 MFP(0x1C) Receiver status */
char tsr_status; /* 29 MFP(0x1D) Transmit status */
char xoff_sent; /* 30 TRUE if we sent XOFF */
char xoff_received; /* 31 TRUE if we got XOFF */
char mode; /* 32 Bit 0 XON, Bit 1 RTS mode */
char filler; /* 33 Unused */
} IOREC;

#define IBUFSIZ 1200
#define OBUFSIZ 2

char st_ibuf[IBUFSIZ]; /* our own input buffer */
char st_obuf[OBUFSIZ]; /* and our own output buffer */

IOREC *st_sysr; /* ptr to system rs232 record */
IOREC st_savr; /* to save system rs232 record */
```

```
IOREC st_myiorec =
{
/* first, an input record */
st_ibuf, IBUFSIZ, 0, 0, (IBUFSIZ/4), (3*(IBUFSIZ/4)),

/* then an output record */
st_obuf, OBUFSIZ, 0, 0, 0, 1,

/* and the rsr, tsr, flow control stuff */
0, 0, 0, 0, 0, 0
};

void openaux() /* set up our own rs232 input and output buffers */
{
while(Bconstat(AUX)) /* flush existing buffer */
Bconin(AUX);
st_sysr = (IOREC *)Iorec(0);
st_savr = *st_sysr; /* Save system buffer */
*st_sysr = st_myiorec; /* Set my io buffer */
}

void closeaux() /* restore system i/o buffer */
{
*st_sysr = st_savr;
}
```

Take a break

Some remote systems, notably Unix sites, need a BREAK signal to wake them up and help them synchronize with a caller's bps rate. To generate a BREAK on the ST, you briefly toggle the transmit status register. Here is code that does so by directly accessing the hardware on the ST. I think Dale Schumacher is the author of this code.

```
#include <time.h>
#include <osbind.h>

void nap(n) /* do nothing for n-100ths of a second */
register int n;
{
register clock_t t, dt;
dt = (CLK_TCK * ((clock_t) n)) / ((clock_t) 100);
t = clock() + dt;
while(clock() < t)
;
}

void snd_brk() /* send a BREAK to the rs232 port */
{
register long ssp;
register char *tsr;
tsr = ((char *) 0xFFFFFA2DL); /* address of tsr */
```

```
ssp = (long) Super(0L); /* enter supervisor mode */
*tsr = 0x09; /* turn break on */
Super(ssp); /* return to user mode */
nap(30); /* 0.3 second BREAK */
ssp = (long) Super(0L); /* enter supervisor mode */
*tsr = 0x01; /* turn break off */
Super(ssp); /* return to user mode */
}
```

The clock() function should be available with most C compilers. If you're writing in a language that doesn't have an equivalent, the trick is simply to peek at memory location 4BA (hex), which is the 200Hz system timer. You must be in supervisor mode to do so. The value is a 32-bit long.

File transfers

When transferring a binary file, the sender and the receiver have to agree on a method for signalling the end of the transmission. Ideally, they should have some method of determining whether the file was mangled by line noise. And if it was, there should be a way to retransmit the bad data.

The methods for solving these problems are called file-transfer protocols, and their name should be legion, for they are many. Xmodem, Ymodem, Zmodem, Quick B, WXmodem, Kermit, Punter, FAST, Telink, UUCP 'G' ... the list goes on.

Most of them follow the same basic strategy. A file is broken up into multiple packets. Each packet starts with a header that includes a packet number and a mathematical value, called a checksum, that can be used to determine whether the data in the packet has been corrupted.

XMODEM is a very simple implementation of this strategy.

It uses 128-byte data packets. It uses packet headers consisting of a a byte for the packet number, and (in the original version) a byte for a checksum. The checksum is calculated by adding the numeric value of each byte and throwing away the overflow. It's not foolproof, but it detects most errors.

Later versions of Xmodem use a 16-bit ``cyclical redundancy check'' calculated by using a fairly complex algorithm. It's much harder to fool.

If the Xmodem receiver adds up all the values and finds they don't match the total that was encoded in the packet header, it sends a NAK (Negative AcKnowledgement) signal to the sender, which then retransmits the corrupted packet. If they match, it the receiver sends an ACK.

Because the packages are small, and because the sender always waits for an ACK before proceeding, Xmodem is not particularly fast. When XMODEM runs over a network that does its own error-checking and packet operations internally (such as CompuServe or GEnie's data systems), Xmodem can get painfully slow. That lonely ACK signal can take a long time to wander through the network and get back to you.

There are two ways of dealing with Xmodem's speed problems. One is to use bigger packets, which is the approach taken by most alternatives, including Ymodem. The other is to use ``windowing,'' which is used by WXmodem, UUCP 'G' and Zmodem.

A windowing protocol doesn't wait for an ACK before sending. Instead, it transmits the next block. If a NAK arrives, it can back up and resend the bad block. The number of blocks that can be ``remembered'' is the size of the ``window.'' A sliding-window implementation is one in which the sender's window moves along as you move through the file and get ACKs from the receiver.

And now, the code.

This document isn't going to attempt to present a C implementation of a file-transfer protocol. But the question of ``how do I calculate a checksum'' comes up frequently, here is C code to create the values used by Xmodem, Ymodem and some related programs.

Some CRC functions index the CRC values out of an array of precalculated numbers. That approach probably is faster than the one below, but the ST has plenty of horsepower for this sort of thing.

Don't ask me to explain the math. I can't. I didn't write this; I just use it.

```
/*
* This function calculates the CRC used by the XMODEM/CRC
* Protocol.
* The first argument is a pointer to the message block.
* The second argument is the number of bytes in the message block.
* The function returns a short integer that contains the CRC value.
*/
short crc16(ptr, count)
register char *ptr;
register short count;
{
register short crc = 0, i;
while(--count >= 0)
{
crc = crc ^ (short)*ptr++ << 8;
for(i=0; i<8; ++i)
```

```
{
if(crc & 0x8000)
crc = crc << 1 ^ 0x1021;
else
crc = crc << 1;
}
}
return(crc & 0xFFFF);
}
```

If you want to port this to another language, keep in mind that

a << b evaluates to the bit pattern of a shifted left b bits

* dereferences a pointer; *ptr++ evaluates to the pointed-to value and then increments ptr by the size of the pointed-to value

^ is a bitwise exclusive OR operator; 11110000 (binary) ^ 00001111 evaluates to 11111111

& in the context above is a bitwise AND operator; crc & 0xFFFF basically strips anything above 16 bits (important if your environment supports 32-bit ints).

Acknowledgements

This document wouldn't have been possible without the assistance of the following people. Some provided instructive code samples; others caught errors in earlier versions of this document or raised important questions. Thanks to: Dale Schumacher, John Stanley, Robert Royar, Adam David, Rob McMullen, Michael Fischer.

Corrections

Send corrections to steve@thelake.mn.org (Internet), S.YELVINGTO2 (GEnie), plains!umn-cs!thelake!steve (UUCP), or snail mail to P.O. Box 38, Marine on St. Croix, MN 55047 USA.

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PS: Shakespeare was right about the lawyers.

==========

3650. Re: Atari 1040ST / MAC Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-13 14:26:46 UTC
From: as903@cleveland.Freenet.Edu
Message-ID: <1991Oct13.142646.16549@usenet.ins.cwru.edu>
Source record: 46691

Yes there is a GREAT mac emulator. (SE) made by a company called Gadgets by Small, will run about 450 with 128k Mac roms. about 90% compatable also, will read/write mac disks..

(303) 791-6098 call and they will be happy to send you info or maybe the latest newsletter..

3651. Re: Running programs from accessories....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-13 14:31:14 UTC
From: as903@cleveland.Freenet.Edu
Message-ID: <1991Oct13.143114.16697@usenet.ins.cwru.edu>
Source record: 46889

```
Multigem looks at the event.xxxx call you might find someting there
to solve your problems...
```

3652. Re: 9600bps question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-13 14:34:54 UTC
From: as903@cleveland.Freenet.Edu
Message-ID: <1991Oct13.143454.16817@usenet.ins.cwru.edu>
Source record: 46890

I have used the USR 9600 and have been very happy with it..
though now I think I would go with the dual standard version..

##3

3653. CTS/RTS bugfix for TOS 1.0 [was DOC: Writing communications software]

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-13 17:12:06 UTC
From: clj@ksr.com
Message-ID: <5913@ksr.com>
Source record: 46887

In article <A2986022732@thelake.mn.org>, steve@thelake (Steve Yelvington) wrote:
> As usual, corrections/
>suggestions/complaints/questions are appreciated.

OK, I've got a question.

> RTS/CTS is broken in most versions of TOS, and an /auto/
>folder program must be installed to fix it.

Is there an auto folder program compatible with TOS 1.0 which fixes the CTS/RTS bug? Is it readily available, say on atari.archive? (I see hs_fix, which sounds like just what I would need if I had a TOS >=1.2. I don't; I have 1.0.)
--
Chris Jones clj@ksr.com {uunet,harvard,world}!ksr!clj

3654. Installing a TEAC DD into an Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-14 01:21:58 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1991Oct14.012158.2520@usenet.ins.cwru.edu>
Source record: 46693

I asked the question a while ago if it was possible to install an IBM
720k Drive in a ST, here is a good reply I got off a BBS:

Message: 40 (#19165) - Reply to #35
Title: Disk Drives
Base: ST Technical
Author: Sean Orandi
To: Gerard Pinzone
Posted: At 12:55:20 am On 10/13/91
Replies: 0

If youre good in building models (working with plastic), and are
patient...
Drop in a teac low profile 720k drive... They are nice and VERY
quiet. My 1040's drive got shot, picked up a teac for like $50 (this is 2
years ago or so figure maybe a bit cheaper). It came with two face plates,
popped in the grey one, cut out the wierd drive openning on the ST to
accomodate the front face plate of the teac and the machine is working great
to this date. The only major difference between the teac drives and the old
mitsumi tanks built into the atari are some use less power, generate less
heat, the eject button is much easier to push, it uses a screw-drive carriage
mechanism for the head rather than the steel belt design of the mitsumi which
has allignment problems and the sort- and last but not least- Costs 1/3 as
much of a replacement atari drive.

--
Just on the border of your waking mind, there lies another time, where darkness
and light are one. And as you tread the halls of sanity, you feel so glad to be
unable to go beyond. I have a message from another time..... - ELO: "Prologue
from the "Time" album -- Daicon IV Opening Animation gpinzone@george.poly.ed

3655. Bernouli box question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-14 04:22:13 UTC
From: kenneth@matt.ksu.ksu.edu
Message-ID: <kfi6rIINNsrn@matt.ksu.ksu.edu>
Source record: 46694

I recently came upon someone selling a dual 44 meg Bernouli
removable media drive, and I was wondering if anyone knows
if the media change would work ok with a supra SCSI
controller board. The bernouli is supposed to be SCSI,
and if the controller card can deal with that, I think it
should work fine.

Anyone out there have any experience or comments?

Ken Samson

3656. Re: Using SC1224 with a PC (How about an SM124?)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-14 10:52:26 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct14.105226.11668@actrix.gen.nz>
Source record: 46692

In article <1991Oct11.184843.49731@cc.usu.edu> slp9m@cc.usu.edu (Scott E. Parker WA7VYJ) writes:
> In article <1991Oct6.212554.12734@mtunf.att.com>, rdb@mtunf.att.com (Ron DeBlock) writes:
> >
> > Is a SC1224 color monitor usable with a PC clone in any video mode?
> > I don't feel like buying another color monitor. I realize that the
> > connector will need to be changed at minimum. I can solder, so simple
> > hardware mods are not a problem.
>
> I'd lie to do the same with an SM124.
>
> > Any information is appreciated.
>
> ditto
>
> ###
> # Scott E. Parker WA7VYJ # INTERNET: SLP9M@cc.usu.edu #
> # Center for Atmospheric & Space Sciences # Twisted pair: (801) 750-2975 #
> # Utah State University # Home: (801) 753-3924 #
> # Logan, UT 84322-4405 # #
> ###

Well I don't think that it is possible to use a SC1224, as it has the
same scan rates as a PC CGA monitor, but with Analog Inputs, that meens
0-1 volt, not the TTL of 0/.4 to 4.5/5 that CGA uses.

The SM124 is very similar to a Super VGA, so that could be possible,
but you would have play with it to find out..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3657. MC68010 on atari ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-14 15:04:40 UTC
From: ogj@tglobe2.tollpost-globe
Message-ID: <549@tglobe2.tollpost-globe>
Source record: 46696

Is it possible to put a MC68010 in a Atari originally equipped
with a MC68000 ??
Do they have the same pin-out/bus-interface/command set ??

--
Oeyvind Gjerstad Tech dept Tollpost-Globe AS N-6301 Aandalsnes/Norway
E-mail: ..!mcsun!nuug!tglobe2!ogj (ogj@tglobe2.UUCP) Phone: (+47 72) 21 211

3658. Downloading to ST disk's using MTools on a SPARC.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-14 17:02:12 UTC
From: adm2@doc.ic.ac.uk
Message-ID: <1991Oct14.170212.29150@doc.ic.ac.uk>
Source record: 46697
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Netters,
WE've just got some new SPARC IPX stations here,and I've been trying to download ST software from it to a ST or PC disk using SPARC-MTOOLS,which is a program for operating the sparc's floppy as a PC disk.But sadly it doesn't seem to work.So for instance when downloading a text file,you only get the first page or so repeated an infinite number of times,rather than the complete file.

Has anyone ever successfully downloaded ST software on a SPARC???

Has anyone even tried????

All possible replys would be appreciated.....

Alan.

--
+----------------------------+---+
Alan Messer.	Janet: adm2@doc.ic.ac.uk
Dept. of Computing,	Internet: adm2%doc.ic.ac.uk@nsfnet-relay.ac.uk
Imperial College,	BITNET: adm2%doc.ic.ac.uk@ukacrl

3659. PS3000 monitor overheats?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-14 20:05:14 UTC
From: wright@hpcc01.corp.hp.com
Message-ID: <1550001@hpcc01.corp.hp.com>
Source record: 46698

I have an Atari PS3000 color monitor that seems to have a problem with overheating, and am wondering if anybody else has had similar problems. I am also wondering if this thing is likely to fail completely from the problem.

Some of you may be unaware of the PS3000 monitor. It was apparently a "limited issue" (i.e., unsuccessful) product that combined a color monitor with a built-in 3.5", 360KB floppy. A dealer sold it to me a couple of years ago claiming that the display quality was better than the standard Atari color monitor and that I could think of the extra floppy as icing on the cake.

Anyway, for some time I have noticed that after I use the monitor for about an hour the display becomes "unstable," meaning that the display jumps up and down and gets some interference in the display. Usually this will start off as an intermittent problem, apparently triggered by things like pulling down menus, but eventually the monitor will do this continually. At this point I can turn the monitor off, leave it for a few minutes, turn it back on, and have it work OK for awhile, when the problem starts again.

I finally got around to testing my suspicion of this problem being temperature related this weekend. When the monitor started misbehaving, I set a large room fan next to it, and was able to continue using the computer for another hour with no problem at all. I also noticed that the ventilation slots on the top of the monitor looked pretty inadequate, and that the top of the monitor was significantly warmer (before turning the fan on) than my monitor at work.

So, has anybody seen anything similar? Am I risking catastrophic failure of the monitor by running it uncooled? Any ideas for a better workaround than the fan?

--Jeff Wright HP IC Business Division--Palo Alto
wright@hpctgrd.hpl.hp.com (HPtelnet/415) 857-5351

3660. Re: Downloading to ST disk's using MTools on a SPARC.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-15 01:43:11 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4411@uqcspe.cs.uq.oz.au>
Source record: 46699

In <1991Oct14.170212.29150@doc.ic.ac.uk> adm2@doc.ic.ac.uk (Alan David Messer) writes:

> WE've just got some new SPARC IPX stations here,and I've been trying to
>download ST software from it to a ST or PC disk using SPARC-MTOOLS,which is
>a program for operating the sparc's floppy as a PC disk.But sadly it
>doesn't seem to work.So for instance when downloading a text file,you only
>get the first page or so repeated an infinite number of times,rather than
>the complete file.

> Has anyone ever successfully downloaded ST software on a SPARC???

I have a program called "raw2tar". To put a heap of files onto a floppy
on the Sparc II:

tar cfv /dev/fd0 filenames

Then, I take the disk home, and raw2tar creates a file "D:\a.tar"
(on your harddisk, or on a ramdisk if you are still floppy) that
can be untarred as per usual. The author of "raw2tar" doesn't have an
Atari any more, but the sourcecode, (plus a faulty version of the executable)
is somewhere on atari.archive. Grab it from there - but DON'T bother with
the executable, you'll have to recompile it (it's TINY).

Warwick
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3661. mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-15 02:30:29 UTC
From: as903@cleveland.Freenet.Edu
Message-ID: <1991Oct15.023029.9878@usenet.ins.cwru.edu>
Source record: 46700

In the mega STe-1 there are pins to where the hard drive would normally plug into.. what are these pins ?? are they the old mega bus ?? SCSI bus ??
or something new ???

3662. Re: MC68010 on atari ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-15 08:00:09 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Oct15.080009.14061@rhrk.uni-kl.de>
Source record: 46704

ogj@tglobe2.tollpost-globe (Oyvind Gjerstad) writes:

>Is it possible to put a MC68010 in a Atari originally equipped
>with a MC68000 ??
>Do they have the same pin-out/bus-interface/command set ??

Both processors have the same pin assignment and the instruction set is
basically the same. The 68010 has some additional registers but these are
not important for the ST.
The 68010 uses an exception stack frame format that is different from the
68000. So you need a TOS version that recognizes the processor type. I
think TOS 2.0 might work but there are patched versions of TOS 1.04 that
run on the 68010. However, these versions are not official, I think.
Finally you have to think of commands like MOVE SR,Dn. On the 68010 these
commands cannot be executed in user mode. There are new commands like
MOVE CCR,Dn. A TOS working with the 68010 must react on a privileg violation
and convert MOVE SR,Dn to MOVE CCR,Dn like the TOS for the TT does.

```
*********************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-------------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*********************************************************
```

3663. Re: Downloading to ST disk's using MTools on a SPARC.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-15 09:00:40 UTC
From: huber@skye.gmd.de
Message-ID: <5909@gmdzi.gmd.de>
Source record: 46703
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

MTOOLS on a SPARC - Station with SUN OS 4.1.1 did not work for me, but you
can do the following:

format an MSDOS compatible floppy (DD) on the SUN:

fdformat -Ld

mount the floppy drive as a PC file system:

fdmount

use the filesystem on the floppy as if it was a UNIX file system
(with the well known restrictions on file names):

cp *.txt /pcfs

(the floppy filesystem is called /pcfs)

unmount the filesystem after work is done:

fdumount

go to your Atari and simply use the disk as if it were an ST one.

If you want conversion between UNIX and Atari text format, use dos2unix
and unix2dos programs on the SUN.

Hope this helps. Hans
--
Hans Huber, German National Research Center for Computer Science (GMD)
Project E.I.S., Schloss Birlinghoven, P.O. Box 1240, W-5205 Sankt Augustin 1
Phone: +49 2241/14-2735 FAX: +49 2241/14-2342 UUCP: huber@gmdzi.gmd.de

3664. Re: Downloading to ST disk's using MTools on a SPARC.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-15 09:26:47 UTC
From: raichle@azu.informatik.uni-stuttgart.de
Message-ID: <RAICHLE.91Oct15102647@azu.informatik.uni-stuttgart.de>
Source record: 46701
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> WE've just got some new SPARC IPX stations here,and I've been trying to
> download ST software from it to a ST or PC disk using SPARC-MTOOLS,which is
> a program for operating the sparc's floppy as a PC disk.But sadly it
> doesn't seem to work.

I'm using Mtools 2.0 Patchlevel 4 with an additional patch to allow
disk formats with 10 sectors/tracks.

> So for instance when downloading a text file,you only
> get the first page or so repeated an infinite number of times,rather than
> the complete file.

I have compiled Version 1.6 with Optimizer, etc... and these version
wrotes disk with bad fat entries! (Larger files contains a loop, very
slow reading, unreadable files, ...)

Try to get the newest version of Mtools.

-bernd

3665. Does the CPU wait for DMA ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-15 11:29:57 UTC
From: olaf@tpki.toppoint.de
Message-ID: <11139@tpki.toppoint.de>
Source record: 46709

Recently I got a dispute with a friend of mine about the
advantages of having a DMA chip in a microprocessor system.
I'm not an electronic guru, but for what I know about the
operation of the DMA chip within my computer, I always
thought that the actual transfer of data towards hard disk or
from my hard disk to memory is done (or at least could
be done) parallel to the running CPU. I.e., after the
CPU has started the DMA transfer, it can continue with its
programm, accessing memory as usual, and even alter the
contents of memory currently used for DMA purposes.

My friend denied that, and insisted that the CPU is put into
a halt state during DMA transfer, to avoid adress collisions
and to grant the adress- and databus to the DMA chip
exclusively.

So, does anyone know for sure, how DMA transfer is handled
in an ATARI ST ? Please, no guesses. E-Mail preferred.

Olaf Schlueter, Sandkuhle 4-6, 2300 Kiel 1, Germany, Toppoint Mailbox e.V.
schlut@oski.toppoint.de, olaf@tpki.toppoint.de
"Loosing my religion" -- R.E.M.
"Loosing, my religion" -- Olaf Schlueter

3666. Re: TT ram and SCSI-access

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-15 12:37:42 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91288.130628ONM07@DMSWWU1A.BITNET>
Source record: 46705

In article <fido_2_281/202.12_28f42eb8@linn.fidonet.org>,
Jan.Willekens@p12.f202.n281.z2.fidonet.org (Jan Willekens) says:
>Hmm , i wonder, isn't this because you can't transfer data from/to TT Ram
>from/to hard disk without frist copying it to ST Ram and then transferring it
>from/to this ST Ram from/to the hard disk?
>
>Greetings... - Jan -
>
>--- STabloid's Chief Editor... Prerelease out NOW!
> Jan.Willekens@p12.f202.n281.z2.fidonet.org
> or Jan.Willekens@p12.f202.n281.z2.linn.gna.tfd.com

Wrong. You CAN do DMA transfers from TT RAM to the SCSI port.

_____________________________ cut here _____________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________

3667. Tos 2.0 + MC68010 = Nothing?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-15 15:40:37 UTC
From: wscart01@ulkyvx.ct.louisville.edu
Message-ID: <1991Oct15.114037.1@ulkyvx.ct.louisville.edu>
Source record: 46706

> Is it possible to put a MC68010 in a Atari originally equipped
> with a MC68000 ??

Yes, but from what I understand, there is a problem getting TOS to run
with the MC68010.

> Do they have the same pin-out/bus-interface/command set ??

I think so... (Any techs to confirm this?)

> --
> Oeyvind Gjerstad Tech dept Tollpost-Globe AS N-6301 Aandalsnes/Norway
> E-mail: ..!mcsun!nuug!tglobe2!ogj (ogj@tglobe2.UUCP) Phone: (+47 72) 21 211

I think he has a very good point. Why can't we put in a MC68010 since we will
have a new TOS soon that I think should handle it? It raises the hope of a
easy/safe upgrade with a speed inprovement of about 10-20%.

-
Stuart Carter
University of Louisville
Physics Dept.

3668. Setting my own midi buffer?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-15 22:34:01 UTC
From: gaudreau@juggler.East.Sun.COM
Message-ID: <GAUDREAU.91Oct15183401@juggler.East.Sun.COM>
Source record: 46710

Midi question for ya'll...

I'd like to use my own buffer (like a 100k) for midi input. I'm wondering what the correct sequence might be to set this up.

My ref books show that there is a vector to change but there are other pointers associated with this and I don't have the info on what to do with them...

Also, has anyone played with an interrupt driven routine to receive the midi stream? I'm not looking for rock solid input under heavy stress industrial situations, just simple input stuff (like I've envisioned flushing the input buffer, read 'n' midi tokens, and run with that).

Any clues would be helpful! Thanx.

Joe
-=-

3669. Re: Tos 2.0 + MC68010 = Nothing?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-15 23:50:07 UTC
From: ytsuji@cfi.waseda.ac.jp
Message-ID: <1458@wsdnws.waseda.ac.jp>
Source record: 46707

```
There is nothing to be gained in speed by replacing your 68000 with
a 68010. Motorola say there would be a ten percent speed increase but
this depends very much on how you could re-write the binary code.
There are two ways of improving the performance. One is a simple
re-write such as
addq.l #8,sp --> addq.w #8,sp
someone should have a list of faster instruction table of equivalent
code.
The other is making use of the faster loop mode such as:
moveq #19,d1
L1:
add.w d0,d0
add.w d0,d0
add.w d0,d0
add.w d0,d0
dbra d1,L1
-->
moveq #79,d1
L1:
add.w d0,d0
dbra d1,L1

The first one does no harm to 68000, but the second kind of re-write will
be complicated and does harm to 68000 in terms of speed. Actually, there is
an example of this kind in TOS1.2.

Tsuji
```

3670. Re: Setting my own midi buffer?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-16 00:58:06 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Oct16.005806.7401@wam.umd.edu>
Source record: 46708

In article <GAUDREAU.91Oct15183401@juggler.East.Sun.COM> gaudreau@juggler.East.Sun.COM (Joe Gaudreau {Dances with PostScript}) writes:
>Also, has anyone played with an interrupt driven routine to receive
>the midi stream?

I'm not sure what you mean by that, but I'll put in my 2 cents: I've gotten a MIDI ring to work by recieving _and_ forwarding in the interrupt; this gives really good throughput, since data is sent to the next machine in the ring as soon as it is received. (I wasn't using it for MIDI format music, though, just to send bytes around.)

One thing to watch out for is that older ST's sometimes drop MIDI bytes, so you'll have to be prepared for that. In my case, the ring would hang waiting for an end-of-packet after a seemingly random amount of time. I had to write a timeout handler to reset the ring to make it work with circa 1985 ST's.

BTW, the subject of running the MIDI port faster than normal may come up again here. I did extensive testing with this and found that you just can't get a reliable connection at anything faster than the standard baud rate, probably because the opto-isolators can't handle going much faster than normal.

Just some notes based on personal experience...

Dave Baggett
dmb@wam.umd.edu

3671. Sometimes my Mega STe won't Print!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-16 03:43:57 UTC
From: avp@garfield.cs.mun.ca
Message-ID: <1991Oct16.034357.9643@garfield.cs.mun.ca>
Source record: 46712

I've had a mega STe 2 for about 3 months, today, it began to
get flakey when I try to print, oftentimes it doesn't see
the printer. The printer is an original DeskJet.

If I shut everything off, turn the printer on, then boot the
system, I can access it for a little while, then it is no
longer there, I can still run the self test, so it looks
to be a computer or cable problem.

The things connected to the computer are a modem, an 85 meg SCSI
drive (replacing the 50 meg that it came with the computer) and
both monitors through the monitor master. I haven't put
anything new in my auto folder or accs lately.

I did put in 2 extra megs of SIMMs that I bought from an IBM guy.
(Should these work? 1 meg x 9) They were put in about 6 weeks
ago, and no problems till now.

Boy am I getting tired of atari...

Anthony V. PauL AV VPPPP
137 Rennies Mill Rd. A V V P
St. John's, Nf A V V P
CanadA AAAAV VPPPP
A1B 2P2 A V V
A VV

avp@garfield.UUCP || It wasn't me. || Electrical '9
avp@garfield.cs.mun.ca || Boston Celtics in 91-92 || Engineering 3
|| The best defense is a good offense. --- How do you Drive? ||

3672. Re: MC68010 on atari ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-16 04:19:07 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <24531@sdcc6.ucsd.edu>
Source record: 46711

In article <549@tglobe2.tollpost-globe> ogj@tglobe2.tollpost-globe (Oyvind Gjerstad) writes:
>Is it possible to put a MC68010 in a Atari originally equipped
>with a MC68000 ??
>Do they have the same pin-out/bus-interface/command set ??
>
It is physically possible to put a 68010 into your ST, but TOS versions prior to 1.6 are incompatible with anything but the 68000. So (in theory) any STe can take a 68010. Unfortunately, the 68010 (oops! - meant 68000) i the STe comes in a PLCC (square) package, while most 68010's that I have seen are in the standard 68-pin DIP (rectangular) package. Oh well. Howard Chu (@[something].jpl.nasa.gov) tried a while back to fit an Amiga 68030 board into his STe. I was off the net for a while, and never found out how it went - for a while he was searching for an adapter which would convert a DIP-style socket to a PLCC-style one.

>--
>Oeyvind Gjerstad Tech dept Tollpost-Globe AS N-6301 Aandalsnes/Norway
>E-mail: ..!mcsun!nuug!tglobe2!ogj (ogj@tglobe2.UUCP) Phone: (+47 72) 21 211

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3673. Re: Setting my own midi buffer?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-16 06:57:10 UTC
From: steve@thelake.mn.org
Message-ID: <A254089040@thelake.mn.org>
Source record: 46714

[In article <GAUDREAU.91Oct15183401@juggler.East.Sun.COM>,
gaudreau@juggler.East.Sun.COM (Joe Gaudreau {Dances with PostScript}) writes ...]

> I'd like to use my own buffer (like a 100k) for midi input. I'm
> wondering what the correct sequence might be to set this up.

I posted code a couple of days ago that shows how to fiddle with
the aux serial port buffer. The MIDI port is set up the same way, and
the code should be adaptable.

I haven't meddled with the MIDI port, so I can't offer specifics.
--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)

3674. Re: Tos 2.0 + MC68010 = Nothing?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-16 07:22:06 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Oct16.072206.15808@rhrk.uni-kl.de>
Source record: 46713

ytsuji@cfi.waseda.ac.jp (Y.Tsuji) writes:

>There is nothing to be gained in speed by replacing your 68000 with
>a 68010. Motorola say there would be a ten percent speed increase but
>this depends very much on how you could re-write the binary code.
>There are two ways of improving the performance. One is a simple
>re-write such as
> addq.l #8,sp --> addq.w #8,sp

With the code above you _loose_ speed. A word which is added to an address
register has to be extended to a longword first. This takes 2 additional
cycles compared with addq. If you add larger numbers the fastest instruction
is as follows:
lea 12(sp),sp
instead of
add.w #12,sp or add.l #12,sp

```
*********************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-------------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*********************************************************
```

3675. Re: HOWTO format single partitions on a harddisk ???

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-16 12:07:12 UTC
From: harold@alice.hobby.nl
Message-ID: <7561872@alice.hobby.nl>
Source record: 46732

In article <2920@ahds.ahold.nl> dick@ccsds.ahold.nl
(Dick Heijne CCS/TS) writes:
> Since I think it must be possible to format individual partitions
> (even DOS can do that), I wonder HOW ???
> Is there some program hanging around which can deal with that ?

Simple question simple answer, use the ZERO PARTITION option of the
HDX program. This is the only solution since the HD-driver only expcepts
one format command; the one that formats the hole disk.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3676. Re: Tos 2.0 + MC68010 = Nothing?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-16 12:36:59 UTC
From: powers@midiot.enet.dec.com
Message-ID: <28893@nntpd.lkg.dec.com>
Source record: 46716

In article <1458@wsdnws.waseda.ac.jp>, ytsuji@cfi.waseda.ac.jp (Y.Tsuji) writes:

|>The other is making use of the faster loop mode such as:
|> moveq #19,d1
|> L1:
|> add.w d0,d0
|> add.w d0,d0
|> add.w d0,d0
|> add.w d0,d0
|> dbra d1,L1

This does not make use of the 68010 loop mode. Please consult your
68010 manual to see the size of the prefetch queue.

Bill Powers
--
Digital Equipment Corp. - Advanced Service Delivery Systems - Stow MA
The opinions expressed above are my own, not my employers.
E-MAIL - powers@midiot.enet.dec.com or ...!decwrl!midiot!powers
I'd been surrounded for hours by the sound of thinking metal - G Numan

3677. Re: Setting my own midi buffer?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-16 13:10:50 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct16.131050.8350@actrix.gen.nz>
Source record: 46715

In article <1991Oct16.005806.7401@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
> In article <GAUDREAU.91Oct15183401@juggler.East.Sun.COM> gaudreau@juggler.East.Sun.COM
(Joe Gaudreau {Dances with PostScript}) writes:
> >Also, has anyone played with an interrupt driven routine to receive
> >the midi stream?
>
> I'm not sure what you mean by that, but I'll put in my 2 cents: I've
> gotten a MIDI ring to work by recieving _and_ forwarding in the
> interrupt; this gives really good throughput, since data is sent to the
> next machine in the ring as soon as it is received. (I wasn't using it
> for MIDI format music, though, just to send bytes around.)
>
> One thing to watch out for is that older ST's sometimes drop MIDI
> bytes, so you'll have to be prepared for that. In my case, the ring
> would hang waiting for an end-of-packet after a seemingly random amount
> of time. I had to write a timeout handler to reset the ring to make it
> work with circa 1985 ST's.
>
> BTW, the subject of running the MIDI port faster than normal may come
> up again here. I did extensive testing with this and found that you
> just can't get a reliable connection at anything faster than the
> standard baud rate, probably because the opto-isolators can't handle
> going much faster than normal.
>
> Just some notes based on personal experience...
>
> Dave Baggett
> dmb@wam.umd.edu
>

What caused the Bytes to be droped, was it the TOS version..?

Is it possibly to replace the Opto's with Faster ones..?

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3678. Re: Tos 2.0 + MC68010 = Nothing?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-16 13:23:01 UTC
From: ytsuji@cfi.waseda.ac.jp
Message-ID: <1459@wsdnws.waseda.ac.jp>
Source record: 46717

```
I did consult the manual and I did actually metered the elapsed speed, Sir.
L1: add.w d0,d0
add.w d0,d0
dbra d1,L1
is widely used in 68000 code because it makes use of the prefetched code
but is less efficient in 68010 cpu because it does not make use of the
loop mode which is specific to 68010 or above.
I thought humans owned a contextual understanding...

Tsuji
```

3679. Re: Sometimes my Mega STe won't Print!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-16 14:23:21 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct16.142321.10588@actrix.gen.nz>
Source record: 46718

In article <1991Oct16.034357.9643@garfield.cs.mun.ca> avp@garfield.cs.mun.ca (Anthony Paul) writes:
> I've had a mega STe 2 for about 3 months, today, it began to
> get flakey when I try to print, oftentimes it doesn't see
> the printer. The printer is an original DeskJet.
>
> If I shut everything off, turn the printer on, then boot the
> system, I can access it for a little while, then it is no
> longer there, I can still run the self test, so it looks
> to be a computer or cable problem.
>
> The things connected to the computer are a modem, an 85 meg SCSI
> drive (replacing the 50 meg that it came with the computer) and
> both monitors through the monitor master. I haven't put
> anything new in my auto folder or accs lately.
>
> I did put in 2 extra megs of SIMMs that I bought from an IBM guy.
> (Should these work? 1 meg x 9) They were put in about 6 weeks
> ago, and no problems till now.
>
> Boy am I getting tired of atari...
>
> Anthony V. PauL AV VPPPP
> 137 Rennies Mill Rd. A V V P
> St. John's, Nf A V V P
> CanadA AAAAV VPPPP
> A1B 2P2 A V V
> A VV
>
> avp@garfield.UUCP || It wasn't me. || Electrical '9
> avp@garfield.cs.mun.ca || Boston Celtics in 91-92 || Engineering 3
> || The best defense is a good offense. --- How do you

This is a normal Fault, there is a program and also a Hardware Mod,
to fix this problem, they have been posted to the net, and also
should be in the archive.umich.edu..

Sory but I don't know there file names..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3680. Re: 9600bps question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-16 15:13:12 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <2419@richsun.cpg.trs.reuter.com>
Source record: 46719

In article <1991Oct11.211205.5003@uoft02.utoledo.edu> cse0071@uoft02.utoledo.edu writes:
>
> I have been using a Supra2400 modem for several years, but now I
>keep hearing of how affordable 9600bps modems currently are, my University
>now has 9600 call up lines, can anyone suggest a good but affordable
>modem to use with their ST?

Well, I've looked around a bit, and althought Supra's 9600 modem may not be the cheapest it is a decent price - especially if Supra is still offering their trade in your old modem for a discount on a new modem. Also, it seems to have all of the necessary standard error protocols. Of course, some of the BBS' I use in this area are not 9600 yet, so I may eventually upgrade.

CUL,
Chuck

3681. sozobon c problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-16 16:22:46 UTC
From: avp@garfield.cs.mun.ca
Message-ID: <1991Oct16.162246.20356@garfield.cs.mun.ca>
Source record: 46720

```
float d;

d=sqrt((x-100)*(x-100)+(y-169)*(y-169));

This line compiles fine, but gives me 3 bombs when it gets
executed. any ideas?

also

printf("sqrt of 36 = %f\n",sqrt(36));

prints 0.125328

what am i/the compiler doing wrong ?!?!

thanks

Anthony V. PauL AV VPPPP
137 Rennies Mill Rd. A V V P
St. John's, Nf A V V P
CanadA AAAAV VPPPP
A1B 2P2 A V V
A VV

avp@garfield.UUCP || It wasn't me. || Electrical '9
avp@garfield.cs.mun.ca || Boston Celtics in 91-92 || Engineering 3
|| The best defense is a good offense. --- How do you Drive? ||
```

3682. Re: sozobon c problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-16 17:27:32 UTC
From: pinkas@anise.intel.com
Message-ID: <PINKAS.91Oct16102732@anise.intel.com>
Source record: 46721

In article <1991Oct16.162246.20356@garfield.cs.mun.ca> avp@garfield.cs.mun.ca (Anthony Paul) writes:

```
> float d;
>
> d=sqrt((x-100)*(x-100)+(y-169)*(y-169));
>
> This line compiles fine, but gives me 3 bombs when it gets
> executed. any ideas?
>
> also
>
> printf("sqrt of 36 = %f\n",sqrt(36));
>
> prints 0.125328
>
> what am i/the compiler doing wrong ?!?!
```

Standard C bug. I'll bet the compiler is fine. Your code is buggy.

In both cases, you called sqrt() with an int arg. sqrt() expects a double. As per K&R, floats are promoted to doubles when passed as args. ints are never promoted to doubles. I forget whether ANSI C (aka K&R2) forces ints to be promoted in the presence of a prototype. I forget whether Sozobon is ANSI C compliant, but since you mentioned that the compilation was fine, either the compiler isn't ANSI C, or a prototype was not in effect for sqrt.

Try:

```
d=sqrt((double)(x-100)*(x-100)+(y-169)*(y-169));
or
d=sqrt((x-100.0)*(x-100)+(y-169)*(y-169));
```

and

```
printf("sqrt of 36 = %f\n",sqrt(36.0));
```

Casting the first part of the expression to a double will force the complete expression to be a double, which will be passed to sqrt() as a double. Changing the 100 to 100.0 promotes the expression to a float, which is promoted to a double when passed as an arg. Same for 36.0.

-Israel Pinkas
Intel Corp
--

Disclaimer: The above are my personal opinions, and in no way represent
the opinions of Intel Corporation. In no way should the above be taken
to be a statement of Intel.

UUCP: {amdcad,decwrl,hplabs,oliveb,pur-ee,qantel}!intelca!mipos3!cadev4!pinkas
ARPA: pinkas%cadev4.intel.com@relay.cs.net
CSNET: pinkas@cadev4.intel.com

3683. WANTED: GIF --> SPC converter

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-16 17:39:21 UTC
From: steveg@cseic.saic.com
Message-ID: <3915450@MVB.SAIC.COM>
Source record: 46725
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for a *high-quality* GIF to Spectrum converter that runs in a BATCH mode. (Feed it a list of files to convert, and let it fly).
It wouldn't hurt if portable source was included so I could run conversions overnight on a Un*x machine.

DMJ GIF 2.0 produces the best conversions I've seen to date, but takes up to 1/2 an hour to perform the conversion on a stock ST, or 17 minutes with AdSpeed running @ 16MHz, but that's still too slow to wait around for.

Can anyone provide me with a batch converter with comparable output quality? Even if it's slower, the ability to convert overnight will provide me with better 'throughput'.

--

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

3684. Re: Running programs from accessories....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-16 19:49:44 UTC
From: harold@alice.hobby.nl
Message-ID: <7405422@alice.hobby.nl>
Source record: 46808

In article <1991Oct11.093643.26270@daimi.aau.dk> lynbech@daimi.aau.dk (Christian Lynbech) writes:
> elrond@frmug.fr.mugnet.org (Bertrand Petit) writes:
>
> ...
> > You can't do that!
>
> > you must renembr all the good programming rules from atari. An accessory
> >can't malloc memory after his initialsiation. Pexec() do a malloc so Pexec is
> >forbieden in accessorys.
>
> Is this really correct. Are there really no legal means of getting more memory or
> spawn a program. Would it be bad if I started up a program from an accessory
> and kept control until the program had finished and thus released its memory?

You can run programs from acc's that do not use any GEM features
but since you cannot detect beforehand which programs will do so
doing a Pexec call from an acc will result in random system crashes.

I use a accessory shell sometimes all internal functions work fine, calling
pure TOS programs usely works fine (some called when another program
than the desktop is active will cause a system crash), calling GEM programs
will cause an immediate system crash or a system crash upon exit or during
execution.

There is no legal or reliable method that will solve these problems.

> What is the problem anyway?
AES and probably GEMDOS or VDI

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3685. Re: Malloc'ing, what strategy to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-16 19:57:48 UTC
From: harold@alice.hobby.nl
Message-ID: <3178360@alice.hobby.nl>
Source record: 46807

In article <A0bd2drs@nathan.ruhr.de> ue@nathan.ruhr.de
(Udo Erdelhoff) writes:
> Now you'll see what's happening: The libraries request memory in chucks of
> 64 MByte and give that memory to the programm when it needs memory.
^ Whow, if I could affort a computer with this kind of RAM no more
malloc problems ..... altough, programmers will find a problem for me.
====
(Was it a typing error or wishfull thinking)

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3686. Re: Running programs from accessories....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-16 20:07:00 UTC
From: harold@alice.hobby.nl
Message-ID: <5158754@alice.hobby.nl>
Source record: 46806

In article <814P01w164w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (Marco) writes:
> cjherborth@rose.waterloo.edu (Chris Herborth) writes:
>
> > Hey, yah, I've got several RAMDisk accessories that would Malloc() at any poi
> > after booting... SI_RAM for example can install a RAMdisk and spooler of
> > whatever size you specify, and then uninstall them if you want. Does this me
> > that if I try that in a program, my ST'll puke?
>
> Or what about the NeoDesk clipboard that expands and contracts as it
> needs to...

Keep your facts straigth the neodesk clipboard is not an ACC it is controlled by NEODESK and cleared when another program is started or NEODESK is removed.

Concerning the accessory RAMDISKS, I don't know what they do but I bet it isn't legal. Ever tried to remove an installed SI_RAM disk with TOS 1.0 and reinstall it again and remove again? It may work but I the amount of free memory is changed (became much less) after this operation.
--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3687. Help with... keyboard buffer???

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-16 23:46:58 UTC
From: st11w@menudo.uh.edu
Message-ID: <1991Oct16.234658.2915@menudo.uh.edu>
Source record: 46722

Help! I have been having this problem with programms getting values
in scanf() and getchar(), etc... in looping functions. Do these
come from the keyboard buffer? Can I somehow clear it and see?
In almost all cases if I duplicate the input function (i.e.
scanf("%c", x);
scanf("%c", x);
then the program will promt the user correctly for the value. Otherwise
it gets a value from somewhere and uses it in the function.

I appreciate any help...

-dennis

3688. Re: sozobon c problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-17 10:02:51 UTC
From: piet@cs.ruu.nl
Message-ID: <1991Oct17.100251.29335@cs.ruu.nl>
Source record: 46723

```
>>>>> pinkas@anise.intel.com (Israel Pinkas) (IP) writes:

IP> In article <1991Oct16.162246.20356@garfield.cs.mun.ca> avp@garfield.cs.mun.ca (Anthony
Paul) writes:

> float d;
>
> d=sqrt((x-100)*(x-100)+(y-169)*(y-169));
>
> This line compiles fine, but gives me 3 bombs when it gets
> executed. any ideas?
>
> also
>
> printf("sqrt of 36 = %f\n",sqrt(36));
>
> prints 0.125328
>
> what am i/the compiler doing wrong ?!?!

IP> Standard C bug. I'll bet the compiler is fine. Your code is buggy.

True.

IP> In both cases, you called sqrt() with an int arg. sqrt() expects a double.
^^^^
Not sure. If x and/or y are floats, the first call is OK.

IP> Try:

IP> d=sqrt((double)(x-100)*(x-100)+(y-169)*(y-169));
IP> or
IP> d=sqrt((x-100.0)*(x-100)+(y-169)*(y-169));

IP> and

IP> printf("sqrt of 36 = %f\n",sqrt(36.0));

IP> Casting the first part of the expression to a double will force the
IP> complete expression to be a double, which will be passed to sqrt() as a
IP> double. Changing the 100 to 100.0 promotes the expression to a float,
IP> which is promoted to a double when passed as an arg. Same for 36.0.

This is all good, but there might be an additional problem: you
have to tell the compiler that sqrt returns a double. Be sure that
somewhere the declaration:

double sqrt();
```

is given
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

3689. Re: Downloading to ST disk's using MTools on a SPARC.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-17 12:15:07 UTC
From: csbrod@immd4.informatik.uni-erlangen.de
Message-ID: <1991Oct17.121507.14024@informatik.uni-erlangen.de>
Source record: 46724

>In <1991Oct14.170212.29150@doc.ic.ac.uk> adm2@doc.ic.ac.uk (Alan David Messer) writes:

>> WE've just got some new SPARC IPX stations here,and I've been trying to
>>download ST software from it to a ST or PC disk using SPARC-MTOOLS,which is
>>a program for operating the sparc's floppy as a PC disk.But sadly it
>>doesn't seem to work.So for instance when downloading a text file,you only
>>get the first page or so repeated an infinite number of times,rather than
>>the complete file.

MTOOLS creates disks with two FATs, but only the first one is filled with
sensible data. TOS reads the second FAT to find out the cluster sequence
of files - but finds nothing worthwhile there. You can use a disk monitor
to copy FAT #1 to FAT #2, and everything will work out fine.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de
Claus_Brod@wue.maus.de

3690. Re: sozobon c problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-17 14:30:53 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Oct17.093053.4159@doug.cae.wisc.edu>
Source record: 46726

In article <1991Oct16.162246.20356@garfield.cs.mun.ca> avp@garfield.cs.mun.ca (Anthony Paul) writes:
>float d;
>
>d=sqrt((x-100)*(x-100)+(y-169)*(y-169));
>
>This line compiles fine, but gives me 3 bombs when it gets
>executed. any ideas?
>
>also
>
> printf("sqrt of 36 = %f\n",sqrt(36));
>
>prints 0.125328
>
>what am i/the compiler doing wrong ?!?!
>
>thanks
>
>Anthony V. PauL AV VPPPP
>137 Rennies Mill Rd. A V V P
>St. John's, Nf A V V P
>CanadA AAAAV VPPPP
>A1B 2P2 A V V
> A VV
>
>avp@garfield.UUCP || It wasn't me. || Electrical '9
>avp@garfield.cs.mun.ca || Boston Celtics in 91-92 || Engineering 3
>|| The best defense is a good offense. --- How do you Drive? ||

I do believe, sqrt takes a float value, or double doesn't it?

Your pushing ints in your stack frame, that might be the problem.

At least my reference says it takes a double..ie sqrt..

try this:

double x, y, d;

d=sqrt((x-100.0)*(x-100.0)+(y-169.0)*(y-169.0));

OK? I hope this helps you out.

--Greg

3691. Re: Downloading to ST disk's using MTools on a SPARC.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-17 14:35:46 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Oct17.143546.15372@cs.yale.edu>
Source record: 46727

In article <1991Oct17.121507.14024@informatik.uni-erlangen.de>
csbrod@immd4.informatik.uni-erlangen.de (Claus Brod) writes:
>
>MTOOLS creates disks with two FATs, but only the first one is filled with
>sensible data. TOS reads the second FAT to find out the cluster sequence
>of files - but finds nothing worthwhile there. You can use a disk monitor
>to copy FAT #1 to FAT #2, and everything will work out fine.

I believe this used to be true of the old version of MTOOLS, unless
some compiler flag "DUPFATS" or whatever was set during compilation.
There is no longer a problem with version 2.0.3 that I am using.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3692. GDOS driver for Canon BubbleJet 10

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-17 15:03:52 UTC
From: optimiza@utrcu1.UUCP
Message-ID: <936@utrcu1.UUCP>
Source record: 46730

The subject says it all: does anybody know if a GDOS driver for the Canon Bubblejet exists, and, if so, where I can get it. I like the portability of the thing, and in combination with the ST notebook, you'd have a nice setup

---

Henk de Leeuw
optimiza@utwente.nl

3693. Midi and MFP68901 clock speeds

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-17 15:53:59 UTC
From: rjwalsh@unix2.tcd.ie
Message-ID: <rjwalsh.687714839@unix2.tcd.ie>
Source record: 46728

What is speed the maximum (safest) speed the midi port can operate at?
How do I set a specific baud rate for the midi the port? Also what speed clock
is fed to the 68901? How do I set up one of the timers to operate at a specific
speed (e.g. 16kHz)?
--

Robert Walsh Email: rjwalsh@unix2.tcd.ie
Engineering School, Trinity College Dublin.

3694. Re: Midi and MFP68901 clock speeds

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-17 18:22:27 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Oct17.182227.29375@wam.umd.edu>
Source record: 46729

In article <rjwalsh.687714839@unix2.tcd.ie> rjwalsh@unix2.tcd.ie (Robert Walsh) writes:
>
> What is speed the maximum (safest) speed the midi port can operate at?
>How do I set a specific baud rate for the midi the port? Also what speed clock
>is fed to the 68901? How do I set up one of the timers to operate at a specific
>speed (e.g. 16kHz)?

The fastest speed it can reilably operate at is ~32K baud, which is the
default (also the MIDI standard), although it can theoretically run at
256K baud as well. (Note: theoretically = does not actually work)

I think changing the baud rate involves setting some bits in a hardware
location; I don't remember the details but it's in ST Internals and is
very easy. If you want some code to do it, I can dig some up.

Dave Baggett
dmb@wam.umd.edu

3695. Icon editor

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-18 00:42:26 UTC
From: marshall@cs.uq.oz.au
Message-ID: <4536@uqcspe.cs.uq.oz.au>
Source record: 46733

I would like to design some new icons to add to my desktop (MegaSte).
Is there a PD program that I can use to do this? Is it in atari.archive?
If so, what is it called? Thanks for your help.

-
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

3696. Re: MC68010 on atari ?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-18 08:05:54 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Oct18.080554.1223@elroy.jpl.nasa.gov>
Source record: 46734

In article <24531@sdcc6.ucsd.edu> atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
>(rectangular) package. Oh well. Howard Chu
>(@[something].jpl.nasa.gov) tried a while back to fit an Amiga 68030
>board into his STe. I was off the net for a while, and never found
>out how it went - for a while he was searching for an adapter which
>would convert a DIP-style socket to a PLCC-style one.

The story ended unhappily; the accelerator was designed to interface to the
Amiga's 7.xx MHz bus and didn't work too well on the STe. In fact, it was
very good at drawing bombs non-stop across the screen, but not much else.

The worst part of the deal is that I returned the accelerator to the CSA
company over two months ago and they still haven't sent me a refund. The BBB
is getting a complaint next week...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

3697. Re: Midi and MFP68901 clock speeds

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-18 11:35:17 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct18.113517.13204@actrix.gen.nz>
Source record: 46735

In article <1991Oct17.182227.29375@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
> In article <rjwalsh.687714839@unix2.tcd.ie> rjwalsh@unix2.tcd.ie (Robert Walsh) writes:
> >
> > What is speed the maximum (safest) speed the midi port can operate at?
> >How do I set a specific baud rate for the midi the port? Also what speed clock
> >is fed to the 68901? How do I set up one of the timers to operate at a specific
> >speed (e.g. 16kHz)?
>
> The fastest speed it can reilably operate at is ~32K baud, which is the
> default (also the MIDI standard), although it can theoretically run at
> 256K baud as well. (Note: theoretically = does not actually work)
>
> I think changing the baud rate involves setting some bits in a hardware
> location; I don't remember the details but it's in ST Internals and is
> very easy. If you want some code to do it, I can dig some up.
>
> Dave Baggett
> dmb@wam.umd.edu

Well this is the Xtal that is used by that chip..

2.4576Mhz

I could also dig out some more info, but don't have it handy at the moment
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3698. IBM 3780 Bisync

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-18 13:19:04 UTC
From: JCROMWEL@UMAB.BITNET
Message-ID: <91291.091904JCROMWEL@UMAB.BITNET>
Source record: 46736

Is there any software (commercial or PD) that I can use
to connect to an IBM machine using 3780 Bisync protocol?
Any info is appreciated. Thanks.

3699. Re: Tar to SCSI tape drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-18 14:08:04 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Oct18.140804.28780@cs.yale.edu>
Source record: 46737

In article <1991Oct18.124638.36111@qut.edu.au> lunnon@qut.edu.au writes:
>A little while ago HCJ (Howard Johnson) I think said something about
>a tar program for ST's which could write SCSI tapes.
>
>Anybody remember this and where can I pick this up. Atari.archive
>does not appear to have this little gem :-)

It's on atari.archive in directory atari/gnustuff/tos/Tar. The
file "tar.lzh" appears to be new. I have the older "gnutar.zoo".

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3700. Re: GDOS driver for Canon BubbleJet 10

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-18 15:07:47 UTC
From: malay@sae.com
Message-ID: <1991Oct18.150747.2676@sae.com>
Source record: 46739

```
In article <936@utrcu1.UUCP>, optimiza@utrcu1.UUCP (Streng) writes:
|> The subject says it all: does anybody know if a GDOS driver for the
|> Canon Bubblejet exists, and, if so, where I can get it. I like the
|> portability of the thing, and in combination with the ST notebook, you'd
|> have a nice setup
|> ---
|> Henk de Leeuw
|> optimiza@utwente.nl

Please post if you find out anything - I'm interested, too!

Bob Malay
```

3701. bad data warning on floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-18 15:49:14 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <19OCT91004914@acad3.alaska.edu>
Source record: 46796

My ST's external B drive (SF314) sometimes returns the dread
"Your data may be trash..." warning, but does not consistently do this on
the same disk. I notice this most with Pagestream and trying to load fonts.
I have the speed check prg somewhere, but is there some way to align the
head with the data track? Are there other possibilities I can check?
Thanks for any help. j harris\fairbanks

3702. Floppy problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-18 16:14:49 UTC
From: m88max@bellatrix.tdb.uu.se
Message-ID: <1991Oct18.161449.11156@corax.udac.uu.se>
Source record: 46793

I have a old ST with a external Cumana drive and (i think) TOS 1.0
When i turn on my ST the disk starts to spin but the light on the drive doesn't
light up. After a while the desktop shows on the screen
but without the floppy icons.

Does anyone know of this problem?

Please let me know what to do!! (Yes a know i can take the box to a shop and
get it repared but i still want to know).

/Max Brante

3703. Tar to SCSI tape drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-18 17:46:37 UTC
From: lunnon@qut.edu.au
Message-ID: <1991Oct18.124638.36111@qut.edu.au>
Source record: 46731

At home I have an adequately large HD which requires lots of floppies
and lots of time to backup.

At work I have a SCSI Exabte tape drive which I can borrow for the
Weekend.

A little while ago HCJ (Howard Johnson) I think said something about
a tar program for ST's which could write SCSI tapes.

Anybody remember this and where can I pick this up. Atari.archive
does not appear to have this little gem :-)

Howard, are you listening ???

BOB

3704. No menu bar? possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-18 19:03:49 UTC
From: jg@hpcvca.CV.HP.COM
Message-ID: <26840001@hpcvca.CV.HP.COM>
Source record: 46795

GEM programming query #2715:

Is it possible to write a GEM program that doesn't have a menu at the top of the screen and allows you to move windows, draw, etc., into that area?

I would like to use Jan Van der Steen's popup menus and get a little more screen space for my application by not having a top-of-the-screen menu, but when I do a wind_get on the Desktop it thinks there's a menu at the top of the screen.

If it is possible, what happens to Desk Accessories when there is no menu bar?

-Joe "Expiring minds need to know" Gilray

3705. IBM 3780 Emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-18 19:23:14 UTC
From: JCROMWEL@UMAB.BITNET
Message-ID: <91291.152314JCROMWEL@UMAB.BITNET>
Source record: 46791
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I may not been clear as to what I was looking for with my last post.
I'll try again. Are there any programs (comercial or PD) that will
allow me to emulate a 3780 terminal with my Atari? Any info
appreciated. Thanks in advance.

3706. DataLink 1.00

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-18 21:06:27 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <g67102w164w@ersys.edmonton.ab.ca>
Source record: 46794
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello. DataLink 1.00, a new communications program, has just been uploaded to atari.archive.umich.edu and will soon be available. The filename is currently DATALINK.ZOO. Following is an excerpt from the text file included in the DataLink archive.

D I S T R I B U T I O N

You may upload this archive anywhere you please, so long as the information contained within it is not altered in any way. DataLink *can* be included on User Group disks that are being sold, but may not be sold for profit.

D A T A L I N K F E A T U R E S

Welcome to the wonderful world of telecommunications!

DataLink is the newest program to hit the market, and chances are it's just right for you. Some of the best features found in commercial telecommunications programs are now at your fingertips.

An easy to use Group Dialer will let you select a group of BBS systems to call, and then dial each one in the sequence until you have connected to every board in the chain.

The normal dialer used by DataLink will dial a BBS system until you connect, keeping track of how long you have been dialing, how many "BUSY", "NO CARRIER", and "NO DIALTONE" messages have occurred, and how many times you have dialed.

Both of DataLink's dialers show the name, the number, a comment, and the baud rate of the BBS being dialed. You can store up to fifty BBS systems, along with the appropriate information, in each dialing directory. There is no limit to the number of dialing directories you can maintain.

DataLink also provides you with a complete set of disk utilities, including copy, move, delete, rename, print, make folder, delete folder, touch file, append file, and free disk space.

Do you ever get tired of typing in your name and password every time you want to log-on to a BBS system? Sure you do. DataLink will allow you to put this annoying problem behind you

forever. You can enter up to ten strings which DataLink will search for, and up to ten strings to reply with when the search strings are found.

DataLink also provides you with a 32K buffer so that you don't miss important information. The buffer is saved automatically when it fills. Or, if you want to save disk space, you can set the buffer not to save until you tell it to from terminal mode. Using the latter method, the buffer empties when it fills. This buffer is also used in disk operations, so it is saved before every disk operation that uses it.

Can there be more? Yes!

DataLink provides you with twenty function keys, which let you send a string with a single keypress.

Have you ever wanted to run a program from inside your terminal program, but found that the program only gave you a few spaces to enter a command line, or made it so difficult to use the execution feature that it wasn't worth it? DataLink makes this problem a thing of the past. With one keypress from terminal mode, you can run any of ten pre-defined programs. It's that simple!

Want more? So did I, so I kept adding to the program!

From terminal mode, you can look at the date and time, set the date and time, select full and half duplex, echo mode, execute a file, load an external editor, and even access accessories!

DataLink also has a Notepad mode, which lets you make notes while you are online. You can save the notes too!

DataLink allows you to use RTS/CTS, XON/XOFF, both, or neither.

DataLink will even let you select the path where downloads go! [Note: This feature has been removed. See reason at end of file.]

S Y S T E M R E Q U I R E M E N T S

DataLink will run from a single sided floppy drive. It has been compressed using PFX Pack 1.8 (Thomas Quester) and uses about 270K of memroy (including the 32K data buffer and the 32K screen buffer) so it will easily run on a 520ST. You can un-PFX Pack DataLink with PFX Pack if you want to.

The selection of download paths was removed because I changed the way DataLink handled transfers. It now allows you to press Alt-G from

terminal mode to call XYZ, and you enter the command line. This allows you to use all the protocols, all the options, and even a different program if you want. Alt-I calls YMG, for the same reason. I think that this method will allow for greater flexabilty, even though you have to type a little.

I mention in the text file included in the archive my address (for various reasons) and I would be glad to here comments, criticisms, etc. from anyone who uses it.

A lot of people who read comp.sys.atari.st and comp.sys.atari.st.tech have offered advice on how to utilize certain parts of the ST operating system, and I would like to thank them now. They know who they are.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3707. STacy specific information

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-18 23:46:00 UTC
From: UI0T@DKAUNI2.BITNET
Message-ID: <"91-10-18-16:46:12.01*UI0T"@DKAUNI2.BITNET>
Source record: 46740

A friend of mine owns a STacy, and he would dearly like to have some
information about it.

What he'd like to do, ultimately, is to write an accessory to

1) dim, switch on and off the background lighting for the screen

2) switch the hard disk drive off (reversible) when he wants to

For this, he also needs to know how to

3) establish wether or not this program is running on a STacy

How can this be done?

Any help appreciated.
--
Thomas Koenig
EARN/BITNET : UI0T@DKAUNI2.BITNET
INTERNET : UI0T@IBM3090.RZ.UNI-KARLSRUHE.DE
X.400 : S=UI0T;OU=IBM3090;OU=RZ;P=UNI-KARLSRUHE;A=DBP;C=DE

3708. Re: WANTED: GIF --> SPC converter

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-19 00:47:50 UTC
From: bryanw@netcom.COM
Message-ID: <1991Oct19.004750.15899bryanw@netcom.COM>
Source record: 46792
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3915450@MVB.SAIC.COM> steveg@cseic.saic.com (Stephen Harold Goldstein) writes:

>I'm looking for a *high-quality* GIF to Spectrum converter that runs in a
>BATCH mode. (Feed it a list of files to convert, and let it fly).

>DMJ GIF 2.0 produces the best conversions I've seen to date, but takes up to
>1/2 an hour to perform the conversion on a stock ST, or 17 minutes with
>AdSpeed running @ 16MHz, but that's still too slow to wait around for.

>Even if it's slower, the ability to convert overnight will provide me with
>better 'throughput'.

DMJ Gif 3.0 should be (I'm praying every night. I want it THAT BAD!)
released by the end of October or the first few weeks in November. It will
have batch mode; feed it a bunch of GIFs to convert, and a destination
path, and it will automatically convert 'em. It's supposed to offer a few
more dithering modes, a totally rewritten interface, and there's an
emphasis on flexibility of options. Really complete, thorough program.

As an aside, if you don't pay your Shareware dues for this program, you
really are the lowest form of life on the planet. It doesn't take a rocket
scientist to see that Shareware for the ST is being produced in lesser
quantities each year. By supporting what little quality stuff is being
produced (DMJ Gif is a glowing example), you are ensuring the speedy demise
of the ST. No computer is useful without continuous software support.

{Getting off soap box.}

>--
>---
>Stephen Goldstein steveg@cseic.saic.com
>My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
>Disclaimer: That's not what I said.
--
Bryan Woodworth Mail: bryanw@netcom.COM
Netcom - Online Communication Services San Jose, CA

3709. Re: IBM 3780 Bisync

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-19 11:30:02 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct19.113002.13087@actrix.gen.nz>
Source record: 46797

In article <91291.091904JCROMWEL@UMAB.BITNET> JCROMWEL@UMAB.BITNET writes:
> Is there any software (commercial or PD) that I can use
> to connect to an IBM machine using 3780 Bisync protocol?
> Any info is appreciated. Thanks.

For some reason Atari left out the Clock lines for you to use Synchronous
Communications, the HardWare is there but missing these clock lines,
you would have to write the software your self and add these clock lines,
(TXC and RXC)..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3710. Cold boot detection (?)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-19 13:29:07 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1991Oct19.132907.8732@magnus.acs.ohio-state.edu>
Source record: 46798

Hello, netters.

Here's my question. I have written a program or two which I place in my AUTO folder, but which I really only want to run when going through a cold boot (as opposed to a warm boot / reset). Could someone tell me what the best/proper way to do this is?

Thanx in advance.
--
__________ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | BORG ARE IRRELEVENT!!! <Hey, wait a minute.> <That's
`---- | not right.> <Okay, who switched the scripts?>

3711. Re: An old idea for archiver a

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-19 13:41:36 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1991Oct19.134136.17010@demon.co.uk>
Source record: 46799

A new-sh program from Atari themselves called Atari-Archive backs up hard disks with compression on the fly. Not too zippy but works well enough. In the UK it costs around 22 pounds.

3712. MINIX ST info wanted!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-20 01:42:13 UTC
From: aj743@cleveland.Freenet.Edu
Message-ID: <1991Oct20.014213.24964@usenet.ins.cwru.edu>
Source record: 46800

Can someone send me information on MINIX for the ST? I would like to know what the system requirements are, what is the address is were I can get it, what is the most recent version, and how much will it cost me???

I would also like anything else you think I should know about MINIX.

Thanks...

--
//////// / TAYLOR 23 / //
6820 N.W. 31st InterNet: aj743@cleveland.Freenet.Edu
Bethany, Oklahoma Compu$erve: 70233,3101
73008-4006 GEnie: S.HARDY3

3713. STOS Compiler

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-20 02:35:30 UTC
From: U24226@uicvm.uic.edu
Message-ID: <91292.213554U24226@uicvm.uic.edu>
Source record: 46802

I can't get the STOS compiler to compile anything. I've followed all the instuctions. I got the language and the compiler at the same time, but they are different versions. The compiler is V. 2.5, while the language is 2.6. Could this be the cause of the problem? I looked on the language disk and there isn't a program to change a 2.5 program to a 2.6 program. Does a program like this exist, and if so is it in the public domain? I keep getting a Extension error at line 10000, which doesn't even exist.

****
* Marc Sasiadek @UICVM *
* University of Illinois at Chicago *
* College of Pharmacy *
****

3714. Re: DataLink 1.00

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-20 10:11:42 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct20.101142.18641@actrix.gen.nz>
Source record: 46801
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <g67102w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> Hello. DataLink 1.00, a new communications program, has just been
> uploaded to atari.archive.umich.edu and will soon be available. The
> filename is currently DATALINK.ZOO. Following is an excerpt from the
> text file included in the DataLink archive.
>
*** Stuff Deleted ***
>
> The selection of download paths was removed because I changed the way
> DataLink handled transfers. It now allows you to press Alt-G from
> terminal mode to call XYZ, and you enter the command line. This allows
> you to use all the protocols, all the options, and even a different
> program if you want. Alt-I calls YMG, for the same reason. I think that
> this method will allow for greater flexabilty, even though you have to
> type a little.
>
> I mention in the text file included in the archive my address (for
> various reasons) and I would be glad to here comments, criticisms, etc.
> from anyone who uses it.
>
> A lot of people who read comp.sys.atari.st and comp.sys.atari.st.tech
> have offered advice on how to utilize certain parts of the ST operating
> system, and I would like to thank them now. They know who they are.
>
>
> << -- >>
> << mforget@ersys.edmonton.ab.ca >>
> << ersys!mforget@nro.cs.athabascau.ca >>
> << Michel Forget >>
> << "Do not meddle in the affairs of Wizards, >>
> << for they are not happy campers!" - UNKNOWN >>
> << -- >>

Does this Program support Zmodem Batch uploads,
I have fould that a lot of Term programs use the XYZ.TTP for file
transfers, but there is a big problem, it does not support a real
Batch mode, only a wild card mode, or all the batch files have to be in
a folder..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***

*** New Zealand.. * not like a dying light globe ***

3715. Re: An old idea for archiver a

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-20 10:37:40 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct20.103740.19260@actrix.gen.nz>
Source record: 46803

In article <1991Oct19.134136.17010@demon.co.uk> Iain Laskey <ilaskey@cix.compulink.co.uk> writes:
> A new-sh program from Atari themselves called Atari-Archive backs up hard
> disks with compression on the fly. Not too zippy but works well enough.
> In the UK it costs around 22 pounds.

Well does it support 32 meg partisions, and will it do incremental
back ups, and also restore any files that you like,
if so I am interested.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3716. Re: STOS Compiler

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-20 10:40:59 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct20.104059.19430@actrix.gen.nz>
Source record: 46804

In article <91292.213554U24226@uicvm.uic.edu> U24226@uicvm.uic.edu writes:
> I can't get the STOS compiler to compile anything. I've followed all the
> instuctions. I got the language and the compiler at the same time, but they
> are different versions. The compiler is V. 2.5, while the language is 2.6.
> Could this be the cause of the problem? I looked on the language disk and
> there isn't a program to change a 2.5 program to a 2.6 program. Does
> a program like this exist, and if so is it in the public domain? I keep
> getting a Extension error at line 10000, which doesn't even exist.
>
>
> **
> * Marc Sasiadek @UICVM *
> * University of Illinois at Chicago *
> * College of Pharmacy *
> **

Well there was a good deal of support on GEnie for STOS, plus a few
patch programs..

Also in the UK there are some good books and a STOS club..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3717. Re: IBM 3780 Bisync

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-20 17:15:57 UTC
From: dshaw@cpva.saic.com
Message-ID: <7577.2901494d@cpva.saic.com>
Source record: 46805

In article <91291.091904JCROMWEL@UMAB.BITNET>, JCROMWEL@UMAB.BITNET writes:
> Is there any software (commercial or PD) that I can use
> to connect to an IBM machine using 3780 Bisync protocol?
> Any info is appreciated. Thanks.
.
.
.
You're going to need more than software if you really intend to to run bisync.
3780 Bisync terminals connect via coax cable to a 3x74 cluster controller,
which in turn attaches to an IBM channel (if locally attached, or to a 32x5
front end via modems if remote).

If the IBM machine your using has a protocol converter (which emulates the
3x74 cluster controller to the IBM system, but allows async connections into
it, you should be able to use most any terminal software that emulates any
of the terminal types that the protocol converter supports. VT100 would be
a likely candidate.

I use UniTerm v2.0c this way regularly.

3718. Re: sozobon c problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-20 18:22:24 UTC
From: ulrer@ida.liu.se
Message-ID: <1991Oct20.182224.22932@ida.liu.se>
Source record: 46809

carter@cae.wisc.edu (Gregory Carter) writes:

>In article <1991Oct16.162246.20356@garfield.cs.mun.ca> avp@garfield.cs.mun.ca (Anthony Paul) writes:
>>float d;
>>
>>d=sqrt((x-100)*(x-100)+(y-169)*(y-169));
>>
>>This line compiles fine, but gives me 3 bombs when it gets
>>executed. any ideas?
>>
>>also
>>
>> printf("sqrt of 36 = %f\n",sqrt(36));
>>
>>prints 0.125328
>>
>>what am i/the compiler doing wrong ?!?!

>I do believe, sqrt takes a float value, or double doesn't it?

>Your pushing ints in your stack frame, that might be the problem.

>At least my reference says it takes a double..ie sqrt..

>try this:

>double x, y, d;

>d=sqrt((x-100.0)*(x-100.0)+(y-169.0)*(y-169.0));

>OK? I hope this helps you out.

The compiler also needs to know that the value returned by sqrt is
a double, i.e:

#include <math.h> or
extern double sqrt();
--
Ulric Eriksson ulrer@ida.liu.se

3719. ATARI ST MINIX - how does it cope with fork()?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-20 21:02:13 UTC
From: rjwalsh@unix2.tcd.ie
Message-ID: <rjwalsh.687992533@unix2.tcd.ie>
Source record: 46810
Cross-posted to: comp.sys.atari.st.tech,comp.os.minix

Say I do this on the Atari ST version on Minix...

```
main(){
...
fred(&a);
...
}

fred(a)
int *a;
{
...
if(fork()==0){
...
printf("%d\n",*a);
...
}
...
}
```

Would the reference I make to '*a' in the fork() refer
back to the parents address space, or does Minix have some way
of knowing where abouts pointers are kept on the stack, so it
could adjust their value to point into the child's address
space?
If not, is a real fork() command not really possible on
an ST? Hope someone can help....
--

Robert Walsh Email: rjwalsh@unix2.tcd.ie
Engineering School, Trinity College Dublin.

3720. Re: DataLink 1.00

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-20 22:45:15 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <521502w164w@ersys.edmonton.ab.ca>
Source record: 46812
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

> In article <g67102w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (M
> > Hello. DataLink 1.00, a new communications program, has just been
> > uploaded to atari.archive.umich.edu and will soon be available. The
> > filename is currently DATALINK.ZOO. Following is an excerpt from the
> > text file included in the DataLink archive.
> >
> *** Stuff Deleted ***
> >
> > The selection of download paths was removed because I changed the way
> > DataLink handled transfers. It now allows you to press Alt-G from
> > terminal mode to call XYZ, and you enter the command line. This allows
> > you to use all the protocols, all the options, and even a different
> > program if you want. Alt-I calls YMG, for the same reason. I think that
> > this method will allow for greater flexabilty, even though you have to
> > type a little.
> >
> > I mention in the text file included in the archive my address (for
> > various reasons) and I would be glad to here comments, criticisms, etc.
> > from anyone who uses it.
> >
> > A lot of people who read comp.sys.atari.st and comp.sys.atari.st.tech
> > have offered advice on how to utilize certain parts of the ST operating
> > system, and I would like to thank them now. They know who they are.
> >
> >
> > << -- >>
> > << mforget@ersys.edmonton.ab.ca >>
> > << ersys!mforget@nro.cs.athabascau.ca >>
> > << Michel Forget >>
> > << "Do not meddle in the affairs of Wizards, >>
> > << for they are not happy campers!" - UNKNOWN >>
> > << -- >>
>
>
> Does this Program support Zmodem Batch uploads,
> I have fould that a lot of Term programs use the XYZ.TTP for file
> transfers, but there is a big problem, it does not support a real
> Batch mode, only a wild card mode, or all the batch files have to be in
> a folder..
>
>

> --
> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> *** Kapiti At least I don't Flicker, ***
> *** New Zealand.. * not like a dying light globe ***

DataLink will allow a 78 character command line, so that is what you have to work with. In the next version, I'll add the ability to write a TOSEND.INF file so that you can use that option and then pass the TOSEND.INF to XYZ using the -1 option. That should make it a little easier. For now, though, you should probably use wilcards or as much as you can fit on the command line. If you have a better suggestion, I'll be glad to incorporate it. I don't want to tie DataLink too tightly to any transfer program, since it is designed to be able to use them all.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3721. WANTED: Key-slot switcher for Atari ST/Mega !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-20 23:18:57 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.91Oct21001857@nic.funet.fi>
Source record: 46811
Cross-posted to: rec.music.synth,rec.music.makers,comp.music,comp.sys.atari.st,comp.sys.atari.st.tech,dnet.atari

Hi!

I need a key-slot (ROM/modul-port) switcher form my Atari Mega4, so
that I could run two key-protected applications under the
MROS-switcher.

If you know anything about such product or availability or source for
one, please reply/followup.

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator in nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

3722. Re: An old idea for archiver a

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-20 23:23:47 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1991Oct20.232347.23785@demon.co.uk>
Source record: 46816

Yes, you can restore any file, file type or partition. It does support increme-
ntal backups too.
It claims to support any standard TOS/GEM device. It handles 44meg cartridges,-

floppies, hard drives and network drives. I haven't tried 32meg partitions
myself but I don't think it would be a problem.
A bonus is that if you want to read a file on the last disk of the backup,
you don't have to feed the whole lot in to get to it. It's smart enough
to pick it up at any point.
****
* Iain R Laskey * Disclaimer: It was probably just a rumour *
* ilaskey@cix.compulink.co.uk * Quote: The Journey is the reward *
****

3723. Re: DataLink 1.00

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-20 23:32:16 UTC
From: millert@cs.colorado.edu
Message-ID: <1991Oct20.233216.12975@colorado.edu>
Source record: 46813
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <521502w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>> Does this Program support Zmodem Batch uploads,
>> I have fould that a lot of Term programs use the XYZ.TTP for file
>> transfers, but there is a big problem, it does not support a real
>> Batch mode, only a wild card mode, or all the batch files have to be in
>> a folder..
>>
>
>DataLink will allow a 78 character command line, so that is what you have
>to work with. In the next version, I'll add the ability to write a
>TOSEND.INF file so that you can use that option and then pass the
>TOSEND.INF to XYZ using the -1 option. That should make it a little
>easier. For now, though, you should probably use wilcards or as much as
>you can fit on the command line. If you have a better suggestion, I'll
>be glad to incorporate it. I don't want to tie DataLink too tightly to
>any transfer program, since it is designed to be able to use them all.
>
Doesn't xyz support several files on a command line? If so you could use the file elector to select files to u/l and use cancel button to signal when you have selected enough files. Keep track of the selections and pass that to xyz (or whatever zmodem prg you use)...

- todd
--
Todd C. Miller | "But all the politiCIAns now
millert@tramp.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

3724. Re: DataLink 1.00, mono only -- ahh!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-21 01:38:34 UTC
From: bryanw@netcom.COM
Message-ID: <1991Oct21.013834.8542bryanw@netcom.COM>
Source record: 46815
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Any chance of a medium resolution version of Datalink in the near future?
I thought only Germans used monochrome! :p

--
Bryan Woodworth Mail: bryanw@netcom.COM
Netcom - Online Communication Services San Jose, CA

3725. Re: DataLink 1.00, mono only -- ahh!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-21 04:22:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4611@uqcspe.cs.uq.oz.au>
Source record: 46817
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

bryanw@netcom.COM> bryanw@netcom.COM (Bryan Woodworth) writes:

>Any chance of a medium resolution version of Datalink in the near future?
>I thought only Germans used monochrome! :p

All SERIOUS users use monochrome? As soon as I get around to buying a
monitor switcher, the sooner I can stop using Gumby resolution. Medium
is so UGLY after monochrome - I spend most of my time editting source code.

Anyone got some good RGB values for minimum eye-strain in colour text modes?

Warwick.
--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3726. Re: Setting my own midi buffer?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-21 07:08:45 UTC
From: skershaw@loki.une.oz.au
Message-ID: <1855@loki.une.oz.au>
Source record: 46824

From article <1991Oct16.131050.8350@actrix.gen.nz>, by Roger.Sheppard@actrix.gen.nz (Roger Sheppard):
> In article <1991Oct16.005806.7401@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>>
>> BTW, the subject of running the MIDI port faster than normal may come
>> up again here. I did extensive testing with this and found that you
>> just can't get a reliable connection at anything faster than the
>> standard baud rate, probably because the opto-isolators can't handle
>> going much faster than normal.
>
> What caused the Bytes to be droped, was it the TOS version..?
>
> Is it possibly to replace the Opto's with Faster ones..?
>

I would suggest that changing the opto's would have no discernible effect on the rate at which the MIDI stream can be broadcast at. See the latest version of the MIDI spec. for more info and reasons why.

As for bytes dropping, I don't know about this. anyone else?

Shane.

why such lonely times and spaces?
--
| "Life! Don't talk to me about life" Marvin from Douglas Adams |
| Shane Kershaw Internet: skershaw@loki.une.edu.au |
\ University of NewEngland, Northern Rivers, Lismore NSW Australia /
==========

3727. Re: ATARI ST MINIX - how does it cope with fork()?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-21 07:59:24 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.91Oct21085921@fysaq.fys.ruu.nl>
Source record: 46814

>>On 20 Oct 91 21:02:13 GMT, rjwalsh@unix2.tcd.ie (Robert Walsh) said:

[code deleted]

Robert> Would the reference I make to '*a' in the fork() refer
Robert> back to the parents address space, or does Minix have some way
Robert> of knowing where abouts pointers are kept on the stack, so it
Robert> could adjust their value to point into the child's address
Robert> space?
Robert> If not, is a real fork() command not really possible on
Robert> an ST? Hope someone can help....

Fork on the ST uses 'shadowing', meaning that on a context switch the
whole data-segment is swapped. This is if course very expensive for
processes with large datasegments, but needed because of the lack of
virtual memory. So it is not wise to perform fork() without soon doing
exec (then all segments are replaced) under minix for processes that
do not have a very small data-segment.
--

Peter Mutsaers. RUU physics dept. Heidelberglaan 5, Utrecht, Nederland
muts@fysap.fys.ruu.nl |==========
tel: (+31)-(0)30-533880 | " Trust me; I know what I'm doing. "

3728. Re: DataLink 1.00

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-21 09:23:33 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct21.092333.15589@actrix.gen.nz>
Source record: 46818
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Oct20.233216.12975@colorado.edu> millert@cs.colorado.edu (Todd C. Miller) writes:
> In article <521502w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> >> Does this Program support Zmodem Batch uploads,
> >> I have fould that a lot of Term programs use the XYZ.TTP for file
> >> transfers, but there is a big problem, it does not support a real
> >> Batch mode, only a wild card mode, or all the batch files have to be in
> >> a folder..
> >>
> >
> >DataLink will allow a 78 character command line, so that is what you have
> >to work with. In the next version, I'll add the ability to write a
> >TOSEND.INF file so that you can use that option and then pass the
> >TOSEND.INF to XYZ using the -1 option. That should make it a little
> >easier. For now, though, you should probably use wilcards or as much as
> >you can fit on the command line. If you have a better suggestion, I'll
> >be glad to incorporate it. I don't want to tie DataLink too tightly to
> >any transfer program, since it is designed to be able to use them all.
> >
> Doesn't xyz support several files on a command line? If so you could use the
> file elector to select files to u/l and use cancel button to signal when you
> have selected enough files. Keep track of the selections and pass that to
> xyz (or whatever zmodem prg you use)...
>
> - todd
> --
> Todd C. Miller | "But all the politiCIAns now
> millert@tramp.Colorado.EDU | They have no excuse
> al804@cleveland.Freenet.Edu | They just hide behind their power
> University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

From what I can remember, as I only had a quick play with XYZ 202 ?,
it could not do a batch upload with explicit file names.

Terminal programs must support Full ARCV, none of this 125 character
command line limit.

Uploaded files can be all over the place and in some folders deep, this
is why the 125 limit is far to short.

I get involved in uploading lots of files to BBS's, but at the
moment I am limited to 3 files per upload, I use the GSZRZ18, this is
the German Gem Zmodem program, but still only uses the command line..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3729. Re: DataLink 1.00

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-21 09:40:20 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <XDV601w164w@ersys.edmonton.ab.ca>
Source record: 46819
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

millert@cs.colorado.edu (Todd C. Miller) writes:

Michel Forget writes:
> >DataLink will allow a 78 character command line, so that is what you have
> >to work with. In the next version, I'll add the ability to write a
> >TOSEND.INF file so that you can use that option and then pass the
> >TOSEND.INF to XYZ using the -1 option. That should make it a little
> >easier. For now, though, you should probably use wilcards or as much as
> >you can fit on the command line. If you have a better suggestion, I'll
> >be glad to incorporate it. I don't want to tie DataLink too tightly to
> >any transfer program, since it is designed to be able to use them all.
> >
> Doesn't xyz support several files on a command line? If so you could use the
> file elector to select files to u/l and use cancel button to signal when you
> have selected enough files. Keep track of the selections and pass that to
> xyz (or whatever zmodem prg you use)...
> --
> Todd C. Miller | "But all the politiCIAns now
> millert@tramp.Colorado.EDU | They have no excuse
> al804@cleveland.Freenet.Edu | They just hide behind their power
> University of Colorado @ Boulder | And keep us from the truth" - Roger McGu

This is the way I had the transfer system set up to begin with. XYZ was
required to use DataLink. I later changed my mind and removed that
aspect of the program, so that people can use any transfer utility they
want. The method you suggest would work up to a point; I don't think
that XYZ uses the ARGV standard, so it wouldn't be able to receive very
many files on a command line. It does allow you to write the files to a
file, and then use that file for input though. This should work in
theory, but I had an extremely hard time getting it to work at all. In
the next version of DataLink, I will add the ability to construct a file
that you can pass to XYZ. The feature will let you select files until
you hit cancel, and it will write them out to a file of your choice.
Then you can pass the filename to XYZ while you select your transfer
type and other options.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3730. Re: DataLink 1.00, mono only -- ahh!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-21 09:45:53 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <7mV602w164w@ersys.edmonton.ab.ca>
Source record: 46820
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

bryanw@netcom.COM (Bryan Woodworth) writes:

> Any chance of a medium resolution version of Datalink in the near future?
> I thought only Germans used monochrome! :p
>
> --
> Bryan Woodworth Mail: bryanw@netcom.COM
> Netcom - Online Communication Services San Jose, CA

There is a possability of a color version, but I'm not too sure about it.
I only have a Monochrome monitor, and the RF Modulator that connects the
ST to my TV is broken for some reason. The reason DataLink will only run
in Monochrome (I tried color when I had it) is that the RSC file has
dialogs with a lot of information in them. When I was designing the
dialogs, I was intending for the program to be used on a Monochrome
display so it never occured to me to make the dialogs smaller (but more
complex). If I get the RF Modulator fixed, and if the users show enough
interest by sending in their $5, then I will work on it until there is a
color version. DataLink doesn't do anything that should cause problems
in color, except for the size of the dialogs, so it shouldn't be too hard
to get it working in color after I re-organize the dialogs.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3731. Re: DataLink 1.00, mono only -- ahh!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-21 09:49:10 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <NsV603w164w@ersys.edmonton.ab.ca>
Source record: 46821
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

warwick@cs.uq.oz.au (Warwick Allison) writes:

> bryanw@netcom.COM> bryanw@netcom.COM (Bryan Woodworth) writes:
>
> >Any chance of a medium resolution version of Datalink in the near future?
> >I thought only Germans used monochrome! :p
>
> All SERIOUS users use monochrome? As soon as I get around to buying a
> monitor switcher, the sooner I can stop using Gumby resolution. Medium
> is so UGLY after monochrome - I spend most of my time editting source code.
>
> Anyone got some good RGB values for minimum eye-strain in colour text modes?
>
> Warwick.
> --
> _-_|\ warwick@cs.uq.oz.au
> / * <-- Computer Science Department,
> _.-._/ University of Queensland,
> v Brisbane, AUSTRALIA.

I agree with you that color is painful on the ST. It isn't so bad on the IBM machines with Super VGA, but it still annoys me. If I could have made DataLink support color I would have, but the RF Modulator that connects my ST to my TV is broken, and I don't have a color monitor. I said in an earlier message that I would make DataLink support color if the users supported the product by sending in their $5, which will allow me to buy a RF Modulator. I want to make DataLink as good a program as I can.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3732. Re: bad data warning on floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-21 13:34:26 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Oct21083426@rcx1.ssd.csd.harris.com>
Source record: 46822

I believe the Pgs manual warns somewhere about a problem with TOS when
you try to change disks when it fails to find a font and prompts you
to insert another disk.
--
==
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
~~~~~~~~~

3733. Re: Tar to SCSI tape drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-21 18:39:04 UTC
From: bill@mwca.UUCP
Message-ID: <1928@mwca.UUCP>
Source record: 46823

In article <1991Oct18.140804.28780@cs.yale.edu> fischer-michael@cs.yale.edu (Michael Fischer) writes:
~>In article <1991Oct18.124638.36111@qut.edu.au> lunnon@qut.edu.au writes:
~>>A little while ago HCJ (Howard Johnson) I think said something about
~>>a tar program for ST's which could write SCSI tapes.

~>>Anybody remember this and where can I pick this up. Atari.archive
~>>does not appear to have this little gem :-)

~>It's on atari.archive in directory atari/gnustuff/tos/Tar. The
~>file "tar.lzh" appears to be new. I have the older "gnutar.zoo".

Will this work with all SCSI host adaptors, or is a driver needed? Also,
what tape drives will this work with?
--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

3734. Re: Tar to SCSI tape drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-22 09:14:28 UTC
From: ytsuji@cfi.waseda.ac.jp
Message-ID: <1480@wsdnws.waseda.ac.jp>
Source record: 46825

I remember hacking the 'gnutar' some time ago and having had troubles. The 'gnutar' for atarist had been bugged and it didn't allow for diskettes to be written on, hence there was no communication with MinixST's tar. The trouble was that there was no established denomination for the disk drive. When I hacked, I simply followed the MinixST line and used the names like /dev/fd0, etc. Unfortunately, when it came to writing or reading ordinary SCSI devices, the built-in device driver couldn't cope with 'tar' because when the media was properly formatted, it contained the proper media information and allowed the tar to write onto it but once the tar had overwritten the boot sector with its own header, the device driver found itself at a loss. The only way out seemed to lie in incorporating the device driver in the 'tar' itself. And there is no way of doing so as there are too many SCSI devices about. I wonder if 'tar' had a feature of preserving the boot sector intact.

Tsuji

3735. Re: Tar to SCSI tape drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-22 09:21:09 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.688123269@krypton>
Source record: 46830

fischer-michael@cs.yale.edu (Michael Fischer) writes:

>In article <1991Oct18.124638.36111@qut.edu.au> lunnon@qut.edu.au writes:
>>A little while ago HCJ (Howard Johnson) I think said something about
>>a tar program for ST's which could write SCSI tapes.
>>
>>Anybody remember this and where can I pick this up. Atari.archive
>>does not appear to have this little gem :-)

>It's on atari.archive in directory atari/gnustuff/tos/Tar. The
>file "tar.lzh" appears to be new. I have the older "gnutar.zoo".

Well, I've just download both gnutar.zoo and tar.lzh and none of them are
for writing to SCSI tape streamers, I don't think this possible without
writing some sort of extra driver that could talk through atari's DMA interface.

Alan Hourihane
email: alanh@logitek.co.uk

3736. Re: Sometimes my Mega STe won't Print!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-22 10:47:30 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <632@olymp.informatik.uni-bonn.de>
Source record: 46826

In article <1991Oct16.034357.9643@garfield.cs.mun.ca> avp@garfield.cs.mun.ca (Anthony Paul) writes:
>I've had a mega STe 2 for about 3 months, today, it began to
>get flakey when I try to print, oftentimes it doesn't see
>the printer. The printer is an original DeskJet.
>
>If I shut everything off, turn the printer on, then boot the
>system, I can access it for a little while, then it is no
>longer there, I can still run the self test, so it looks
>to be a computer or cable problem.

The DeskJets are known to be troublesome on the ST. If you turn on the ST before the DeskJet 500, it't GUARANTEED not to work.

There are several accessories out there that correct this problem (it's just a bit in one of the chips that drive the printer interface that must be flipped -- forget which).

I suggest you get one of these accessories and try it out.

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de [hopefully] (Bonn, Germany)

3737. Re: Tar to SCSI tape drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-22 11:01:00 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <633@olymp.informatik.uni-bonn.de>
Source record: 46827

In article <1991Oct18.124638.36111@qut.edu.au> lunnon@qut.edu.au writes:
>A little while ago HCJ (Howard Johnson) I think said something about
>a tar program for ST's which could write SCSI tapes.
>
>Anybody remember this and where can I pick this up. Atari.archive
>does not appear to have this little gem :-)

Well, this is something I've been looking for as well. I have a message that was posted by Paul Moreau (paulm@ccicpg.uucp) in Irvine, CA in November 1990.

He said that he had a tape driver and a tar to go with it that could read and write *ix compatible QIC cartridges just fine. He offered to send it to anyone who asked. I did ask but apparently never managed to get through to him.

Maybe that was what you remembered. [Paul Moreau, are you still there?]

I have all necessary info to write this beast myself, I just don't have the time right now. What Paul offered sounded neat since the driver was separate from the tar, the driver being resident and available to other programs via a trap #13 interface.

If someone out there has such a beast, or something simpler with an integrated SCSI driver, I'd be very thankful if it could be uploaded to atari.archive.

Thanks!

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de [hopefully] (Bonn, Germany)

3738. Re: SCSI tar for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-22 11:27:51 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <635@olymp.informatik.uni-bonn.de>
Source record: 46828

Someone suggested the tar.lzh at atari.archive in atari/gnustuff/tos/Tar.
Unfortunately, this is an old tar ported to the ST by Eric Smith two and a
half years ago with (gasp) gcc 1.34.

It doesn't know about SCSI at all.

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de [hopefully] (Bonn, Germany)

3739. Can SIMMs be used in place of SIPs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-22 19:05:06 UTC
From: talthaus@magnus.acs.ohio-state.edu
Message-ID: <1991Oct22.190506.8896@magnus.acs.ohio-state.edu>
Source record: 46829

I just got the file 2_5ram.zoo from a.a, and in it it tells on how to upgrade to 2.5 megs with SIPs, I was wondering if the pinouts are the same as SIMMs so I can just use SIMMs instead of SIPs.

Thanks

3740. help with info

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-23 01:41:27 UTC
From: denny@saguaro.cs.odu.edu
Message-ID: <1991Oct23.014127.8208@cs.odu.edu>
Source record: 46833

Greatings, I am looking for a laptop computer. I don't have a great love
for IBM compat. stuff I wold like to get some info in the ATARI laptop
I am haveing trouble geting info. If I could get the following info it would
be very. Helpfull the screen resolution, memory on board, voltage required,
amperage required both average and max, price of course, and where
I might get more info both tech and ordering.

thanks and God Bless in Jesus Name.
denny.

3741. Re: Tar to SCSI tape drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-23 09:09:24 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <18706@ccncsu.ColoState.EDU>
Source record: 46832

In article <alanh.688123269@krypton> alanh@logitek.co.uk (Alan Hourihane) writes:
>fischer-michael@cs.yale.edu (Michael Fischer) writes:
>
>Well, I've just download both gnutar.zoo and tar.lzh and none of them are
>for writing to SCSI tape streamers, I don't think this possible without
>writing some sort of extra driver that could talk through atari's DMA interface.
>Alan Hourihane
>email: alanh@logitek.co.uk

In recent helpful communications from Mr. Klaus Guhr in Germany about the TT
SCSI port hard drive, he mentioned there is a very good hard drive kit for ST
will support STREAMER, which I think he means the tape drive.
The product is call Megadisk and put out by Veba Application in Germany.
Does any one has use it with a SCSI tape drive, or SCSI CD-ROM, or SCSI
3.5" 20MB floppy drive?
Is there a distributor in USA or Canada?
Veba's address? price?
Tang
sytang@lamar.colostate.edu

3742. Re: Sometimes my Mega STe won't Print!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-23 10:03:58 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <688212238.16887@minster.york.ac.uk>
Source record: 46743

In article <632@olymp.informatik.uni-bonn.de> volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
>In article <1991Oct16.034357.9643@garfield.cs.mun.ca> avp@garfield.cs.mun.ca (Anthony Paul) writes:
>>I've had a mega STe 2 for about 3 months, today, it began to
>>get flakey when I try to print, oftentimes it doesn't see
>>the printer. The printer is an original DeskJet.
>>
>>If I shut everything off, turn the printer on, then boot the
>>system, I can access it for a little while, then it is no
>>longer there, I can still run the self test, so it looks
>>to be a computer or cable problem.
>
>The DeskJets are known to be troublesome on the ST. If you turn on the
>ST before the DeskJet 500, it't GUARANTEED not to work.

Well, not exactly GUARANTEED: it depends on the individual ST. Sometimes I can turn on my Deskjet 500 and the ST won't see it, other times it will. Some STs see it all the time, and some can't drive the Deskjet for long periods (print starts to get flakey). I've never had any problems at all.

I think both these problems are due to excessive current drain through the rather weak ST parallel port. The way to solve the problem is to buy a parallel port buffer (they're about 25 quid here in the UK). This is basically an octal line driver which can stand a higher current drain than the unbuffered Yamaha sound chip used by the ST for its parallel output.

>There are several accessories out there that correct this problem (it's just
>a bit in one of the chips that drive the printer interface that must be
>flipped -- forget which).

Does anybody know _which bit_? (No guesses, please)

>--
>Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
>UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
>Internet: volker@sfb256.iam.uni-bonn.de [hopefully] (Bonn, Germany)

Mathew Lodge	"Baldrick, are the words 'I have a cunning plan'
mjl-b@minster.york.ac.uk	heading towards this conversation with ill
Summer: lodge%alsys@uknet	deserved confidence?" -- Blackadder III

3743. Hard Drive Chirping/Beeping/Squeeking!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-23 10:54:53 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <76N002w164w@ersys.edmonton.ab.ca>
Source record: 46835

This may sound like an odd question, but should the Atari MegaFile 30 hard drive make any kind of a sound when it writes to the media? Mine makes this chirping/beeping/squeeking kind of sound when it does a write, and sometimes when it does a read. It did this when I bought it, and it still does it four months later. It frightened me then, and it frightens me now. The dealer I bought it from told me this was normal, but this is also the same dealer who sold me a defective monitor, disk drive, and THREE defective mice. (I have since switched stores of course, but they were the only one at the time.) The Hard Drive is no longer under waranty, and I would really like to hear if anyone has had the same type of problems, or whether or not this is normal. I spent $535 on that drive, and it would be terrible if it died. If anyone can help me out, *please* do.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3744. ********

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-23 12:57:58 UTC
From: dawinic@eos.ncsu.edu
Message-ID: <1991Oct23.125758.11439@ncsu.edu>
Source record: 46742

In article <76N002w164w@ersys.edmonton.ab.ca>,
mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
Path: taco!lll-winken!aunro!ersys!mforget
From: mforget@ersys.edmonton.ab.ca (Michel Forget)
Newsgroups: comp.sys.atari.st.tech
Subject: Hard Drive Chirping/Beeping/Squeeking!
Message-ID: <76N002w164w@ersys.edmonton.ab.ca>
Date: 23 Oct 91 10:54:53 GMT
Organization: Edmonton Remote Systems, Edmonton, AB, Canada
Lines: 22

This may sound like an odd question, but should the Atari MegaFile 30
hard drive make any kind of a sound when it writes to the media? Mine
makes this chirping/beeping/squeeking kind of sound when it does a write,
and sometimes when it does a read. It did this when I bought it, and it
still does it four months later. It frightened me then, and it frightens
me now. The dealer I bought it from told me this was normal, but this is
also the same dealer who sold me a defective monitor, disk drive, and
THREE defective mice. (I have since switched stores of course, but they
were the only one at the time.) The Hard Drive is no longer under
waranty, and I would really like to hear if anyone has had the same type
of problems, or whether or not this is normal. I spent $535 on that
drive, and it would be terrible if it died. If anyone can help me out,
please do.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

--

++@+++++++++++++++++++++++++++++++++++
+ To build a computer that knows \`---.----/| dawinic@eos.ncsu.edu +
+ more about itself than I won't `!8^},~~~;====>| (David "Dez" Winick) +
+ require much thinking, I think. >@======---'-----\| Yo, save the humans. +

++
+ #include /as_many/disclaimers/as_necessary/to_keep/me/out_of_trouble +
++

3745. Re: Tar to SCSI tape drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-23 13:20:32 UTC
From: fischer-michael@cs.yale.edu
Message-ID: <1991Oct23.132032.1280@cs.yale.edu>
Source record: 46838

```
In article <alanh.688123269@krypton> alanh@logitek.co.uk (Alan Hourihane) writes:
>fischer-michael@cs.yale.edu (Michael Fischer) writes:
>
>>In article <1991Oct18.124638.36111@qut.edu.au> lunnon@qut.edu.au writes:
>>>A little while ago HCJ (Howard Johnson) I think said something about
>>>a tar program for ST's which could write SCSI tapes.
>>>
>>>Anybody remember this and where can I pick this up. Atari.archive
>>>does not appear to have this little gem :-)
>
>>It's on atari.archive in directory atari/gnustuff/tos/Tar. The
>>file "tar.lzh" appears to be new. I have the older "gnutar.zoo".
>
>Well, I've just download both gnutar.zoo and tar.lzh and none of them are
>for writing to SCSI tape streamers, I don't think this possible without
>writing some sort of extra driver that could talk through atari's DMA interface.

Sorry, I overlooked the part about writing SCSI tapes.
--
================================================
| Michael Fischer <fischer-michael@cs.yale.edu> |
================================================
```

3746. Re: Tar to SCSI tape drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-23 16:37:23 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Oct23173723@ghiggins.hpl.hp.com>
Source record: 46752

> Well, this is something I've been looking for as well. I have a message that
> was posted by Paul Moreau (paulm@ccicpg.uucp) in Irvine, CA in November 1990.

I remember that one, I *did* get the code from Paul, it's around here somewhere. I intend (one day) to try and get it together. I have a (bare) cart tape drive and apparently ICD do a SCSI controller for it. Trouble is, I need to lash out $125 for the SCSI controller before I find out whether it's possible or not. Now that DAT is replacing cart tapes, obsoleted cart tape drives should be coming available on the second-hand market and it might be worth doing. I remember having an e-conversation with Howard about the matter. If anyone's interested, I'll have a look through my disk storage box and see if I can turn up Paul's code.

Cheers,

--
Graham Higgins
<< My opinions above are exactly that: my own, and opinions. >>

3747. Re: Hard Drive Chirping/Beeping/Squeeking!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-23 21:16:32 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Oct23161632@rcx1.ssd.csd.harris.com>
Source record: 46751

How loud is it? It sounds to me like the stepper motor's normal
"chirp." Megafiles are a little loud, but no more than a floppy
(usually less so, but higher pitched). The key to peace of mind with
a hard disk is backups. Buy Diamond Back. Keep two sets of back up
(the "current full save" and "the full save I made before that". Then
do incremental saves periodically. Schedual it regularly. The
first time you skip a back up will be the time the disc drive
explodes taking half you're bedroom with it. Keep one set of your
backups at work. The other at a friends house. When the house burns
down, the backups will still be there. (I don't know about you, but I
have personal research projects on disk that I would want to preserve,
even if I lost all my other worldly goods). Never be dependant on a
single peice of hardware continueing to function.

jgj@the backup preacher

--
==
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
~~~~~~~~~

3748. Re: Tar to SCSI tape drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-23 22:56:46 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <18727@ccncsu.ColoState.EDU>
Source record: 46749

In article <633@olymp.informatik.uni-bonn.de> volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
>
>Well, this is something I've been looking for as well. I have a message that
>was posted by Paul Moreau (paulm@ccicpg.uucp) in Irvine, CA in November 1990.
>

Well, the ccicpg.uucp returned my mail saying paulm user unknown, so he
probably has moved.
That would explain why you did not hear anything back, he probably never even
received it.
Should hope he or someone else would offer it again.
Mr. Klaus Guhr in Germany do mentioned that there is a kit call Megadisk
from veba would support STREAMER.
Tang
sytang@lamar.colostate.edu

3749. Re: Tar to SCSI tape drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-23 23:22:29 UTC
From: ujwb@uxa.ecn.bgu.edu
Message-ID: <1991Oct23.232229.13282@uxa.ecn.bgu.edu>
Source record: 46839

what does one need to do to get a tape drive backup for their hard disk. I have the MicrO shoebox which is a SCSI hard drive, and it has space for another device. So could I just get a generic SCSI tape drive, mount it in, and use the tar to backup the hard disk?

Is it more complicated. I called MicrO and they were talking a price well about what I paid for the hard disk, plus it wouldn't fit in the shoebox. But I know venders who sell the generic tape drive for fairly cheap. Will that work?

jeff

3750. Re: Can SIMMs be used in place of SIPs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-24 01:16:16 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct24.011616.751@actrix.gen.nz>
Source record: 46755

In article <1991Oct22.190506.8896@magnus.acs.ohio-state.edu>
talthaus@magnus.acs.ohio-state.edu (Tara E Althauser) writes:
> I just got the file 2_5ram.zoo from a.a, and in it it tells on how to upgrade
> to 2.5 megs with SIPs, I was wondering if the pinouts are the same as SIMMs so
> I can just use SIMMs instead of SIPs.
>
> Thanks
>

If you have a good look at the article, the Author uses SIPS as they
are soldered onto a piece a matrix board, you can't solder the SIMMS
into the matrix board, you would have to fit sockets to do this.

There is another article that uses SIMMS, you solder wires to them,
and the SIMM boards are stuck down onto the main PCB, (with double
sided tape) in the place were the old 1/2 meg is removed.

I have fitted SIMMS to my 1040, but I have used sockets and have fitted
4 of these so I can goto 4 megs if needed, present 2.5 megs..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3751. MiNT libraries: new version available

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-24 01:25:44 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Oct23.212544.81@uwovax.uwo.ca>
Source record: 46766
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've sent the latest version of the MiNT library (patchlevel 14) up to atari.archive.umich.edu. There are a lot of changes from patchlevel 10, most notably support for the new features of MiNT 0.9 (which is being beta-tested now; sorry for the delay!). If you want a sneak preview of what's going to be available in MiNT, grab the libraries :-).

I hope to have the new version of MiNT itself in a shippable form in a week or two (fingers crossed).

--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario ersmith@julian.uwo.ca

3752. Re: Hard Drive Chirping/Beeping/Squeeking!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-24 03:55:20 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <XeZaaB4w164w@ersys.edmonton.ab.ca>
Source record: 46831

jgj@ssd.csd.harris.com (Jeff Jackson) writes:

>
> How loud is it? It sounds to me like the stepper motor's normal
> "chirp." Megafiles are a little loud, but no more than a floppy
> (usually less so, but higher pitched). The key to peace of mind with
> a hard disk is backups. Buy Diamond Back. Keep two sets of back up
> (the "current full save" and "the full save I made before that". Then
> do incremental saves periodically. Schedual it regularly. The
> *first* time you skip a back up will be the time the disc drive
> explodes taking half you're bedroom with it. Keep one set of your
> backups at work. The other at a friends house. When the house burns
> down, the backups will still be there. (I don't know about you, but I
> have personal research projects on disk that I would want to preserve,
> even if I lost all my other worldly goods). Never be dependant on a
> single peice of hardware continueing to function.
>
> jgj@the backup preacher
>
>
> --
> ===
> Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
> jgj@ssd.csd.harris.com | bust you up tonight."
> x5120 | Jesus said, "Go ahead, make my day."
> ~~~~~~~~~ -- Carman, "The Champion"

This is an interesting suggestion, but not exactly what I was looking
for. I do keep regular back-ups, but I only keep one set. The set
contains everything that my Hard Drive contains, and old programs that I
don't use until something goes seriously wrong. I spent more time
listening to the sound, and it occurs when the drive is "searching" for
something, like a directory or a place to write to the media I think.

I'd still be interested to here from other MegaFile owners...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3753. name of DESKTOP.INF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-24 12:25:22 UTC
From: epkst1@unix.cis.pitt.edu
Message-ID: <194630@unix.cis.pitt.edu>
Source record: 46834

Is there any way (preferably TOS independent) of changing the name of the DESKTOP.INF file?

One would think that this is pointed to by some vector and that it would be possible to change DESKTOP.INF to DESKTOP.FOO.

Ed Kuzemchak

3754. RAM upgrade for TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-24 14:24:09 UTC
From: vspicer@ccu.umanitoba.ca
Message-ID: <1991Oct24.142409.4911@ccu.umanitoba.ca>
Source record: 46836

has anyone out there done their own RAM upgrades on a TT030?
our unit currently has 4 meg, with 16 "4C256" chips on the motherboard and
another 16 on a piggyback board. the ones in the motherboard are
socketed while the ones on the piggyback board are not.

can one just pull the 4C256's on the motherboard and replace them with
4 megabit (??) chips?

thanks in adance
vic spicer

3755. Re: name of DESKTOP.INF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-24 15:49:06 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <91297.154906HAC041@DJUKFA11.BITNET>
Source record: 46837

In article <194630@unix.cis.pitt.edu>, epkst1@unix.cis.pitt.edu (Edward P Kuzemchak) says:
>
>Is there any way (preferably TOS independent) of changing the name of the
>DESKTOP.INF file?

No, the name DESKTOP.INF is hard-coded into the ROMs.

Konrad Hinsen (hac041@dacth11.bitnet)

3756. I need lint!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-24 16:09:00 UTC
From: bobhays@spss.com
Message-ID: <1991Oct24.160900.21004@spss.com>
Source record: 46840

I am looking for a PD lint utility - any ideas?

--

==========
The opinions expressed above are those of the author and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3522
Bob Hays Fax: (312) 329-3657

3757. Re: name of DESKTOP.INF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-24 16:56:52 UTC
From: pseemann@iiic.ethz.ch
Message-ID: <1991Oct24.165652.27717@neptune.inf.ethz.ch>
Source record: 46744

In article <194630@unix.cis.pitt.edu> epkst1@unix.cis.pitt.edu (Edward P Kuzemchak) writes:
>Is there any way (preferably TOS independent) of changing the name of the
>DESKTOP.INF file?

No. The name is coded in the TOS ROMs. Of course you can burn some
eproms and change the name but that wouln't be TOS independent at all.

Why do you want to change the name?

--
gruss, Patrick
--
"The universe is full of magical things, patiently waiting for our wits to grow sharper." -- Eden Phillpots

3758. Re: Help with... keyboard buffer???

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-24 18:17:06 UTC
From: harold@alice.hobby.nl
Message-ID: <5NPF7x5daUs@alice.hobby.nl>
Source record: 46765

In <1991Oct16.234658.2915@menudo.uh.edu>, Dennis Gray Jr. writes:
>Help! I have been having this problem with programms getting values
>in scanf() and getchar(), etc... in looping functions. Do these
>come from the keyboard buffer? Can I somehow clear it and see?
>In almost all cases if I duplicate the input function (i.e.
>scanf("%c", x);
>scanf("%c", x);
>then the program will promt the user correctly for the value. Otherwise
>it gets a value from somewhere and uses it in the function.

You propably have the well known problem of forgetting to read the
newline character.
scanf("%c",x); reads one character and only one, so the newline character
that is always needed to flush the buffer remains where it is.
Leading to the next scanf("%c",x); (shouldn't that be &x) to only read the
newline character and not the character typed.

solution: char x[2]; scanf("%1s",x);
meaning: read a string of one character and skip all leading spaces
including newline and tab characters. Note that x should be
an array of two characters to be able to store the NULL character
as end of string.
The first scanf will behave precisely as the scanf("%c",x); but
the second one will first skipp the leading '\n' character before
reading the one character of the new input.

Hope this solves your problem, if not be a little bit more precise of what
the problem is.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3759. Re: MINIX ST info wanted!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-24 18:25:28 UTC
From: harold@alice.hobby.nl
Message-ID: <Y2Gacp3Cz1A@alice.hobby.nl>
Source record: 46762

In <1991Oct20.014213.24964@usenet.ins.cwru.edu>, Steven D. Hardy writes:
>
>Can someone send me information on MINIX for the ST? I would like to
>know what the system requirements are, what is the address is were I can
>get it, what is the most recent version, and how much will it cost me???
>
The group comp.os.minix would be more appropiate for this kind of questions.
But here's is what I know of it.

requirements: minimum 1040 ST with 1 Mb memory and about 10 Mb HD space
in two partions (one .5 Mb for booting and the otherone
for utils.)
latest ST version: 1.5
price: about 100 US dollars but I don't know for sure
where to get it: Prentice Hall

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3760. Re: No menu bar? possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-24 18:38:52 UTC
From: harold@alice.hobby.nl
Message-ID: <47mL397B97k@alice.hobby.nl>
Source record: 46764

In <26840001@hpcvca.CV.HP.COM>, Joe Gilray writes:

>Is it possible to write a GEM program that doesn't have a menu at the
>top of the screen and allows you to move windows, draw, etc., into that area?

As far as I know, NO
It is possible to write a GEM program that does not uses menus but the
bar at the top is not part of the desktop so not available.
The only way I can think of is using wind_set to install your own desktop
but I doubt that it will work. But you can still use popup menus look at
RUFUS, it uses a popup menu that is the same as the GEM menu execpt that
you cannot call accessoires from it. Another way might be to copy the mostly
used menu titles in a popup menu I think that will be very convenient to use.

Further if you want to program GEM application try to follow the general
look and feel layout. It is difficult to find a usefull guideline but
trying to follow the general trend will attribute to making all programs
use the same menu and dialog structure. Which in return will make your
program much more succesfull.

Perhaps someone at Atari is willing to publish a few simple rules for
us PD programmers that cannot affort to become/or do not want to be
a registered developer.
(This is not a flame, just an appeal)

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3761. Re: Tar to SCSI tape drives

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-24 18:42:51 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1991Oct24.184251.19396@cbfsb.att.com>
Source record: 46741

In article <1991Oct23.132032.1280@cs.yale.edu>, fischer-michael@cs.yale.edu (Michael Fischer) writes:
> In article <alanh.688123269@krypton> alanh@logitek.co.uk (Alan Hourihane) writes:
> >fischer-michael@cs.yale.edu (Michael Fischer) writes:
> >
> >>In article <1991Oct18.124638.36111@qut.edu.au> lunnon@qut.edu.au writes:
> >>>A little while ago HCJ (Howard Johnson) I think said something about
> >>>a tar program for ST's which could write SCSI tapes.
> >>>

With regard to TAR and SCSI tapes.

I have an Archive QIC-36 drive and an Adaptec 3530A SCSI adapter.

The current state of affairs is that each program that uses the drive
has to have embedded in it a driver. In my case, I have two programs,

backup; to write and read one or more partitions. And
cpio; a hack of the UN*X one that will handle (in and out) UNI*X
style tapes.

Atari has a much nicer platform, for such programs.
It is called Meta-DOS, and allows "loading" drivers and using
standard open/close/read/write GEM commands. They produced it
to support the CD-ROM player.

Writing a Driver for Meta-DOS is fairly simple. But unless Atari
releases it, it will only help owners of the CD-ROM.

Generally, at the source level, there should be only small differences
between SCSI Cartridge Tapes. The read/write commands are pretty
standard.

Anyway, I have a EMAIL package of the sources for backup that I have
sent to some 20 people. (Tho I've never heard if they used it --
maybe it disassociates their atoms or such).
Please note that this contains C and S modules written for MWC.
The C code is no problem if using another compilation system; the
Assembler S modules will require changing the syntax of each
line.

Howard Johnson
ATT BELL LABS
att!mtgzy!hcj
hcj@mtgzy.att.com

3762. Re: sozobon c problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-24 18:43:40 UTC
From: harold@alice.hobby.nl
Message-ID: <6bOxBBjwgKI@alice.hobby.nl>
Source record: 46763

In <1991Oct20.182224.22932@ida.liu.se>, Ulric Eriksson writes:
>carter@cae.wisc.edu (Gregory Carter) writes:
>
>>In article <1991Oct16.162246.20356@garfield.cs.mun.ca> avp@garfield.cs.mun.ca (Anthony Paul) writes:
>>>
>>> printf("sqrt of 36 = %f\n",sqrt(36));
>>>

>The compiler also needs to know that the value returned by sqrt is
>a double, i.e:

And the printf functions needs to know theres is a double on the stack
so use %lf not %f. Most people think that %f and %lf are the same but
that is not true, the only look the same.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3763. Re: Sometimes my Mega STe won't Print!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-24 21:54:14 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <t4ri8iE6Iuo@pfunk.hanse.de>
Source record: 46651

In <688212238.16887@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
>
>Well, not exactly GUARANTEED: it depends on the individual ST. Sometimes I
>can turn on my Deskjet 500 and the ST won't see it, other times it will.
>Some STs see it all the time, and some can't drive the Deskjet for long periods
>(print starts to get flakey). I've never had any problems at all.

Some time ago I got a small schematic of a modification for the ST to
fix the problem. In that modification a pnp-transistor was added to
the strobe-line of the printer port. The original strobe from the soundchip
has to be connected to the base, the collector to ground and the emitter
goes to the printer-connector. This will perhaps be critical to some sound-
samplers, but with my Deskjet it works perfectly.
>
>Does anybody know _which bit_? (No guesses, please)

It's bit #5, so an ongibit(5) works at all.

greetings......Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

3764. Re: Hard Drive Chirping/Beeping/Squeeking!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-24 22:04:23 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <688346270.1@therip.FidoNet.Org>
Source record: 46761

It IS normal.. Some drives are alittle noiser then others...

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

3765. Sozobon Var mem problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-24 22:36:44 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91297.183644JJL101@psuvm.psu.edu>
Source record: 46753

I am using sozobon , and would like to know if it is possible to
somehow use vars more that 32K in length, such as

```
int old[320][200];
```

The compiler says its fine, but at runtime, it bombs, but at
a 100 by 100 array the program is fine. I assume this is due to the
32K variable length, correct? Is there a possible way around this?
It says 'local variable' limit.... just thinking there may be some
easy way to bypass it.
Any help or info would be appreciated.


```
*********************************************************************
* * John J. Lehett * JJL101@PSUVM *
* J.J. * Penn State * *
* * Center for Academic Computing * JJL101@PSUVM.PSU.EDU *
*********************************************************************
* Atari ST's!, Games, Puzzles, Cryptos, Programming, Chaos Theory *
*********************************************************************
```

3766. gulam help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-25 01:24:51 UTC
From: marshall@cs.uq.oz.au
Message-ID: <4723@uqcspe.cs.uq.oz.au>
Source record: 46746

Can gulam be made to use the small system font? If so, how?
Thanks for any replies.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

3767. Re: name of DESKTOP.INF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-25 04:08:16 UTC
From: epkst1@unix.cis.pitt.edu
Message-ID: <195163@unix.cis.pitt.edu>
Source record: 46750

In article <1991Oct24.165652.27717@neptune.inf.ethz.ch> pseemann@iiic.ethz.ch (Patrick Seemann) writes:
>
>Why do you want to change the name?
>

I have written a program to allow the resolution of an ST to be chosen at boot-time. This /auto folder program takes a very low-tech approach: based on the choice (or default) it copies an appropriate file into DESKTOP.INF.

All this would be much cleaner if I could just point to one of three different DESKTOP.INF files.

My program (BOOTPLUS) allows you to specify programs to be run during bootup based on the resolution. (e.g. - I only use a mouse doubler when using medium rez, or if I used a monochrome emulator I could run that whenever high rez was chosen.)

Since it looks like copying is the only way to go, I will probably call this thing done. If there is interest, I could post it to atari.archive.

Ed Kuzemchak

3768. HELP with problemic keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-25 06:04:34 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <91298.020434JJL101@psuvm.psu.edu>
Source record: 46754
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Recently I have been getting more and more problems with my 1040ST keyboard!
Any help would be appreciated. Often, a number of the keys will cease to work.
In poarticular the z x n m and / keys most often. They also will often work,
but with numerous keypresses only.
If I give the machine a slight drop to the table, the keyboard usually goes
back to just fine for a while. Would cleaning the keyboard help? The keys
'feel' as the usually due. Not really sticky, but the machine is old. Any
one ever have similiar problems? If so, please let me know.
]
Thanks in advance

****
* * John J. Lehett * JJL101@PSUVM *
* J.J. * Penn State * *
* * Center for Academic Computing * JJL101@PSUVM.PSU.EDU *
****

* Atari ST's!, Games, Puzzles, Cryptos, Programming, Chaos Theory *
****

3769. Interrupt handling mouse & midi.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-25 09:09:11 UTC
From: geert@ccsds.ahold.nl
Message-ID: <2921@ahds.ahold.nl>
Source record: 46747
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am (still) writing a midi program for a synthesizer. Because the
synthesizer I have, can sent lots of data in one time I must
have an midi interrupt routine that works indepently from
the mouse interrupt routine.
I have written an assembly interrupt routine to
read the mididata from the midi port of the ST, but when I sent
lots of data to the ST and I move the mouse, even this results
in loss of data.
Unfortunately, atari has connected the midi and keyboard chip (which
handles the mouse) to the same interrupt pin on the interrupt chip.

Now my questions.

Does somebody have the same experiences?

Where can I obtain info about the mouse routine of the ST, so that
I can write a new (and faster) routine for the mouse, which does
correctly handle midi & mouse together?

Maybe there is an other solution for this problem, any help
appreciated.

Geert.

==
============== G E E R T W . T . J O N K H E E R . ================
========= A H O L D N . V . T H E N E T H E R L A N D S =======
====================== geert@ccsds.ahold.nl ==========================
==

3770. Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-25 11:45:45 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <688391145.13888@minster.york.ac.uk>
Source record: 46757

Simple question: Does anybody know how to write a .CPX (a module for the new Control Panel supplied with TOS 2.x and 3.x)?

I'd like some hard detail if possible, not a general overview.

Thanks,
Mathew

Mathew Lodge	"Baldrick, are the words 'I have a cunning plan'
mjl-b@minster.york.ac.uk	heading towards this conversation with ill
Summer: lodge%alsys@uknet	deserved confidence?" -- Blackadder III

3771. Why does my HD drive interfere with the video?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-25 12:51:52 UTC
From: nico@cs.ruu.nl
Message-ID: <1991Oct25.125152.13241@cs.ruu.nl>
Source record: 46748

Recently I replaced my broken internal floppy drive (720 kB, 1040ST) with a high density drive. I did not upgrade to high density yet, since that requires a new floppy controller (WD1772 (is that the right number?) from VLSI don't work at higher speed) so I just connected the drive to the cables that were already there.

Since I did this, I have the following problems:

1) When an external drive (5.25") is connected, the screen flickers. Moreover, the brightness varies every time the floppy drive is accessed to check if a disk change has occurred. I can see this because when the check is performed, the light on top of my Atari is on for a very short time, which is normal. This gives a 20Hz flicker of the screen, which is extremely annoying.

2) When I disconnect the external drive, the problem is gone. However, when I print something, the brightness of the screen varies somewhat, although less than with an external floppy connected.

Might it be the case that the power supply can't handle the load of a HD drive? I also have a 2meg memory expansion (Xtra RAM) and a 80286 (AT Once) installed. So is it possible that during drive access the power supply voltage drops, thus creating trouble for the video circuitry?

3) Every time the Atari accesses the HD drive to check for disk changes (about 20 times/sec.) I can hear the drive make a clicking sound.

My guess is that the pulses sent out by the controller are just right for a DD drive, but too wide for a HD drive. Could this be solved by installing the HD-circuitry (and continue to use the drive at 720 kB, until I have a new controller)?

The abbove expanations are my own guesses, but I might be completely wrong. Therefore:
Could somebody please explain why these problems occur, and how to solve them?

Best regards,
--
Nico Verwer | nico@cs.ruu.nl
Dept. of Computer Science, University of Utrecht | phone: +31 30 533921
p.o. box 80.089, 3508 TB Utrecht, The Netherlands | fax: +31 30 513791

3772. Re: Sozobon Var mem problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-25 13:29:18 UTC
From: dmb@wam.umd.edu
Message-ID: <1991Oct25.132918.4133@wam.umd.edu>
Source record: 46745

In article <91297.183644JJL101@psuvm.psu.edu> JJL101@psuvm.psu.edu (J.J. Lehett) writes:
>
> I am using sozobon , and would like to know if it is possible to
>somehow use vars more that 32K in length, such as
>
> int old[320][200];

Try making the array an array of pointers to 320-byte-long arrays, like so:

```
#define COLUMNS 320
#define ROWS 200

int *foo[ROWS];

void
initialization()
{
int i;
extern char *calloc();

for (i = 0; i < ROWS; i++) {
foo[i] = (int *) calloc(sizeof(int), COLUMNS);
if (!foo[i])
/* You lose -- no RAM */
}
}
```

From then on you should be able to say "foo[row][column]" with no
problems. (The compiler will know it's not a simple two-dimensional
array, so it won't generate multiply instructions to calculate
offsets. Doing it this way is usually faster, too.)

Dave Baggett
dmb@wam.umd.edu

3773. Re: name of DESKTOP.INF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-25 16:22:22 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <24857@sdcc6.ucsd.edu>
Source record: 46774

In article <195163@unix.cis.pitt.edu> epkst1@unix.cis.pitt.edu (Edward P Kuzemchak) writes:
>
>I have written a program to allow the resolution of an ST to be chosen at
>boot-time. This /auto folder program takes a very low-tech approach: based
>on the choice (or default) it copies an appropriate file into DESKTOP.INF.

Rather than re-inventing the wheel, go grab a pre-assembled Lotus:
Charles F. Johnson's Desk Manager... It lets you do all of this, and
more!
>
>All this would be much cleaner if I could just point to one of three
>different DESKTOP.INF files.

It isn't really that much of a problem to copy the file, is it?

>
>My program (BOOTPLUS) allows you to specify programs to be run during bootup
>based on the resolution. (e.g. - I only use a mouse doubler when using
>medium rez, or if I used a monochrome emulator I could run that
>whenever high rez was chosen.)

One way that you might go is to install yourself as a TSR, and sit
around and monitor the GEMDOS trap - whenever somebody tries to open
"C:\DESKTOP.INF", replace the argument with a pointer to your own
DESKTOP.FOO. I can see many problems with doing this, not the least
of which is that it would slow down file accesses like molasses.

>
>Since it looks like copying is the only way to go, I will probably call
>this thing done. If there is interest, I could post it to atari.archive.
>
Please do. I would be interested in seeing the final product.
>
>Ed Kuzemchak

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3774. Re: Sozobon Var mem problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-25 17:05:18 UTC
From: steve@thelake.mn.org
Message-ID: <A1621694297@thelake.mn.org>
Source record: 46756

```
[In article <91297.183644JJL101@psuvm.psu.edu>,
JJL101@psuvm.psu.edu (J.J. Lehett) writes ... ]

> I am using sozobon , and would like to know if it is possible to
> somehow use vars more that 32K in length, such as
>
> int old[320][200];
>
> The compiler says its fine, but at runtime, it bombs, but at
> a 100 by 100 array the program is fine. I assume this is due to the
> 32K variable length, correct? Is there a possible way around this?
> It says 'local variable' limit.... just thinking there may be some
> easy way to bypass it.
> Any help or info would be appreciated.
>

You didn't post a code example, but my guess is that you created old[][]
as an auto variable -- inside a function.

Auto variables are created using the stack, which is a finite (and not
especially large) chunk of memory. They are allocated from the top down,
and declaring old[320][200] as an auto variable generates code like this:

_main:
link a6,#0
sub.l #128004,sp

The compiler has no way of knowing that you have just requested more
memory than the stack can provide. The stack pointer (sp) now points into
space that your program doesn't own. If the space is owned by a user mode
program, your program can corrupt it (any function call will do the job).
If the space is owned by the operating system, the 68000 will block any
attempt, paint bombs on the screen, and kill your program.

If old[320][200] is declared outside a function, or if the keyword
``extern'' is used before the object type, the compiler will generate code
that allocates the space in the program's BSS (block storage segment).
I've had no troubles with large variables in that space.

--
Steve Yelvington, Marine on St. Croix, Minnesota
steve@thelake.mn.org (In winter we walk on water)
```

3775. Wanted: 1Mbit DRAMs < $9/each

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-25 17:55:52 UTC
From: cjherborth@rose.uwaterloo.ca
Message-ID: <1991Oct25.175552.15242@watdragon.waterloo.edu>
Source record: 46758

I've got a half-populated Z*RAM board sitting in my ST, which I'd like to pump all the way up to 4M... My problem? The local electronics supply store wants $9/chip, which works out to almost $170 for two megs after taxes... Not good.

So, can anyone recommend a chip supplier in North America who would have 1Mbit DRAMs for < $9 each?

Chris Herborth, 3B Hons English RPW cjherborth@{rose|lotus}.waterloo.edu
anger thought so no thought touched inside crazy GEnie: C.HERBORTH
(disembodied gutteral noise need not make sense)

3776. How can I format floppies fast?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-25 18:10:11 UTC
From: wscart01@ulkyvx.ct.louisville.edu
Message-ID: <1991Oct25.141011.1@ulkyvx.ct.louisville.edu>
Source record: 46759

Can anyone tell me how to program the ST to backup an 720k floppy disk in a reasonable time. Right now I am useing the straight xbios commands to read format and write the tracks. I've found that it take somewhere around 6 seconds just to do 10 tracks (or 5 double sided tracks) in formating alone. I've played with the interleave a little and made that time twice as bad. Any suggestions for this problem?

PS: Yes, I am useing even address...

Stuart Carter
University of Louisville
Physics Dept.

3777. Help: Desperately Seeking ROM listing for 520 st

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-25 19:21:34 UTC
From: lvandyke@balboa.eng.uci.edu
Message-ID: <29086EBE.15931@orion.oac.uci.edu>
Source record: 46760

Help! I am trying to fix a broken 520 but need a rom listing.

Otherwise I will have to bail on the atari world and
go over to the ibm world. :(

Thanks,
--
Lee Van Dyke
lvandyke@balboa.eng.uci.edu,
UUCP: infotec!Infotec.COM!lee@sunkist.West.Sun.COM

3778. Re: Malloc'ing, what strategy to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-25 19:23:02 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0bdv9ye@nathan.ruhr.de>
Source record: 46769

In <3178360@alice.hobby.nl>, Harold van Aalderen writes:

>> Now you'll see what's happening: The libraries request memory in chucks of
>> 64 MByte and give that memory to the programm when it needs memory.
> ^
>(Was it a typing error or wishfull thinking)
Both - I'm very busy setting up four Sun SPARC 2 at work and the enourmous
amounts of memory to be used into this computers (max. 96 MByte!) somehow
converted KBytes to MBytes.
/s/
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

3779. Re: RAM upgrade for TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-25 19:49:49 UTC
From: apratt@atari.uucp
Message-ID: <1991Oct25.194949.16553@atari.uucp>
Source record: 46768

vspicer@ccu.umanitoba.ca writes:
>can one just pull the 4C256's on the motherboard and replace them with
>4 megabit (??) chips?

No.

You can, however, buy 4MB of TT RAM to plug into that other socket, the one
just forward of the power supply.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3780. Re: Sozobon Var mem problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-25 21:38:57 UTC
From: ytsuji@cfi.waseda.ac.jp
Message-ID: <1511@wsdnws.waseda.ac.jp>
Source record: 46767

```
The way most mc68000 C code generator allocates local variables is
giving an address offset from the current stack. Thus, a local variable
is expressed like
2(sp),-2(sp), or 2(a6) or -2(a6)
And the offset has to be a signed 16-bit entity. Which means that if you
want a large local array, you must not declare
function(foo) { int array[35000]; ...

but
function (foo ) { static int array[35000]; ...

because static variables will be allocated to a memory address relative to
the start of the program. All of this means that mc68000 has been designed
with an idea in mind that local variables used in recursive calls will not
exceed 32K.

Other largish compilers such as GNU C allow 32-bit size local arrays on
stack. They use other addressing modes when the stack offset is more than
32 K.

Tsuji
```

3781. Re: Why does my HD drive interfere with the video?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-26 11:11:13 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <688475473.6674@minster.york.ac.uk>
Source record: 46771

In article <1991Oct25.125152.13241@cs.ruu.nl> nico@cs.ruu.nl (Nico Verwer) writes:
>Recently I replaced my broken internal floppy drive (720 kB, 1040ST)
>[...]
>
>Since I did this, I have the following problems:
>
>1) When an external drive (5.25") is connected, the screen flickers.
>Moreover, the brightness varies every time the floppy drive is accessed
>to check if a disk change has occurred. I can see this because when the
>[...]

>2) When I disconnect the external drive, the problem is gone. However,
>when I print something, the brightness of the screen varies somewhat,
>although less than with an external floppy connected.
>
>Might it be the case that the power supply can't handle the load of a HD
>drive? I also have a 2meg memory expansion (Xtra RAM) and a 80286 (AT
>Once) installed. So is it possible that during drive access the power
>supply voltage drops, thus creating trouble for the video circuitry?

I think that this is the case. I run my 46 meg hard disc from the power
supply of my 1040 STFM, and when I have an external floppy attached, the
screen dims just a little during floppy access. If I switch off my hard
drive there's no problem.

The answer to my (relatively minor) problem is to buy a proper PSU for my
hard disk; I don't know what to suggest to fix your problem.

>Nico Verwer | nico@cs.ruu.nl

Mathew Lodge	"Baldrick, are the words 'I have a cunning plan'
mjl-b@minster.york.ac.uk	heading towards this conversation with ill
Summer: lodge%alsys@uknet	deserved confidence?" -- Blackadder III

3782. Re: sozobon c problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-26 11:25:10 UTC
From: ulrer@ida.liu.se
Message-ID: <1991Oct26.112510.26884@ida.liu.se>
Source record: 46772

harold@alice.hobby.nl (Harold van Aalderen) writes:

>In <1991Oct20.182224.22932@ida.liu.se>, Ulric Eriksson writes:
>>carter@cae.wisc.edu (Gregory Carter) writes:
>>
>>>In article <1991Oct16.162246.20356@garfield.cs.mun.ca> avp@garfield.cs.mun.ca (Anthony Paul) writes:
>>>>
>>>> printf("sqrt of 36 = %f\n",sqrt(36));
>>>>

>>The compiler also needs to know that the value returned by sqrt is
>>a double, i.e:

>And the printf functions needs to know theres is a double on the stack
>so use %lf not %f. Most people think that %f and %lf are the same but
>that is not true, the only look the same.

The printf function does know that there is a double on the stack. That's
the way C passes both floats and doubles.
--
Ulric Eriksson ulrer@ida.liu.se

"Det ser ut som rappakalja. Bara idioter kan h}lla p} med s}'nt d{r."

3783. Common lisp for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-26 13:38:11 UTC
From: ib09@rz.uni-karlsruhe.de
Message-ID: <1991Oct26.133811.21315@rz.uni-karlsruhe.de>
Source record: 46770
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just uploaded clisp.zoo, a common lisp implementation for the ST,
to atari.archive.umich.edu.

For European users, it is also available from
ma2s2.mathematik.uni-karlsruhe.de [129.13.115.2] via anonymous ftp.

--
Thomas Koenig
ib09@rz.uni-karlsruhe.de, ui0t@dkauni2.bitnet,
ui0t@ibm3090.rz.uni-karlsruhe.dbp.de

3784. Flight simulator II and 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-26 17:38:15 UTC
From: dbsuthe@PacBell.COM
Message-ID: <24905@pbhya.PacBell.COM>
Source record: 46773
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have used the microprose Flight Simulator II for years, and was sad to find that it (apparently) fails the copy protection when run on my 1040STe. It runs, but it goes to "demo mode". A call to microprose requesting an update was not fruitful.

Does any-one have a version that does run on the 1040 STe with color monitor? If they do would they be willing to supply a copy?

I do not believe in piracy, and will be willing to risk sending my original disk as proof of ownership.

An alternative might be a patch for the original program that turns off the protection check.

Any Ideas, any-one?

Dan Suthers, Systems Analyst, Pacific Bell
uucp: {backbone}!pacbell!pbeos!dbsuthe

Youth's a difficult time, and it gets harder the longer you try to draw it out.

3785. Re: Why does my HD drive interfere with the video?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-27 11:11:07 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct27.111107.12835@actrix.gen.nz>
Source record: 46775

In article <1991Oct25.125152.13241@cs.ruu.nl> nico@cs.ruu.nl (Nico Verwer) writes:
> Recently I replaced my broken internal floppy drive (720 kB, 1040ST)
> with a high density drive. I did not upgrade to high density yet, since
> that requires a new floppy controller (WD1772 (is that the right
> number?) from VLSI don't work at higher speed) so I just connected the
> drive to the cables that were already there.
>
> Since I did this, I have the following problems:
>
> 1) When an external drive (5.25") is connected, the screen flickers.
> Moreover, the brightness varies every time the floppy drive is accessed
> to check if a disk change has occurred. I can see this because when the
> check is performed, the light on top of my Atari is on for a very short
> time, which is normal. This gives a 20Hz flicker of the screen, which is
> extremely annoying.
>
> Best regards,
> --
> Nico Verwer | nico@cs.ruu.nl
> Dept. of Computer Science, University of Utrecht | phone: +31 30 533921
> p.o. box 80.089, 3508 TB Utrecht, The Netherlands | fax: +31 30 513791

What are the pull up/down resistors used in these drives, ?

The sound IC can only handle drives with 3.3 k resitors, a lot of 5 1/4
drives use 300 ohms, these MUST be removed..

You should remove these resistors or fix a buffer IC, to the drive
select and side select lines....

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3786. Re: Help: Desperately Seeking ROM listing for 520 st

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-27 11:17:19 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct27.111719.12954@actrix.gen.nz>
Source record: 46776

In article <29086EBE.15931@orion.oac.uci.edu> lvandyke@balboa.eng.uci.edu (Lee Van Dyke) writes:
>
> Help! I am trying to fix a broken 520 but need a rom listing.
>
> Otherwise I will have to bail on the atari world and
> go over to the ibm world. :(
>
> Thanks,
> --
> Lee Van Dyke
> lvandyke@balboa.eng.uci.edu,
> UUCP: infotec!Infotec.COM!lee@sunkist.West.Sun.COM

Well I fix ST's with out any Rom list, plus there are none, so get the SAMS Computerfacts on the Atari, I have one on the old 520 ST, and its has help me a lot, they could even have some new ones by now as the one that I have is old..

If you need a set of Roms, there must be lots of them from people that have upgraded to a newer TOS..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3787. Info on host adapters

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-27 15:23:27 UTC
From: M.A.Rahin@lut.ac.uk
Message-ID: <1991Oct27.152327.26522@lut.ac.uk>
Source record: 46777

Recently I got hold of a SCSI hard disk (Seagate ST277N, supposedly 65 MB).
I now intend to make a home brew hard disk unit for my 1040ST. Unfortunately,
there is not much choice of host adapters in the UK. One of the cheapest one
is GE Soft host adapter presumably of German origin. What I want to know is
how reliable is this particular product? Will it work with AT-Speed PC/AT
Emulator and Spectre 128?

Anyone in the know please post to the net or preferebly send e-mail.
Thanks in advance.

- Rahin

```
_ _ _ __ _ __
' ) ) ) / ) ' ) ) /
/ / / /--/ /--' __. /_ o ____
/ ' (_/ (_ / \_(_/|_/ /_<_/ / <_
```

M.A.Rahin@uk.ac.lut -> from within UK
M.A.Rahin@lut.ac.uk -> from outside UK

3788. Re: Flight simulator II and 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-27 15:50:42 UTC
From: as903@cleveland.Freenet.Edu
Message-ID: <1991Oct27.155042.11258@usenet.ins.cwru.edu>
Source record: 46778

Well how about a can of worms ?? You did purchase the program.. you should be able to run it.. If someone were to hand you a version that had to protection removed would you have the right to own it ??? I know that that version would violate copyrite laws because it was modified

but then you did pay to use the program..If a developer is still in buisness with that machine I think they should provide some kind of patch for it.. even if it costs a few dollars.. Or I am sure they have a non protected copy that could hve a differnt copy protection put on it..
I ran into the same problem with a program and posted a message stating my problemm.. the users seemed to say keep it,, and developers and such did not say anything ???

3789. Re: sozobon c problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-27 15:57:42 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Oct27.095742.12866@doug.cae.wisc.edu>
Source record: 46779

In article <1991Oct26.112510.26884@ida.liu.se> ulrer@ida.liu.se (Ulric Eriksson) writes:
>harold@alice.hobby.nl (Harold van Aalderen) writes:
>
>>In <1991Oct20.182224.22932@ida.liu.se>, Ulric Eriksson writes:
>>>carter@cae.wisc.edu (Gregory Carter) writes:
>>>
>>>>In article <1991Oct16.162246.20356@garfield.cs.mun.ca> avp@garfield.cs.mun.ca (Anthony Paul) writes:
>>>>>
>>>>> printf("sqrt of 36 = %f\n",sqrt(36));
>>>>>
>
>>>The compiler also needs to know that the value returned by sqrt is
>>>a double, i.e:
>
>>And the printf functions needs to know theres is a double on the stack
>>so use %lf not %f. Most people think that %f and %lf are the same but
>>that is not true, the only look the same.
>
>The printf function does know that there is a double on the stack. That's
>the way C passes both floats and doubles.
>--
>Ulric Eriksson ulrer@ida.liu.se
>
>"Det ser ut som rappakalja. Bara idioter kan h}lla p} med s}'nt d{r."

Well, in my original post I should have stated that if your strict
K&R I do believe you have to tell printf its a double. But I didn't
know whether or not Sozobon C was ANSI or K&R????

But you SHARP Atari people pointed that out in no time!

Greg Carter - Undergraduate - United States Amatuer Wrestler (149.5 lb)
ONLY 8 months to go for State tournee - Kick Butt Time!

Employed: Computer Aided Engineering Center - University Wisconsin - Madison
Major: Computer Science - Emphasis: System Design Tools, User Interfaces
Phone Home: (608) 264-3622 - Work: (608) 262-5349

My Current Wife: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
Runs all Mac Software, quite nicely.
(Third Person in the US to own one)

"Close the door, toss the key. Say that you will always be, my one and only."

Queensryche "EMPIRE" 90

3790. Archive Bit

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-27 16:28:23 UTC
From: rjwalsh@unix2.tcd.ie
Message-ID: <rjwalsh.688580903@unix2.tcd.ie>
Source record: 46780

What is the archive bit in a file?
--
Robert Walsh Email: rjwalsh@unix2.tcd.ie
Engineering School, Trinity College Dublin.
Address: 667, The Neighbour of the Beast

3791. Re: sozobon c problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-27 18:11:05 UTC
From: ulrer@ida.liu.se
Message-ID: <1991Oct27.181105.5636@ida.liu.se>
Source record: 46781

carter@cae.wisc.edu (Gregory Carter) writes:

>In article <1991Oct26.112510.26884@ida.liu.se> ulrer@ida.liu.se (Ulric Eriksson) writes:

>>harold@alice.hobby.nl (Harold van Aalderen) writes:

>>>And the printf functions needs to know theres is a double on the stack
>>>so use %lf not %f. Most people think that %f and %lf are the same but
>>>that is not true, the only look the same.
>>
>>The printf function does know that there is a double on the stack. That's
>>the way C passes both floats and doubles.

>Well, in my original post I should have stated that if your strict
>K&R I do believe you have to tell printf its a double. But I didn't
>know whether or not Sozobon C was ANSI or K&R????

Here's how it works:

K&R: floats are passed as doubles
ANSI w/o prototypes: floats are passed as doubles
ANSI with prototypes: floats are passed as floats

Sozobon is not ANSI, so floats are passed as doubles.
--
Ulric Eriksson ulrer@ida.liu.se

"Det ser ut som rappakalja. Bara idioter kan h}lla p} med s}'nt d{r."

3792. GEM-programing (Was: Re: No menu bar? possible?)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-27 19:29:33 UTC
From: d91jn@efd.lth.se
Message-ID: <1991Oct27.192933.5837@lth.se>
Source record: 46782

In article <47mL397B97k@alice.hobby.nl> harold@alice.hobby.nl writes:
[tech stuff about menus deleted]
>
>Further if you want to program GEM application try to follow the general
>look and feel layout. It is difficult to find a usefull guideline but
>trying to follow the general trend will attribute to making all programs
>use the same menu and dialog structure. Which in return will make your
>program much more succesfull.
>
There is a few very good text-files named PROGEM.ARC and PROSRC.ARC at
atari.archive. One of them is about "religion" (issue #8 ???). Try that
to make your GEM more logical and to seems faster to the user.
I forgott who wrote them, but he have done a great job.

>Perhaps someone at Atari is willing to publish a few simple rules for
>us PD programmers that cannot affort to become/or do not want to be
>a registered developer.
>(This is not a flame, just an appeal)
>

This isn't a flame either :-)

--
- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----
Insert own toughts here. The above is mine, and only mine!

3793. Re: Help: Desperately Seeking ROM listing for 520 st

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-28 01:40:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <4757@uqcspe.cs.uq.oz.au>
Source record: 46784

lvandyke@balboa.eng.uci.edu (Lee Van Dyke) writes:

>Help! I am trying to fix a broken 520 but need a rom listing.

>Otherwise I will have to bail on the atari world and
>go over to the ibm world. :(

Let me guess - you accidentally wiped your ROMs, and you want to type it
back in again?

Warwick ;

--
_-_|\ warwick@cs.uq.oz.au
/ * <-- Computer Science Department,
_.-._/ University of Queensland,
v Brisbane, AUSTRALIA.

3794. Re: How can I format floppies fast?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-28 01:47:15 UTC
From: adamd@rhi.hi.is
Message-ID: <3776@krafla.rhi.hi.is>
Source record: 46783

wscart01@ulkyvx.ct.louisville.edu writes:

> Can anyone tell me how to program the ST to backup an 720k floppy disk
>in a reasonable time. Right now I am useing the straight xbios commands
>to read format and write the tracks.

Obviously it goes a lot quicker to format the track and write the track data at the same time. This cannot be done using the xbios format routine so you have to program the FDC via the DMA yourself. It doesn't make formatting any quicker but there is less time wasted on other things. If it is an important backup (as opposed to mass copying) you will also need to verify the data.

--
Adam David.
(adamd@rhi.hi.is)

3795. Re: sozobon c problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-28 10:28:30 UTC
From: piet@cs.ruu.nl
Message-ID: <1991Oct28.102830.4848@cs.ruu.nl>
Source record: 46788

```
>>>>> ulrer@ida.liu.se (Ulric Eriksson) (UE) writes:

UE> Here's how it works:

UE> K&R: floats are passed as doubles
UE> ANSI w/o prototypes: floats are passed as doubles
UE> ANSI with prototypes: floats are passed as floats

UE> Sozobon is not ANSI, so floats are passed as doubles.

Except that Sozobon doesn't have doubles. Yes, it does have the `double'
keyword, but doubles are just treated as floats. If I remember correctly,
it even assigns only 4 bytes.

I vote for the inclusion of real doubles in the next release of Sozobon. It
could just use the GCC floating point library, so it would be very little
work (except maybe for the bootstrapping phase).
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')
```

3796. Re: MINIX ST info wanted!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-28 11:42:49 UTC
From: meulenbr@cst.prl.philips.nl
Message-ID: <meulenbr.688650169@cstw18>
Source record: 46785

harold@alice.hobby.nl (Harold van Aalderen) writes:

>In <1991Oct20.014213.24964@usenet.ins.cwru.edu>, Steven D. Hardy writes:
>>
>>Can someone send me information on MINIX for the ST? I would like to
>>know what the system requirements are, what is the address is were I can
>>get it, what is the most recent version, and how much will it cost me???
>>
>The group comp.os.minix would be more appropiate for this kind of questions.
>But here's is what I know of it.

>requirements: minimum 1040 ST with 1 Mb memory and about 10 Mb HD space
> in two partions (one .5 Mb for booting and the otherone
> for utils.)
>latest ST version: 1.5
>price: about 100 US dollars but I don't know for sure
>where to get it: Prentice Hall

Almost corrrect Harold,

Price is US $ 169,--
You can use minix on a system without hard disk. Some extra memory or
two floppy drives are then *very* nice to have, in order to
avoid extensive disk swapping.

Note that single side disk drivers are supported but that, in order to
read the distribution disks you'll need a double sided disk drive.

In comp.os.minix there is an infosheet and a list of frequently asked
questions posted at regular intervals. These contain more details and
ordering addresses in various countries.

Happy minixing!
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

3797. Re: name of DESKTOP.INF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-28 14:14:15 UTC
From: dorner@telematik.informatik.uni-karlsruhe.de
Message-ID: <1991Oct28.151415.1@telematik.informatik.uni-karlsruhe.de>
Source record: 46787

In article <24857@sdcc6.ucsd.edu>, atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
> In article <195163@unix.cis.pitt.edu> epkst1@unix.cis.pitt.edu (Edward P Kuzemchak)
writes:
>>I have written a program to allow the resolution of an ST to be chosen at
>>boot-time. This /auto folder program takes a very low-tech approach: based
>>on the choice (or default) it copies an appropriate file into DESKTOP.INF.
> Rather than re-inventing the wheel, go grab a pre-assembled Lotus:
> Charles F. Johnson's Desk Manager... It lets you do all of this, and
> more!
Or have a look at my ALT_BOOT, which could handle auto-folder-programs,
accessories, desktop.inf's and other files.

>>All this would be much cleaner if I could just point to one of three
>>different DESKTOP.INF files.
> It isn't really that much of a problem to copy the file, is it?

Why copy it anyway? Renaming the files is faster and the files don't move
around over the floppy/harddisk which could slowdown booting considerable,
if your files are spread over many different tracks.

>>My program (BOOTPLUS) allows you to specify programs to be run during bootup
>>based on the resolution. (e.g. - I only use a mouse doubler when using
>>medium rez, or if I used a monochrome emulator I could run that
>>whenever high rez was chosen.)
>
> One way that you might go is to install yourself as a TSR, and sit
> around and monitor the GEMDOS trap - whenever somebody tries to open
> "C:\DESKTOP.INF", replace the argument with a pointer to your own
> DESKTOP.FOO. I can see many problems with doing this, not the least
> of which is that it would slow down file accesses like molasses.

IMHO only opening a file would be considerably slower. This would only affect
programs, which use a lot of different files, such as Compiler, TeX, ...

>>Since it looks like copying is the only way to go, I will probably call
^ or try renaming!
>>this thing done. If there is interest, I could post it to atari.archive.
> Please do. I would be interested in seeing the final product.
>>
>>Ed Kuzemchak
> --
> ==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
> == "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==
Thomas Dorner
+-------------------------+---+
| Thomas Dorner, | I speak only for myself. |

| Institute of Telematics, |
| University of Karlsruhe, |
| Germany |

| Internet: dorner@telematik.informatik.uni-karlsruhe.de |
| or: dorner%i70vca@iravcl.ira.uka.de |
| UUCP: ...!uunet!unido!telematik.informatik.uni-karlsruhe.de!dorner |
| EAN: S=dorner;OU=telematik;OU=informatik;P=uni-karlsruhe;A=dbp;C=de |

| FIRST Law of Computer Science: |
| Any program contains at least one hidden bug. |

3798. Re: name of DESKTOP.INF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-28 14:18:56 UTC
From: dorner@telematik.informatik.uni-karlsruhe.de
Message-ID: <1991Oct28.151856.1@telematik.informatik.uni-karlsruhe.de>
Source record: 46786

```
Path: telematik.informatik.uni-karlsruhe.de!dorner
From: dorner@telematik.informatik.uni-karlsruhe.de
Newsgroups: comp.sys.atari.st.tech
Subject: Re: name of DESKTOP.INF
Message-ID: <1991Oct28.151415.1@telematik.informatik.uni-karlsruhe.de>
Date: 28 Oct 91 15:14:15 +0100
References: <195163@unix.cis.pitt.edu> <24857@sdcc6.ucsd.edu>
Organization: Institut f|r Telematik, Universitdt Karlsruhe
Lines: 60

In article <24857@sdcc6.ucsd.edu>, atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
> In article <195163@unix.cis.pitt.edu> epkst1@unix.cis.pitt.edu (Edward P Kuzemchak)
writes:
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>>boot-time. This /auto folder program takes a very low-tech approach: based
>>on the choice (or default) it copies an appropriate file into DESKTOP.INF.
> Rather than re-inventing the wheel, go grab a pre-assembled Lotus:
> Charles F. Johnson's Desk Manager... It lets you do all of this, and
> more!
Or have a look at my ALT_BOOT, which could handle auto-folder-programs,
accessories, desktop.inf's and other files.

>>All this would be much cleaner if I could just point to one of three
>>different DESKTOP.INF files.
> It isn't really that much of a problem to copy the file, is it?

Why copy it anyway? Renaming the files is faster and the files don't move
around over the floppy/harddisk which could slowdown booting considerable,
if your files are spread over many different tracks.

>>My program (BOOTPLUS) allows you to specify programs to be run during bootup
>>based on the resolution. (e.g. - I only use a mouse doubler when using
>>medium rez, or if I used a monochrome emulator I could run that
>>whenever high rez was chosen.)
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> One way that you might go is to install yourself as a TSR, and sit
> around and monitor the GEMDOS trap - whenever somebody tries to open
> "C:\DESKTOP.INF", replace the argument with a pointer to your own
> DESKTOP.FOO. I can see many problems with doing this, not the least
> of which is that it would slow down file accesses like molasses.

IMHO only opening a file would be considerably slower. This would only affect
programs, which use a lot of different files, such as Compiler, TeX, ...

>>Since it looks like copying is the only way to go, I will probably call
^ or try renaming!
```

>>this thing done. If there is interest, I could post it to atari.archive.
> Please do. I would be interested in seeing the final product.
>>
>>Ed Kuzemchak
> --
> ==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
> == "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==
Thomas Dorner
+--------------------------+---+
| Thomas Dorner, | I speak only for myself. |
| Institute of Telematics, +---+
| University of Karlsruhe, | FIRST Law of Computer Science: |
| Germany | Any program contains at least one hidden bug. |
+--------------------------+---+
| Internet: dorner@telematik.informatik.uni-karlsruhe.de |
| or: dorner%i70vca@iravcl.ira.uka.de |
| UUCP: ...!uunet!unido!telematik.informatik.uni-karlsruhe.de!dorner |
| EAN: S=dorner;OU=telematik;OU=informatik;P=uni-karlsruhe;A=dbp;C=de |
+---+

3799. Priam drive installation

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-28 16:27:57 UTC
From: "Daniel Koppen"
Message-ID: <1991Oct28.162757.21743@news.larc.nasa.gov>
Source record: 46789

Hi netters,
Recently, I got interested in upgrading my hard drive from
85 Mbytes to 300 Mbytes when I found an add for someone selling
Priam 730 (or is that 738) SCSI hard disk. I currently own an
ICD FAST drive mechanism with a Seagate SCSI 85 Mbyte drive
(I forget the model number) inside. I have the most recent ICD
drivers (from attending the WAACE show a few weeks back), but
as near as I can tell, there is no information about the Priam
in the data file.
Has anyone put a Priam drive in their Atari? Can anyone supply
me with the head and cylinder count as well as a recommended
interleave? Can anyone think of any other infor I will need to
make this work?

Thanks,
Daniel M. Koppen / Internet: dmk@air12.larc.nasa.gov
NASA / LaRC \ 128.155.18.12
Hampton, VA. / Everything posted is my own personal opinion!

3800. Re: name of DESKTOP.INF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-28 18:33:04 UTC
From: dorner@telematik.informatik.uni-karlsruhe.de
Message-ID: <1991Oct28.193304.1@telematik.informatik.uni-karlsruhe.de>
Source record: 46790

In article <1991Oct28.151415.1@telematik.informatik.uni-karlsruhe.de>,
dorner@telematik.informatik.uni-karlsruhe.de writes:
[deleted]
Sorry that the Followup was posted two times. It seems, that our news-server
duplicated it.
Thomas

3801. Re: MINIX ST info wanted!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-28 18:47:50 UTC
From: sacha@aslan.en.open.de
Message-ID: <9110282047@aslan.en.open.de>
Source record: 46652

In article <Y2Gacp3Cz1A@alice.hobby.nl> harold@alice.hobby.nl (Harold van Aalderen) wrote:
> In <1991Oct20.014213.24964@usenet.ins.cwru.edu>, Steven D. Hardy writes:
> >
> >Can someone send me information on MINIX for the ST? I would like to
> >know what the system requirements are, what is the address is were I can
> >get it, what is the most recent version, and how much will it cost me??
> >
[...]
> price: about 100 US dollars but I don't know for sure

I think the current price is about $170 now.

So long, Sacha
--
Sacha Moufarrege, Bergerstr. 38, W-5810 Witten 1, FR of Germany
eMail: sacha@aslan.ruhr.sub.org ; sacha@aslan.en.open.de
--> Wer 'naemlich' *ohne* 'h' schreibt ist daemlich! <--

3802. Re: Priam drive installation

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-28 19:28:17 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <18852@ccncsu.ColoState.EDU>
Source record: 46641

In article <1991Oct28.162757.21743@news.larc.nasa.gov> Daniel Koppen writes:
>Hi netters,
>...
>drivers (from attending the WAACE show a few weeks back), but
>as near as I can tell, there is no information about the Priam
>in the data file.
> Has anyone put a Priam drive in their Atari? Can anyone supply
>me with the head and cylinder count as well as a recommended
>interleave? Can anyone think of any other infor I will need to
>make this work?
>

Well, our news reader won't reply to your Email address, so here go my 2 cents.
It should work straight from the ICD software.
The SCSI drives are not listed in the ICD's format info files, because they
don't need to.
The ICDFORMAT issuse SCSI command inquire the drive to supply the ID and the
drive spec.s at the time you pickk the drive to be format, so just fire up the
ICDFMT and pick that drive will display the necessary informations.
If the ICDFMT did show the drive then you might have connection problems.
Tang
sytang@lamar.colostate.edu

3803. Re: Archive Bit

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-28 19:57:05 UTC
From: apratt@atari.uucp
Message-ID: <1991Oct28.195705.22049@atari.uucp>
Source record: 46645

rjwalsh@unix2.tcd.ie (Robert Walsh) writes:
>What is the archive bit in a file?

It is set when a file is created or changed, and never cleared by the OS. The idea is that a backup or archive program can clear the bits of those files it archives, and thus any file with its archive bit set has NOT been backed up.

This is not quite true under TOS: before TOS 1.4, the archive bit was pretty much random. Starting with TOS 1.4, the archive bit is set by TOS any time the directory entry needs to be updated -- when the file is created or lengthened. If you change a file in place (i.e. a database file in which you update a record without making the file bigger), the archive bit is not updated. This is not necessarily desired behavior (i.e. you can consider this a bug if you want).

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3804. Re: How can I format floppies fast?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-28 20:09:28 UTC
From: apratt@atari.uucp
Message-ID: <1991Oct28.200928.22232@atari.uucp>
Source record: 46644

>wscart01@ulkyvx.ct.louisville.edu writes:
>> Can anyone tell me how to program the ST to backup an 720k floppy disk
>>in a reasonable time. Right now I am useing the straight xbios commands
>>to read format and write the tracks.

adamd@rhi.hi.is (Adam David) writes:
>Obviously it goes a lot quicker to format the track and write the track data
>at the same time. This cannot be done using the xbios format routine so you
>have to program the FDC via the DMA yourself. It doesn't make formatting any
>quicker but there is less time wasted on other things. If it is an important
>backup (as opposed to mass copying) you will also need to verify the data.

This is correct. It is possible to write the data in the format pass.
However, in doing so you are dealing directly with the ACSI DMA chip, the
ACSI bus, and the FDC controller. This means you are totally on your own
as far as compatibility goes: you can't come crying to us when your program
doesn't work on some machines, on a future machine, or with some version or
other of the OS.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3805. Re: name of DESKTOP.INF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-28 23:20:53 UTC
From: ersmith@julian.uwo.ca
Message-ID: <5556@julian.uwo.ca>
Source record: 46642

In article <1991Oct28.151415.1@telematik.informatik.uni-karlsruhe.de>
dorner@telematik.informatik.uni-karlsruhe.de writes:
>In article <24857@sdcc6.ucsd.edu>, atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
[on ways of selecting alternate DESKTOP.INF files]
>> One way that you might go is to install yourself as a TSR, and sit
>> around and monitor the GEMDOS trap - whenever somebody tries to open
>> "C:\DESKTOP.INF", replace the argument with a pointer to your own
>> DESKTOP.FOO. I can see many problems with doing this, not the least
>> of which is that it would slow down file accesses like molasses.
>
>IMHO only opening a file would be considerably slower. This would only affect
>programs, which use a lot of different files, such as Compiler, TeX, ...

I doubt very much that *any* disk operations would be significantly
slowed down by such a TSR. Remember, the disk I/O time so totally
dominates the time it takes to do an open() (or pretty much anything
else on disk) that a simple string comparision and possible
replacement is comparitively negligible. It certainly wouldn't "slow
access down like molasses"; I doubt it would be more than a 1%
performance hit (maybe a bit higher for a ramdisk, but still not
noticeable to the user).
--
Eric Smith ersmith@julian.uwo.ca eric.smith@uwo.ca

3806. TT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-29 01:18:49 UTC
From: klassa@asdsun.larc.nasa.gov
Message-ID: <1991Oct29.011849.4820@news.larc.nasa.gov>
Source record: 46643
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A friend of mine just got a TT. Can anyone recommend "must-have" software
for the TT that will really make the TT shine? I'm looking for recommendations
on demos, utilities, applications and anything else that will really make the
TT stand out. Please, if possible, tell me where I can find the thing you're
telling me about (i.e. an FTP site, if pd, etc.), and so on.

Reply via email to klassa@panther.larc.nasa.gov.

Thanks!
John Klassa
klassa@panther.larc.nasa.gov

3807. Want to use StyleWriter with Scpetre HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-29 01:25:32 UTC
From: slim@cisco.com
Message-ID: <1991Oct29.012532.14187@csl.sri.com>
Source record: 46647

Here's the long and the short of it, I am a very happy Spectre GCR (3.0) user, but I don't like trips to a local copy center to pay high per page prices for laserprinters that are dirty (It is illegal for me to use University Computer equipment for personal profit). Since I (and my wife) do a bit of DTP work on Spectre, I was pretty impressed with the Apple Stylewriter 360 DPI printer, especially with its student price. Anyhow, I've got it home, I just need to get it to work. I have used a standard MAC DIN-8 to DB25 serial converter, direct into my ST serial port to no avail. If anyone has had experience using the Stylewriter with Spectre (or anything else, for that matter) please drop me some e-mail, especially if you have a cable diagram for the cable you have used.

Thank you...
-Bill Mills

NOTE: Since posting access at my site is temporarily down, I am having a friend post this. PLEASE respond directly to me by e-mail, not through rn (or whichever news program you are using).

billm@zimmer.csufresno.edu
=-=-=-

3808. ST enhancements

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-29 05:32:40 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <15472@uhccux.uhcc.Hawaii.Edu>
Source record: 46649

I attached a National Semi. DP 8490 SCSI chip to my STe DMA chip and while I can verify successful writes (by checking the programmed states of the pins), attempts at reading data from the 8490 only results in 'FF' data. Memory mapping the 8490 at $D00000 also gave similar results (writes are okay, but reads are random junk). Can anyone familiar with the DMA and the ST(e) bus give me clues about getting the chip to read correctly?

The N.S. databook gives these specs for the 8490:
min max (ns)
address hold from end of read enable (*RD) 5 -
" " " " " write " (*WR) 5 -
" setup to read or write enable 5 -
*CS hold from end of *RD or *WR 0 -
data hold from end of read enable 20 60
microproc. hold from end of *WR 10 -
data valid from *RD - 50

The databook notes that read/write enable means either *CS and *RD or *CS and *WR.

The DP 8490 is a CMOS chip that is software/hardware compatible with the NCR 8530 and also provides features and bug fixes that makes it 10-15% faster than the equivalent NCR chip. Two 8490s connected over a 3 meter SCSI bus are supposed to be about 90% faster than two NCR 8530s similarly attached. The 8490 also costs only $11.25 from Arrow Electronics (quantity one) and a kit of parts fitting on a 4"x4" board mounted below the floppy drive would cost about $10-$20.

Another relatively cheap enhancement for the ST is the addition of a Yamaha YM 2203 FM synthesis chip. It should be cheaper than the $35 for the 2203 plus $8 for the YM 3014 13-16 bit D/A converter, but Yamaha seems to be limit-its distribution because they are worried that it would hurt their synth sales! (The Soundblaster Pro is said to have a better Yamaha FM synth chip which might work well with the ST computers too.)

The 2203 is software compatible and can boot up my ST, but since the chip is more expensive than the PSG, it would be better to keep the PSG and add as many 2203s as you would like to decode. Although the PSG side of the chip works okay, I haven't been able to listen to the FM voices because I suspect the D/A chip is faulty. If anyone else has tried out the 2203, please send me a note.

Also, since a board with several 2203s would cover the MFP chip, I was wondering if it was possible to add more MFP in a daisy-chained fashion

as mentioned in the ST Internals book? They cost around $9 each, but I'd like to know if they are available cheaper.

Since my STe power supply bonked out after 48 hours of use and it was replaced with an external supply (now the STe runs very cool), the space left seems like a good place to put some type of graphics board. One graphics chip made by Inmos is the IMS G300B/C with these features:

video rates up to 110 MHz
interlaced or non-interlaced video
generates studio braodcast standard sync signals
1, 2, 4, 8 and 24-bit pixels
on-chip triple lookup table
triple high-speed 8-bit video DACS
general purpose video RAM support
available in 84-pin PGA package

Is it possible or practical to install a board with the G300 in a 1040 STe?

Also, Yamaha has introduced a set of graphics chips that achieve the equivalence of high-performance (w/ high price) graphics workstations. They are called the GC (or CG?) 1201/1202/1203 and can supposedly do around 1.2 million vectors/s with 70,000-100,000/s 2D/3D polygon shading. (I'm not familiar with the graphics benchmarks, but I saw an ad for an IBM 730 POWERstation that said it was capable of 1 million 3D vectors/s)

I think the basic chip set costs around $500-$1000 and an evaluation board for PC-AT and VME bus computers is available. The price for the chips is supposed to decrease by 60% once production is ramped up. If someone can port it to the Mega STe and TTs, it would make them pretty desirable machines!

Thanks,
Jack

3809. VME bus

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-29 05:52:17 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <15473@uhccux.uhcc.Hawaii.Edu>
Source record: 46650

Since Atari decided on a VME bus for the TT and Mega STe machines, I would like to know more about it. What are the dis/advantages of the VME bus?

Someone said it was capable of 50 MB/s and I know that the PC ISA bus is only about 4-6 MB/s, the EISA peaks at 33 MB/s, Mac NuBus at 10-20 MB/s?, the Amiga 3000 and NeXT at ? MB/s.

Thanks,
Jack

3810. Re: Wanted: 1Mbit DRAMs < $9/each

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-29 07:29:45 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <24982@sdcc6.ucsd.edu>
Source record: 46660

In article <1991Oct25.175552.15242@watdragon.waterloo.edu> cjherborth@rose.uwaterloo.ca (Chris Herborth) writes:
>I've got a half-populated Z*RAM board sitting in my ST, which I'd like
>to pump all the way up to 4M... My problem? The local electronics
>supply store wants $9/chip, which works out to almost $170 for two megs
>after taxes... Not good.
>

The "Chip Merchant" here in San Diego County seems to have the
best prices that I've seen anywhere - as of October 25th, they want
US$29.00 for a 1MB 100ns SIMM, or $3.90 for 1mbx1bit chips, which is
what you need, I believe. Their number is (619)268-4774, FAW
(619)268-0874. (that's FAX, not FAW!).

>
>Chris Herborth, 3B Hons English RPW cjherborth@{rose|lotus}.waterloo.edu

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3811. Hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-29 11:45:30 UTC
From: sanchez@irisa.fr
Message-ID: <1991Oct29.114530.1689@irisa.fr>
Source record: 46648

Could some one tell me if it is possible to use a non SCSI hard disk on
an atari 1040ST. Which sort of hardware is needed, where can i find it ?
--
Patrick SANCHEZ
INRIA-IRISA (Rennes) Campus de Beaulieu F-35042 Rennes Cedex FRANCE
PHONE : +33 99 36 20 00 ext 498 EMAIL : sanchez@irisa.fr

3812. Re: How can I format floppies fast?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-29 11:52:32 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct29.115232.19175@actrix.gen.nz>
Source record: 46646

In article <1991Oct28.200928.22232@atari.uucp> apratt@atari.uucp (Allan Pratt) writes:
> >wscart01@ulkyvx.ct.louisville.edu writes:
> >> Can anyone tell me how to program the ST to backup an 720k floppy disk
> >>in a reasonable time. Right now I am useing the straight xbios commands
> >>to read format and write the tracks.
>
> adamd@rhi.hi.is (Adam David) writes:
> >Obviously it goes a lot quicker to format the track and write the track data
> >at the same time. This cannot be done using the xbios format routine so you
> >have to program the FDC via the DMA yourself. It doesn't make formatting any
> >quicker but there is less time wasted on other things. If it is an important
> >backup (as opposed to mass copying) you will also need to verify the data.
>
> This is correct. It is possible to write the data in the format pass.
> However, in doing so you are dealing directly with the ACSI DMA chip, the
> ACSI bus, and the FDC controller. This means you are totally on your own
> as far as compatibility goes: you can't come crying to us when your program
> doesn't work on some machines, on a future machine, or with some version or
> other of the OS.
>
> ==
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Tell me why does Atari give out all the Data on programing the DMA ic,
and also the FDC in the Developer Note's, if they did not intend that
you could program it..

Or is it that Atari have now changed the rules again..

Like they did with Line A calls..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3813. Re: Archive Bit

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-29 15:19:12 UTC
From: ue@nathan.ruhr.de
Message-ID: <A0be2dc0@nathan.ruhr.de>
Source record: 46655

In <rjwalsh.688580903@unix2.tcd.ie>, Robert Walsh writes:

Hi,
>What is the archive bit in a file?
at first, the archive bit is not stored within the file, but within the file's directory entry (byte 11, bit 5).

When using TOS 1.04 or higher, every time you modify a file (to be precise, if you write to it) the archive bit is set by TOS. A backup program can use this and backup files only if their archive bit is set (so called incremental backup).
Unfortunately, the handling of the archive is incorrent when using TOS 1.00 or TOS 1.02. In this OS versions, the archive bit is cleared when writing to a file.

Fell free to ask if something ain't clear...
/s/
--
Udo Erdelhoff ue@nathan.ruhr.de Fido: Udo Erdelhoff on 2:245/52.1

3814. Re: Setting my own midi buffer?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-29 17:10:37 UTC
From: optimiza@utrcu1.UUCP
Message-ID: <941@utrcu1.UUCP>
Source record: 46659

In article <1855@loki.une.oz.au> skershaw@loki.une.oz.au (Shane Kershaw) writes:
>
>As for bytes dropping, I don't know about this. anyone else?
>
Bytes that come in via the MIDI port can be dropped if the ST is busy
servicing another interrupt with the same or higher priority than the
MIDI interrupt. The keyboard/mouse interrupt is such an interrupt. As
MIDI bytes come very fast, you may only have an interrupt latency of
about 300 us. Unfortunately, sometimes the interrupts caused by mouse
movement or keyboard hits will cause a latency longer than 300 us.
In some documentation (I don't know if it was Atari sanctioned or not) I
read that if you install your own mouse handler, you should return from
it within 1 ms. This is fast enough not to miss keyboard or mouse
interrupts, but definitely not fast enough if you have fast midi
interrupts. The only possibility would be to rewrite the keyboard
interrupt routine in such a way that it would enable midi interrupts,
but alas, there is no portable way to do so. (At least, I couldn't find
one, and I _have_ tried!). I made a simple network over MIDI, but if one
of the nodes uses the mouse heavily, it is almost impossible to use it,
because of this bytes dropping.

Henk de Leeuw
optimiza@utwente.nl

3815. Re: How can I format floppies fast?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-29 18:18:39 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <1991Oct29.181839.28888@cs.yale.edu>
Source record: 46653

In article <1991Oct29.115232.19175@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <1991Oct28.200928.22232@atari.uucp> apratt@atari.uucp (Allan Pratt) writes:
>> >wscart01@ulkyvx.ct.louisville.edu writes:
>> >> Can anyone tell me how to program the ST to backup an 720k floppy disk
>> >>in a reasonable time. Right now I am useing the straight xbios commands
>> >>to read format and write the tracks.
>>
>> adamd@rhi.hi.is (Adam David) writes:
>> >Obviously it goes a lot quicker to format the track and write the track data
>> >at the same time. This cannot be done using the xbios format routine so you
>> >have to program the FDC via the DMA yourself. It doesn't make formatting any
>> >quicker but there is less time wasted on other things. If it is an important
>> >backup (as opposed to mass copying) you will also need to verify the data.
>>
>> This is correct. It is possible to write the data in the format pass.
>> However, in doing so you are dealing directly with the ACSI DMA chip, the
>> ACSI bus, and the FDC controller. This means you are totally on your own
>> as far as compatibility goes: you can't come crying to us when your program
>> doesn't work on some machines, on a future machine, or with some version or
>> other of the OS.
>>
>> ==
>> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt
>
>Tell me why does Atari give out all the Data on programing the DMA ic,
>and also the FDC in the Developer Note's, if they did not intend that
>you could program it..
>
>Or is it that Atari have now changed the rules again..
>
>Like they did with Line A calls..

Atari is obviously caught in a bit of a bind. On the one hand,
compatibility requires that programs obey the rules. On the other
hand, TOS is deficient in many ways, and certain things can be done
only inefficiently or not at all when sticking to the rules.
Simultaneous format-and-write is just one such example. Developers
are caught in the middle, being forced to choose whether to implement
features that users want (and that ultimately result in software that
sells machines) or to play by the rules and achieve compatibility and
much simplified maintenance at the price of lackluster performance.
Allan Pratt's repeated exhortations to be good and play by the rules

fail to address the very real dilema of such situations.

No one can foresee how a system will evolve or anticipate all of the functionality that might eventually be desired. The problem with TOS isn't so much its present shortcomings as the lack of support for evolutionary change. Even if Atari could be convinced of the desirability of a format-and-write BIOS call, the lack of a convenient way to retrofit old versions of TOS to accommodate such a call would mean that developers still could not write their applications to rely on it. A well thought out plan of disk-loadable extensions and modifications to TOS might be one approach to alleviating this problem.

--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3816. SCSI inquire

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-29 18:36:48 UTC
From: bill@mwca.UUCP
Message-ID: <1935@mwca.UUCP>
Source record: 46656

Does someone have a code fragment or (ideally) an entire utility which will inquire of my SCSI drives its parameters? I think I've got the wrong number of cylinders in my format parameters (using Supra s/w with BMS controller), and it strikes me that the most accurate way to be sure I have the right numbers is to ask the drive.

Alternatively, if anyone has definitive specs for the Micropolis 1375 I'd be happy to hear them...

--

Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201

########## Opinions expressed are my own and usually wrong ##########

3817. Re: How can I format floppies fast?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-29 18:46:04 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <1991Oct29.184604.29061@cs.yale.edu>
Source record: 46654

In article <1991Oct25.141011.1@ulkyvx.ct.louisville.edu>
wscart01@ulkyvx.ct.louisville.edu writes:
>
>
> Can anyone tell me how to program the ST to backup an 720k floppy disk
>in a reasonable time. Right now I am useing the straight xbios commands
>to read format and write the tracks. I've found that it take somewhere
>around 6 seconds just to do 10 tracks (or 5 double sided tracks) in
>formating alone. I've played with the interleave a little and made that
>time twice as bad. Any suggestions for this problem?
>
>PS: Yes, I am useing even address...
>
>Stuart Carter
>University of Louisville
>Physics Dept.

Your timing sounds about right. The floppy rotates 5 times/second.
Formatting each track requires 3 rotations (I think): 1 to format the
track, 1 to verify, and 1 to move the head to the next track.
Actually, moving the head is pretty quick, but it is presumably just
long enough to cause the timing mark to be missed, forcing you to wait
for the disk to come around again. Using these numbers, 10 tracks
would take 30 rotations or 6 seconds, as you have observed.

One would think from these observations that formatting a pair of
double-sided tracks ought to be possible in only 5 rotations instead
of 6. However, I seem to recall that the Atari floppy driver always
instructs the controller to pause for a 30ms "head settling" time
after selecting a new track, even if the head does not need to be
moved. A smarter driver could presumably keep track of where the head
is and avoid this delay when it is not needed.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3818. Re: name of DESKTOP.INF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-30 00:51:45 UTC
From: kbad@atari.uucp
Message-ID: <1991Oct30.005145.8233@atari.uucp>
Source record: 46661

ersmith@julian.uwo.ca (Eric Smith) writes:
|I doubt very much that *any* disk operations would be significantly
|slowed down by such a TSR.

While it's true that a TSR wouldn't noticeably slow disk access time, such a TSR would have to take over trap #1, which would slow all GEMDOS calls. In my experience, even a few well-crafted TSR trap handlers can cause a noticeable change in the "feel" of the system. A single trap handler programmed by an inexperienced 68000 programmer could make things even worse.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

3819. Installing Teac 3.5 Disk Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-30 01:29:56 UTC
From: dinolt@wdl1.wdl.loral.com
Message-ID: <DINOLT.91Oct29182957@wdl34.wdl1.wdl.loral.com>
Source record: 46658

My ``trusty'' 5 year old Atari 1040ST drive is finally giving up it's ghost and I have to get a new one. I went to Fry's (our local chips store) and bought what was labelled as a TEAC 3.5" 720K FLOPPY DISK DRIVE FOR PC/XT/AT. (Once I opened the package, the drive was labelled as an ERGO MD-21 MICRO FLOPPY DISK DRIVE, ND-21-DS350-B1. I removed my old drive and connected up the new one. I tried various configurations of the jumpers, but the drive didn't respond. The motor starts up and stays on continuously. Under certain configurations the disk light comes on and stays on continuously. The red light on my ST fires up and stays on continuously. My desk top eventually appears on the screen but, of course, I cannot access the disk.

There has been much discussion, on and off, about installing non-atari drives and the changes that might need to be made. I, of course, never saved any of this. I would appreciate it if someone who has installed similar drives would tell me how they did it, I would appreciate it.

Thanks. George Dinolt (dinolt@wdl1.wdl.loral.com)
--
Regards,
George Dinolt (dinolt@wdl1.wdl.loral.com, (408) 473-4150)

3820. Tar to SCSI tape source

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-30 03:10:13 UTC
From: paulm@dorjam.UUCP
Message-ID: <150@dorjam.UUCP>
Source record: 46664

I don't read much of the Atari ST stuff anymore, but today happened to
brows through the c.s.a.s.t group and found some intrest in my ST tape
driver and tar program. Since I bought a SUN 3/50 and now my ST is
either used as a terminal or games machine for my kids, I no longer
have a hard disk on the thing. However, I did backup all my stuff
using my tar stuff and tomorrow I'll go through the tapes and locat
all the stuff I did, source and binaries and if small enough, I'll
just post it in this group for all to do whatever with. The driver
is for a Cypher CT540 SCSI tape drive via a host adapter from an SH204
hard disk drive. The host adapter was address to the #2 DMA address.

I can be reached at (714) 772-3983 or UUCP: ..!ccicpg!dorjam!paulm
If I don't get flamed for sugesting the posting of my stuff here

I'll assume it's OK and do it.

P.S. Shoou-yu tang, you're right, I no longer work at CCI, ICL or what
ever they're called now. (Talk about an identity crisis!)
'ccicpg' is still in my path however.

```
------------------------------------------------------------------------------
- * _______ _~; _----_ -
- Paul Moreau | =_= / (o) (o) -
- Sr. Diagnostics Software Eng. \ USA / | .. | -
- Anaheim, California ---> *-_ ___ / \____/ \ -
- UUCP: ..!ccicpg!dorjam!paulm \/ \\ `--'\ \ -
------------------------------------------------------------------------------
```

3821. Re: VME bus

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-30 07:37:09 UTC
From: Dirk.Rode@arbi.informatik.uni-oldenburg.de
Message-ID: <7410@uniol.UUCP>
Source record: 46657

Shalom,

at the SYSTEMS in Munich last week I spoke with OR. They said most of
their cards would work with the TT slot, but for some cards the VME-BUS
of the TT has not enough power. VME said there should be about 4xx mA
available but Atari only gives about 200 or 300 mA. For some cards
thats not enough power.

And I heard of problems with some cards because the TT slot is made in
metal so there might be short circuits with some cards.

so long
Waldi
--
* Dirk Rode * dirk.rode@arbi.informatik.uni-oldenburg.de *
* Zwischenahner Str. 64 * Bitnet: 077481@Doluni1.Bitnet *
* 2910 Howiek * Privat: diro@edison.phone.north.de *
* Arbeitsgruppe Rechnerbetrieb Informatik der *
* Universitaet Oldenburg (FB 10 - ARBI) * Nickname: Waldi *
* Telefon: +49 441 798 2198 *
* Die sich des Vergangenen nicht erinnern, sind dazu verurteilt, *
* es noch einmal zu erleben. Santayana *

3822. Re: Sometimes my Mega STe won't Print!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-30 15:31:33 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1991Oct30.153133.1977@digi.lonestar.org>
Source record: 46663

In article <t4ri8iE6Iuo@pfunk.hanse.de> blackbox@pfunk.hanse.de writes:
>Some time ago I got a small schematic of a modification for the ST to
>fix the problem. In that modification a pnp-transistor was added to
>the strobe-line of the printer port. The original strobe from the soundchip
>has to be connected to the base, the collector to ground and the emitter
>goes to the printer-connector. This will perhaps be critical to some sound-
>samplers, but with my Deskjet it works perfectly.

It is much easier to modify the parallel print cable by inserting a
diode in one wire. I did this long ago (and so don't remember any
details - but I saw the modification on GEnie). It works great. I
can turn on my DeskJet 500 at any time and my 1040St w/TOS 1.4 will
see it. Been working fine for a long time now. IMHO, this is the
way to go.

Regards,
Roy C. Gosewehr

3823. Re: SCSI inquire

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-30 17:20:55 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1991Oct30.172055.7085@uvm.edu>
Source record: 46662

From article <1935@mwca.UUCP>, by bill@mwca.UUCP (Bill Sheppard):
> Does someone have a code fragment or (ideally) an entire utility which will
> inquire of my SCSI drives its parameters? I think I've got the wrong number
> of cylinders in my format parameters (using Supra s/w with BMS controller),
> and it strikes me that the most accurate way to be sure I have the right
> numbers is to ask the drive.

Stuff deleted....

I'd like to see how to do an enquire too. Either the code or the raw
commands that I could send using the SCSI monitor program that
came with my BMS host adaptor. Please post the answer or pass a copy
on to me too 8-).

ciao,

Bob Pegram

pegram@{griffin,kira,newton,sadye}.uvm.edu
or
...!uvm-gen!pegram
--
pegram@{griffin,kira,newton,sadye}.uvm.edu
or
..!uvm-gen!pegram

3824. Re: name of DESKTOP.INF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-30 19:19:58 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <1991Oct30.191958.13744@cs.yale.edu>
Source record: 46665

In article <1991Oct30.005145.8233@atari.uucp> kbad@atari.uucp (Ken Badertscher) writes:
>ersmith@julian.uwo.ca (Eric Smith) writes:
>|I doubt very much that *any* disk operations would be significantly
>|slowed down by such a TSR.
>
>While it's true that a TSR wouldn't noticeably slow disk access time,
>such a TSR would have to take over trap #1, which would slow all GEMDOS
>calls. In my experience, even a few well-crafted TSR trap handlers can
>cause a noticeable change in the "feel" of the system. A single trap
>handler programmed by an inexperienced 68000 programmer could make
>things even worse.

Wouldn't it be nice if all GEMDOS calls were vectored through RAM so that an individual service could be modified without having to take over trap #1! Lacking that, wouldn't it be nice if Atari would release a standard trap handler written by an experienced 68000 programmer that we could all use.

Perhaps the solution would be a trap #1 server that would copy the jump table from ROM into RAM and install itself in trap #1. Client program could check the cookie jar to see if it was installed and if so, simply modify its jump table instead of installing yet another trap handler. For this to be successful, clients should follow an XBRA-like convention when linking themselves into the chain for a given GEMDOS routine.

Anyone feel like suggesting a standard and producing the necessary code?
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3825. Re: GEM-programing (Was: Re: No menu bar

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-30 21:38:30 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <I18dUZ6yQvQ@pfunk.hanse.de>
Source record: 46684

```
In <1991Oct27.192933.5837@lth.se>, Jerker Nilsson writes:
>>
>There is a few very good text-files named PROGEM.ARC and PROSRC.ARC at
>atari.archive. One of them is about "religion" (issue #8 ???). Try that
>
I have just got a version of professional GEM as TeX-sources. If
anybody want's to get them too, I could mail them to Jeff Weiner
to put them on atari.archive. The compiled stuff looks very nice.

Bye.....Michael

--
/-------------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-------------------------------------/
```

3826. Re: Installing Teac 3.5 Disk Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-31 02:01:24 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Oct31.020124.5666@actrix.gen.nz>
Source record: 46667

In article <DINOLT.91Oct29182957@wdl34.wdl1.wdl.loral.com> dinolt@wdl1.wdl.loral.com (George W Dinolt) writes:

> My ``trusty'' 5 year old Atari 1040ST drive is finally giving up it's
> ghost and I have to get a new one. I went to Fry's (our local chips
> store) and bought what was labelled as a TEAC 3.5" 720K FLOPPY DISK
> DRIVE FOR PC/XT/AT. (Once I opened the package, the drive was
> labelled as an ERGO MD-21 MICRO FLOPPY DISK DRIVE, ND-21-DS350-B1. I
> removed my old drive and connected up the new one. I tried various
> configurations of the jumpers, but the drive didn't respond. The
> motor starts up and stays on continuously. Under certain
> configurations the disk light comes on and stays on continuously. The
> red light on my ST fires up and stays on continuously. My desk top
> eventually appears on the screen but, of course, I cannot access the
> disk.
>
> There has been much discussion, on and off, about installing non-atari
> drives and the changes that might need to be made. I, of course,
> never saved any of this. I would appreciate it if someone who has
> installed similar drives would tell me how they did it, I would
> appreciate it.
>
> Thanks. George Dinolt (dinolt@wdl1.wdl.loral.com)
> --
> Regards,
> George Dinolt (dinolt@wdl1.wdl.loral.com, (408) 473-4150)
>
>

Try turning the 34 way connector over..

Note: 3rd party drives generally don't recognise a disk change, and
even some Atari ones.

Try setting the write protect notch on and off while changing the
disk each time, use the Esc key and see if it re reads the disk each time..

Some will do it with the disk protected but mustly don't when the
disk is write enabled..

I think that there is some software to fix this.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***

*** New Zealand.. * not like a dying light globe ***

3827. Re: gulam help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-31 06:08:46 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1991Oct31.010846.7955@mailer.cc.fsu.edu>
Source record: 46679

```
In article <4723@uqcspe.cs.uq.oz.au>, marshall@cs.uq.oz.au writes:
>Can gulam be made to use the small system font? If so, how?
>Thanks for any replies.
>

Here it is, right from the Gulam manual:

------

`nrows: unset'
This variable controls the number of lines per screen. At present, only
valid values are 25 or 50. Changing `nrows' to 50 will cause the
re-initialization of the screen using the small system font.

------

So you can just type "set nrows 50" to switch to 50 line mode (or the
small font). Many programs unfortunetely assume there are 25 lines on the
screen (less.ttp is unfortunetely one of these), so they only use the top
half.
--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------
```

3828. Re: Hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-31 06:24:03 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1991Oct31.012403.8236@mailer.cc.fsu.edu>
Source record: 46680

In article <1991Oct29.114530.1689@irisa.fr>, sanchez@irisa.fr (Patrick Sanchez) writes:
>Could some one tell me if it is possible to use a non SCSI hard disk on
>an atari 1040ST. Which sort of hardware is needed, where can i find it ?

Yes, you generally can. PC type drives can be hooked to an ST by using a
SCSI controller board (like the Adaptec 4050A). This is the way it works.
The ST talks ASCI to the host adaptor. The host adaptor converts it to
SCSI, and talks to a SCSI device. The SCSI device can either be embedded
(in which case the drive has it's own SCSI controller), or it can consist
of a separate controller board and drives. You end up losing some in
performance (embedded devices are usually faster), but if you already own
the PC type drives it might be cost effective. I know of no way to use an
IDE drive, but MFM and RLL drives should work fine.

Straight embedded SCSI is cleaner, and the devices have fallen greatly in
price. If you are buying new, you might want to go this route.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

3829. desperatly looking for a GOOD UUCP package

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-31 09:43:37 UTC
From: madmat@frmug.fr.mugnet.org
Message-ID: <1991Oct31.094337.14377@frmug.fr.mugnet.org>
Source record: 46552
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Well there I am again , looking for a UUCP package ...
does anybody have a UUCP package in which both uucp and uucico allow the user
to retrieve files from a remote system ??
I have Mercury but it doesn't.
Few days ago someone talked about a Hermes package , could some one give me
his address so I can send him a disk ?
I'm kinda frustrated , I have the GNU-UUCP sources but cannot compile them !
I'll send them in when sending the disk for Hermes
so maybe someone will be able to do the porting/recompiling of this stuff !
--
+-------------------------------------------------------------------------+
|..uunet!upsi!tfd!afp!gna!frmug!mns!madmat| Mathias Herberts |
|Mathias.Herberts@linn.fidonet.org | 20 , rue Corneille |
|madmat@frmug.fr.mugnet.org | 92120 Montrouge , FRANCE |
```

3830. Re: name of DESKTOP.INF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-31 12:17:41 UTC
From: epkst1@unix.cis.pitt.edu
Message-ID: <197950@unix.cis.pitt.edu>
Source record: 46669

In article <1991Oct28.151856.1@telematik.informatik.uni-karlsruhe.de>
dorner@telematik.informatik.uni-karlsruhe.de writes:
>
>In article <24857@sdcc6.ucsd.edu>, atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
>> In article <195163@unix.cis.pitt.edu> epkst1@unix.cis.pitt.edu (Edward P Kuzemchak)
writes:
>>>All this would be much cleaner if I could just point to one of three
>>>different DESKTOP.INF files.
>> It isn't really that much of a problem to copy the file, is it?
>
>Why copy it anyway? Renaming the files is faster and the files don't move
>around over the floppy/harddisk which could slowdown booting considerable,
>if your files are spread over many different tracks.
>

Renaming is certainly faster, but then you lose the identity of the file:
e.g. rename DESKTOP.MED to DESKTOP.INF, then rename DESKTOP.LOW to
DESKTOP.INF -- DESKTOP.MED is gone.

Copying such a small file takes << 1 sec. and I doubt that it contributes
much to disk fragmentation.

If only we had symbolic file links...

Ed Kuzemchak

3831. sector/cluster and max. number of clusters

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-31 12:58:25 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91304.123024ONM07@DMSWWU1A.BITNET>
Source record: 46666

A few questions:

(1) (to the MS-DOS experts) What is the number of sectors/cluster for
STANDARD MS-DOS HD disks?
(2) GEMDOS used to support only 2 sector/cluster. Has this changed in
the newest version (GEMDOS version 0.20 in TOS 3.06)?
(3) What is the max. number of clusters supported by GEMDOS?

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong _____________________________

3832. Re: sector/cluster and max. number of clusters

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-31 14:13:35 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Oct31.141335.26773@rhrk.uni-kl.de>
Source record: 46671

ONM07@DMSWWU1A.BITNET writes:

>A few questions:

>(1) (to the MS-DOS experts) What is the number of sectors/cluster for
> STANDARD MS-DOS HD disks?
>(2) GEMDOS used to support only 2 sector/cluster. Has this changed in
> the newest version (GEMDOS version 0.20 in TOS 3.06)?
>(3) What is the max. number of clusters supported by GEMDOS?

One more question related to this theme:

Discs formatted with DOS 5.0 have an entry "FAT12" in the boot sector.
Am I right that ED discs will show "FAT16"? In this case these strings
are intended to signal the fat format, i.e. 12 or 16 bit fat. What about
harddisk partitions? Do "FAT12" and "FAT16" exist there, too?

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
--
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
****

3833. Re: sozobon c problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-31 15:27:19 UTC
From: ulrer@ida.liu.se
Message-ID: <1991Oct31.152719.21771@ida.liu.se>
Source record: 46670

piet@cs.ruu.nl (Piet van Oostrum) writes:

>>>>>> ulrer@ida.liu.se (Ulric Eriksson) (UE) writes:

>UE> Here's how it works:

>UE> K&R: floats are passed as doubles
>UE> ANSI w/o prototypes: floats are passed as doubles
>UE> ANSI with prototypes: floats are passed as floats

>UE> Sozobon is not ANSI, so floats are passed as doubles.

>Except that Sozobon doesn't have doubles. Yes, it does have the `double'
>keyword, but doubles are just treated as floats. If I remember correctly,
>it even assigns only 4 bytes.

Well, that shows how much I have used the floats in Sozobon C. I doesn't
matter though for what I wrote above: if floats and doubles are identical
in Sozobon C, then floats are in fact passed as doubles, just like they should.

Isn't it in fact perfectly allowed for a C compiler to have identical
floats and doubles?

>I vote for the inclusion of real doubles in the next release of Sozobon. It
>could just use the GCC floating point library, so it would be very little
>work (except maybe for the bootstrapping phase).

I think I saw in the Sozobon docs that the floating-point code was just
thrown in as better than nothing.
--
Ulric Eriksson ulrer@ida.liu.se

"Det ser ut som rappakalja. Bara idioter kan h}lla p} med s}'nt d{r."

3834. Re: name of DESKTOP.INF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-31 16:37:14 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Oct31.163714.27077@watdragon.waterloo.edu>
Source record: 46668

}>> In article <195163@unix.cis.pitt.edu> epkst1@unix.cis.pitt.edu (Edward P Kuzemchak)
writes:
}>>>All this would be much cleaner if I could just point to one of three
}>>>different DESKTOP.INF files.
}>> It isn't really that much of a problem to copy the file, is it?

Anyway... If he wants to do it by stealing trap #1, couldn't he just unhook
from the trap after DESKTOP.FOO was opened? Assuming he'd XBRA'd nicely...
Then everything would work as fast as normal...

Might even be able to de-allocate his program then, too...

Chris Herborth, 3B Hons English RPW cjherborth@{rose|lotus}.waterloo.edu
"I'd tax Raquel Welch... GEnie: C.HERBORTH
...and I have a feeling she'd tax me..." - It's Man

3835. Re: new Trap handler protocol? (was Re:name of DESKTOP.INf

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-31 16:55:44 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <25073@sdcc6.ucsd.edu>
Source record: 46678

In article <1991Oct30.191958.13744@cs.yale.edu> fischer-michael@CS.YALE.EDU (Michael Fischer) writes:
>Wouldn't it be nice if all GEMDOS calls were vectored through RAM so
>that an individual service could be modified without having to take
>over trap #1! Lacking that, wouldn't it be nice if Atari would
>release a standard trap handler written by an experienced 68000
>programmer that we could all use.

Funny, I was just thinking about this very thing the other day...

However, I can hear Atari screaming at us right now - that this
would require ROM-dependence... Well, perhaps it would require some
voodoo on present ROM sets, but they're set in silicon - maybe
future TOS versions could include a function that returns a pointer
to the jump-table.
>
>Perhaps the solution would be a trap #1 server that would copy the
>jump table from ROM into RAM and install itself in trap #1. Client
>program could check the cookie jar to see if it was installed and if
>so, simply modify its jump table instead of installing yet another
>trap handler. For this to be successful, clients should follow an
>XBRA-like convention when linking themselves into the chain for a
>given GEMDOS routine.

Sounds good!

>
>Anyone feel like suggesting a standard and producing the necessary
>code?
>--

This sounds like something interesting to try, but I fear that
unless it is produced by one of the "Gods" it might not gain
widespread acceptance. Some pre-written library routines are a must
(in C, GFA (can you write TSR's in GFA?), Assembly, maybe even
Pascal). I don't want to sound like I'm making an imposition, but
maybe somebody at Atari could take this on - that would certainly
make it canon enough for mee!

>==
>| Michael Fischer <fischer-michael@cs.yale.edu> |
>==

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3836. Autorun low res

Newsgroup: comp.sys.atari.st.tech
Date: 1991-10-31 19:59:20 UTC
From: bill@mwca.UUCP
Message-ID: <1936@mwca.UUCP>
Source record: 46672

While trying to reconfigure my system using Superboot to autorun Railroad Tycoon I've rediscovered some wierdness I hadn't previously solved. I've a one meg TOS 1.4 520ST.

Quirk #1: I've set up a Superboot function key to autorun Railroad Tycoon in low rez. The system boots but puts me at the desktop rather than autorunning RR Tycoon. If I view the DESKTOP.INF the first line is the "#Z..." thingy with the proper filename and path for RR Tycoon, so the line is being inserted by Superboot to RR Tycoon. I don't believe I've ever gotten an autorun to work in low rez, they work fine in med or high rez. Any ideas?

Quirk #2: When using the raw desktop (I usually use Neodesk) I've found that I'll eventually get "invisible windows" - that is, after exiting an application, one real window will open, and one or two "invisible windows" will open. I'll see the grow boxes, but nothing will appear on screen. The desktop thinks I have several windows open, because it will let me choose "close window" from a menu and I'll see shrink boxes, and if I try to open more windows I'll get the "too many windows open message" even if there are only two or three visible. This is rather annoying, but sounds like it may also be related to DESKTOP.INF.

Any ideas? Might Superboot (I'm using the latest version, and am registered) be writing an improper DESKTOP.INF?

Please post or email any help. Thanks.

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ##################

3837. Needing ML (Meta Language) for the ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 00:02:00 UTC
From: d90-ngp@sigma9.sm.luth.se
Message-ID: <1844@lunic.dc.luth.se>
Source record: 46682

We sometimes use ML at school, and I'd like to do some work at home. (I know that
ML exists for the ST becaused I've had a copy once.)

If anyone has a copy or know where I can get it with 'ftp', please send me some mail!

Thank you.

____
Niklas Grip	University of Luleaa	Some day I will
Vallstensgatan 7	Internet: d90-ngp@sm.luth.se	make some nice
951 59 Luleaa	Bitnet : d90-ngp%sm.luth.se@sekth	logo and remove
SWEDEN	==================================	this damn text!
Phone: 0920-26228 (international: +46 920 26228)	
~~~~~~
~~~~~~

3838. Accelerators and late Megas

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 01:35:23 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.91Nov1023523@nic.funet.fi>
Source record: 46673

You know, the late revisions of Megas have this little board
with a logic-chip located on top of the MC68000 and soldered to pins 12-18.

Where and how do I connect this little thing, when I am
installing a 16MHz 68000 accelerator to my Mega???
To the matching pins of the new CPU? To the same points as it was with
the old CPU? Something else?

The installation manual does not mention anything about it...
(we are mainly talking about the board made by CMI. But general
instructions are most welcome)

BTW, what does this funny little thing do? A correcrtion to
some nasty lay-out error?

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator in nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

3839. When did TOS start including an app's path when installed?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 02:32:08 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <0FuPaB3w164w@sys6626.bison.mb.ca>
Source record: 46676

Does anyone know which version of TOS was the first to include an application's path when it was installed using "Install Application"? I know TOS 1.0 doesn't, and TOS 2.2 does...
Thanks in advance for _any_ help.

+--+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+--+

3840. How do you change System Globals (esp. palmode)?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 02:35:32 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <XLuPaB4w164w@sys6626.bison.mb.ca>
Source record: 46677

I would like to change the Hz rate of my ST (temporaily, of course). The system global, "palmode" contains the current video mode and I have a C example of how to get info from a global, but I don't have a clue how to change . ANy help would be greatly apprciated.

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

3841. *HELP* Accelerators and late Megas

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 08:01:40 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.91Nov1090140@nic.funet.fi>
Source record: 46683
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

You know, the late revisions of Megas have this little board
with a logic-chip located on top of the MC68000 and soldered to pins 12-18.

Where and how do I connect this little thing, when I am
installing a 16MHz 68000 accelerator to my Mega???
To the matching pins of the new CPU? To the same points as it was with
the old CPU? Something else?

The installation manual does not mention anything about it...
(we are mainly talking about the board made by CMI. But general
instructions are most welcome)

BTW, what does this funny little thing do? A correcrtion to
some nasty lay-out error?

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator in nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

3842. Re: SCSI inquire

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 09:35:04 UTC
From: marc@hemlock.cray.com
Message-ID: <1991Nov1.033504.16991@hemlock.cray.com>
Source record: 46685

In article <1935@mwca.UUCP>, bill@mwca.UUCP (Bill Sheppard) writes:
> Does someone have a code fragment or (ideally) an entire utility which will
> inquire of my SCSI drives its parameters? I think I've got the wrong number
> of cylinders in my format parameters (using Supra s/w with BMS controller),
> and it strikes me that the most accurate way to be sure I have the right
> numbers is to ask the drive.
>
> Alternatively, if anyone has definitive specs for the Micropolis 1375 I'd be
> happy to hear them...
> --
> ##
> # Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill #
> # Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201 #
> ############### Opinions expressed are my own and usually wrong ###############

The ICD utilities may be able to give you the information you require. Check it
out...

[M][a][r][c]

##
marc@hemlock.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!uknet!crayuk!M.Bouron (UUCP) #
##

3843. Re: GEM-programing (Was: Re: No menu bar

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 09:41:13 UTC
From: marc@hemlock.cray.com
Message-ID: <1991Nov1.034113.17068@hemlock.cray.com>
Source record: 46686

In article <l18dUZ6yQvQ@pfunk.hanse.de>, blackbox@pfunk.hanse.de (Michael Kistenmacher) writes:
> In <1991Oct27.192933.5837@lth.se>, Jerker Nilsson writes:
> >>
> >There is a few very good text-files named PROGEM.ARC and PROSRC.ARC at
> >atari.archive. One of them is about "religion" (issue #8 ???). Try that
> >
> I have just got a version of professional GEM as TeX-sources. If
> anybody want's to get them too, I could mail them to Jeff Weiner
> to put them on atari.archive. The compiled stuff looks very nice.
>
> Bye.....Michael

I would be VERY interested in TeX source for Tim Oren's ProGEM series. Upload it now!

Cheers,

[M][a][r][c]

###
marc@hemlock.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!uknet!crayuk!M.Bouron (UUCP) #
###

3844. Help! Modem connections

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 12:07:01 UTC
From: ee89jet@brunel.ac.uk
Message-ID: <2805@mercury.brunel.ac.uk>
Source record: 46681

Hi,

I have recentely brought a 2nd hand Modem (a WS4000 v21/23, made
by mircale technology). The lead from the modem to the computer
is terminated by a 50 way SCSI socket, and I'd like to able to
connect this to the RS-232 socket (I understand this is a 25 way
female D-type) of my 1040STFM. Do I simply make up a cable where
pin 1 -> pin 1 of RS232 (i.e. 1 to 1)?

I would really appreciate some help on this, from anyone who has
a modem, and anyone with a WS4000 would be especially welcome!

Thanks in advance,

Jon Taylor.

--
___ __ _____ **
(> / ` / * Jon E Taylor, Brunel University, Uxbridge, England *
__/ /-- --/ * JANET: ee89jet@brunel.ac.uk UUCP: ...!ukc!brunel!ee89jet*
/ / (___, (_/ * x.400: S=ee89jet/O=BRUNEL/P=UK.AC/A=GOLD 400/C=GB *
<_/ **********************"Life's a Bitch"**********************

3845. Print Driver?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 12:40:11 UTC
From: get@coax.Central.Sun.COM
Message-ID: <kh2ipbINNoie@cronkite>
Source record: 46674

I have the Sprectre GCR and it's great. I also have a panosanic printer. Well, I would like to get all the features in the word processing package to work with the printer. Any suggestions on a print driver I could get to make it all work???

Gary T

3846. Re: Needing ML (Meta Language) for the ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 13:06:43 UTC
From: d1ph@dtek.chalmers.se
Message-ID: <6294@chalmers.se>
Source record: 46689

d90-ngp@sigma9.sm.luth.se writes:

>We sometimes use ML at school, and I'd like to do some work at home. (I
>know that
>ML exists for the ST becaused I've had a copy once.)

>If anyone has a copy or know where I can get it with 'ftp', please send me
>some mail!

Please include me in this request...

--
Patrik Helsing Chalmers University of Technology
d1ph@dtek.chalmers.se Computer Science and Engineering = Dtek

3847. Print Driver?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 13:07:15 UTC
From: get@coax.Central.Sun.COM
Message-ID: <kh2kc3INNomu@cronkite>
Source record: 46675

Sorry:

I forgot to mention all the feature of the Mac software I want to be able to print

Gary T

3848. RS232 Hardware Flow Control

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 14:48:03 UTC
From: zeil@renenutet.cs.odu.edu
Message-ID: <1991Nov1.144803.10254@cs.odu.edu>
Source record: 46542

I am contemplating the use of a high-speed modem (9600 bd with data compression) for which hardware (RTS/CTS) flow control is strongly recommended, if not required. I have a 1040ST running TOS 1.0, and have seen casual references in the past to a bug in that version of TOS that required patching before hardware flow control would work.

Can anyone tell me if such a patch is really required and, if so, where I might lay my hands on it?

Thanks,
Steve Z

3849. Re: name of DESKTOP.INF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 16:49:01 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <25116@sdcc6.ucsd.edu>
Source record: 46545

In article <1991Oct31.163714.27077@watdragon.waterloo.edu> cjherborth@rose.waterloo.edu (Chris Herborth) writes:
>
>Anyway... If he wants to do it by stealing trap #1, couldn't he just unhook
>from the trap after DESKTOP.FOO was opened? Assuming he'd XBRA'd nicely...
>Then everything would work as fast as normal...
>
>Might even be able to de-allocate his program then, too...

What happens when the user wants to save the desktop after making modifications? It would go to c:\desktop.inf instead of being re-routed to c:\desktops\deskhi2.inf or whatever! If you stay around that you're at least guaranteed consistency...
>
>---------------==--------------
>Chris Herborth, 3B Hons English RPW cjherborth@{rose|lotus}.waterloo.edu
>"I'd tax Raquel Welch... GEnie: C.HERBORTH
>...and I have a feeling she'd tax me..." - It's Man

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3850. Can I use the 6x6 font as system font in low res?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 18:11:39 UTC
From: bcc@Eyring.COM
Message-ID: <1991Nov1.181139.17513@Eyring.COM>
Source record: 46687

I am doing a little programming in low res, and would like to use the 6x6 font instead of the 8x8 to get a little more text on the screen. After poking around in the ROMs a little (I have TOS 1.4) I know where the different fonts are located, and I even found a subroutine which, when called with the address of the font, apparently switches to the new font. It still doesn't completely solve the problem, since the character width and height remain at the old settings, so some letters print as a char and a half!

I know that I am supposed to use some sort of VDI call to do this, but the two books I have don't make it very clear -- they curtly say that the display only allows one font.

Could I make the icon font into a system font by copying it into ram and changing a variable or two?

(Please don't flame me on portability, or for peeking into the EPROMS. I'm not trying to write this as a commercial package -- it's mostly for my own benefit.)

--
Brian Cooper bcc@Eyring.COM uunet!lanai!bcc
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

3851. MIDI interrupts, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 18:28:03 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1991Nov1.183349.27818@ryn.mro4.dec.com>
Source record: 46544

Hi,

It took me almost 3 years to learn how to get the ST to
NOT lose MIDI bytes while other interrupts were happening. I
posted lots of informational requests here, but never received
anything decent, as the code to do this is DIFFICULT. Anyone
who has done it, seems to keep it proprietary, as they most
likely work for a software company offering "pro" music
packages.

I have completly re-written the level 6 interrupt handler, which
entails handling keyboard, mouse, and MIDI.

The side effect of this, is that screen savers won't work, as they
look for mouse or keyboard data at the normal places.

My intent is to someday (hopefully soon) market something myself,
but my full-time software engineering duties don't give me much
time left for STing these days...

I've also been working on a "Motif-like" display system, as I've
got REAL bored with GEM, after working on larger systems...

It's been a bumpy road for me, but someday I'm hoping that it
will pay off...

John

3852. Re: When did TOS start including an app's path when installed?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 18:54:37 UTC
From: bcc@Eyring.COM
Message-ID: <1991Nov1.185437.17724@Eyring.COM>
Source record: 46688

In article <0FuPaB3w164w@sys6626.bison.mb.ca> marco@sys6626.bison.mb.ca (Marco) writes:
>Does anyone know which version of TOS was the first to include an
>application's path when it was installed using "Install Application"? I
>know TOS 1.0 doesn't, and TOS 2.2 does...
>
I don't think 1.2 did, and 1.4 does.

--
Brian Cooper bcc@Eyring.COM uunet!lanai!bcc
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

3853. Re: Installing Teac 3.5 Disk Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 19:27:34 UTC
From: rwmcm@ccwf.cc.utexas.edu
Message-ID: <60783@ut-emx.uucp>
Source record: 46690

In article <DINOLT.91Oct29182957@wdl34.wdl1.wdl.loral.com> dinolt@wdl1.wdl.loral.com (George W Dinolt) writes:
>
>My ``trusty'' 5 year old Atari 1040ST drive is finally giving up it's
>ghost and I have to get a new one. I went to Fry's (our local chips
>store) and bought what was labelled as a TEAC 3.5" 720K FLOPPY DISK
>DRIVE FOR PC/XT/AT. (Once I opened the package, the drive was
>labelled as an ERGO MD-21 MICRO FLOPPY DISK DRIVE, ND-21-DS350-B1. I
>removed my old drive and connected up the new one. I tried various
>configurations of the jumpers, but the drive didn't respond. The
>motor starts up and stays on continuously. Under certain
>configurations the disk light comes on and stays on continuously. The
>red light on my ST fires up and stays on continuously. My desk top
>eventually appears on the screen but, of course, I cannot access the
>disk.
>
>There has been much discussion, on and off, about installing non-atari
>drives and the changes that might need to be made. I, of course,
>never saved any of this. I would appreciate it if someone who has
>installed similar drives would tell me how they did it, I would
>appreciate it.
>
>Thanks. George Dinolt (dinolt@wdl1.wdl.loral.com)
>--
>Regards,
>George Dinolt (dinolt@wdl1.wdl.loral.com, (408) 473-4150)
>
>
I had the exact same problem when I tried to install a new 720K drive.
Another post suggested to flip the cable over. This is part of the problem,
but the other half is the following: There is a set of DIP switches or
jumpers on the back of the drive that controls how the drive is accessed on
a PC. (Or something.) Anyway, it is automatically set at the factory to
be recognized as drive 1. You want to change it to drive 0 (zero). There
should be a label or something on the back of the drive listing which
switches correspond to what setting. But, that should be your problem.
In summary: Change the setting to drive 0, and then flip the cable and
try the drive till it works!
That should do it! Hope this helps.

Rob McMullen (rwmcm@ccwf.cc.utexas.edu)
From: rwmcm@ccwf.cc.utexas.edu (Rob McMullen)
Path: ccwf.cc.utexas.edu!rwmcm
Newsgroups: comp.sys.atari.st.tech

Subject: Re: Installing Teac 3.5 drive
Expires:
References:
Summary:
Reply-To: rwmcm@ccwf.cc.utexas.edu (Rob McMullen)
Followup-To:
Distribution: world
Organization: The University of Texas at Austin, Austin TX
Keywords:

3854. Re: name of DESKTOP.INF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 19:41:07 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1991Nov1.194107.3272@digi.lonestar.org>
Source record: 46543

In a whole bunch of articles a whole bunch of folks discuss the DESKTOP.INF file name with comments such as:

>>>>All this would be much cleaner if I could just point to one of three
>>>>different DESKTOP.INF files.

>Renaming is certainly faster, but then you lose the identity of the file:
>e.g. rename DESKTOP.MED to DESKTOP.INF, then rename DESKTOP.LOW to
>DESKTOP.INF -- DESKTOP.MED is gone.

Buy Neodesk 3. You can have as many desktops as you like, you can name them whatever you want and you can set up a macro (such as a function key) to load them on the fly. PLUS you can have program icons on the desktop (along with a whole slew of other nifty features).

(Now I hope that the original question was user related and not programming related. If the latter, please excuse the extraneous response.)

Roy C. Gosewehr

3855. Ethernet card for Mega STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-01 19:46:10 UTC
From: cordes@ac.dal.ca
Message-ID: <1991Nov1.154610.1835@ac.dal.ca>
Source record: 46541

Could anyone tell me about the availability of Ethernet cards for a Mega STE? Thanks.

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

3856. Re: When did TOS start includi

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-02 13:10:50 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1991Nov02.131050.22257@demon.co.uk>
Source record: 46549

TOS 1.4 (1.04)

```
*************************************************************************
* Iain R Laskey * Disclaimer: It was probably just a rumour *
* ilaskey@cix.compulink.co.uk * Quote: The Journey is the reward *
*************************************************************************
```

3857. Re: RS232 Hardware Flow Control

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-02 14:34:49 UTC
From: sterbbs@sus.eur.nl
Message-ID: <sterbbs.689092489@eursus>
Source record: 46550

zeil@renenutet.cs.odu.edu (Steven J. Zeil) writes:

>I am contemplating the use of a high-speed modem (9600 bd with data
>compression) for which hardware (RTS/CTS) flow control is strongly
>recommended, if not required. I have a 1040ST running TOS 1.0, and
>have seen casual references in the past to a bug in that version of
>TOS that required patching before hardware flow control would work.

>Can anyone tell me if such a patch is really required and, if so,
>where I might lay my hands on it?

Yep, you need it. Doesn't matter if you have TOS 1.0, 1.2 or 1.4 they all
have some RTS/CTS bug. There are several fixes, I think TURBOCTS works the
best. It should be in the binairies somewhere, or any other ST-related BBS.

Bert.

- If I've insulted anybody or anything I will take -
- everything back and state the opposite. -
- Complaints? EMail: Largest ST BBS in Europe: STER BBS -
- Holland +31 (0)1880 40035 SterUID: SYSOP. -

3858. Re: name of DESKTOP.INF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-02 14:37:51 UTC
From: sterbbs@sus.eur.nl
Message-ID: <sterbbs.689092671@eursus>
Source record: 46551

rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:

>In a whole bunch of articles a whole bunch of folks discuss the
>DESKTOP.INF file name with comments such as:

>Buy Neodesk 3. You can have as many desktops as you like, you can name
>them whatever you want and you can set up a macro (such as a function
>key) to load them on the fly. PLUS you can have program icons on the
>desktop (along with a whole slew of other nifty features).

At home I'm using Neodesk 3.x and at the magazine I work I use a Mega STE4
with TOS 2.05 and I do prefer the new TOS. It has much functions found in
Neodesk but they are much faster. As for DESKTOP.INF (NEWDESK.INF on TOS 2.05),
you can load them after the systems boots up.

Now the news: A German company has made a little board that makes it possible
to put TOS 2.05 in a 'old' ST. This board is so good Atari approved it.
Rumers say Atari has made some special modifications to TOS to make this
board even more compatible. This board does not come with TOS 2.05 (or the new
version 2.06) you have to buy that from your dealer.

Bert.

- If I've insulted anybody or anything I will take -
- everything back and state the opposite. -
- Complaints? EMail: Largest ST BBS in Europe: STER BBS -
- Holland +31 (0)1880 40035 SterUID: SYSOP. -

3859. Re: Sometimes my Mega STe won't Print!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-02 14:38:30 UTC
From: as903@cleveland.Freenet.Edu
Message-ID: <1991Nov2.143830.23123@usenet.ins.cwru.edu>
Source record: 46546

I believe they fixed the bootup problem with the DJ and ST at bootup with tos 2.05.. I have a mega STe 1 and a DJ+.. I can turn the printer on any time I wish and no problems at all..

3860. Re: Can IBM computers read Atari ST disks?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-02 14:45:52 UTC
From: fvlarsen@solan.unit.no
Message-ID: <1991Nov2.144552.23268@ugle.unit.no>
Source record: 46548

```
|> Can the IBM computer read an Atari ST formatted diskette??

The IBM can not read normally Atari ST formatted diskettes.
If you format you Atari ST disk using IBM format from c-panel
or something, both the IBM and the Atari will be able to read it.
In theory, the Atari ST can read IBM 720kB formatted disks (not
the other way around), but you might experience som problems
with this, anyhow.
So, your best bet to enable crossreading of disks, is to IBM
format on the Atari ST as described above.
---
/-----------------------------------------------------------------------\
| FINN VIDAR LARSEN |Snailmail: |
| Division of Computer Systems and Telematics | Arne Bergsgaardsvei 18/23 |
| The Norwegian Institute of Technology | 7033 Trondheim |
| The University of Trondheim, Norway | Norway |
|-----------------------------------------------------------------------|
|email: fvlarsen@solan.unit.no, fvlarsen@lise.unit.no, fvlarsen@siri.unit.no|
|-----------------------------------------------------------------------|
|"Great Wakering (participial vb.): |
| Panic which sets in when you badly need to go to the lavatory and |
| cannot make up your mind about what book or magazine to take with you."|
\-----------------------------------------------------------------------
```

3861. Re: RS232 Hardware Flow Control

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-02 14:49:37 UTC
From: as903@cleveland.Freenet.Edu
Message-ID: <1991Nov2.144937.23590@usenet.ins.cwru.edu>
Source record: 46547

Yes I owuld definitely upgrade to a better TOS.. You will still need
a patch program available as PD.. turbo CTS is the program that has
seemsed to work the best..

3862. Re: RS232 Hardware Flow Control

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-02 16:01:17 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <689100573.1@therip.FidoNet.Org>
Source record: 46553

Actually the modems out there will use 19200...
If you havent gotten your high speed modem yet I would suggest you get one with the minimum of v.42 bis and v.32
v.42 is the data compression and most if not all modems in the high speed range support this now..
(MNP1-5 is also nice to have but v.42/v.42bis is alot better and provides fallback to MNP1-4)
v.32 is the 9600 baud standard now.. (HST's are also heavily used but your better off getting the v.32 since most NEW purchases will be compatible with it.)
V.32BIS is the 14400 baud standard and if you can afford it I would suggest this. It is downwardly compatible with v.32 modems.. However you might be able to find someone with the v.32 format that is willing to sell to get a v.32bis modem. You will actually connect these modems to your computer at 19200 so that the full capability can be achieved. (Realize that with VERY good lines a V.32bis modem can do much higher then 19200 baud but the ST's wont without some hardware modification...)

YOu need a patch called TURBOCTS or something simular...
As far as I know only TOS 1.02 has properly working hardware handshaking.
And the latest 2.06 and 3.06 of tos.. Versions 1, 1.04, 1.06, 1.62 and pre-2.06 "2.x" versions as well as the pre-3.06 "3.x" versions had patches that were needed.

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

3863. Re: RS232 Hardware Flow Control

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-02 23:53:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0be9qt0@jonh.wimsey.bc.ca>
Source record: 46558

In <sterbbs.689092489@eursus>, B. Rozenberg writes:
>
>Yep, you need it. Doesn't matter if you have TOS 1.0, 1.2 or 1.4 they all
>have some RTS/CTS bug. There are several fixes, I think TURBOCTS works the
>best. It should be in the binairies somewhere, or any other ST-related BBS.
>
I think they actually had flow control working in TOS 1.2. Unless
there was another bug I didn't here about.

--
John Henders jhenders@jonh.wimsey.bc.ca
MIND over MIDI Productions or ubc.cs!van-bc!jonh!jhenders
Vancouver,B.C

3864. Re: gulam help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-03 10:47:45 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Nov3114745@acae127.cadence.com>
Source record: 46560

In article <1991Oct31.010846.7955@mailer.cc.fsu.edu> boyd@pipe.cs.fsu.edu (Mickey Boyd) writes:

> So you can just type "set nrows 50" to switch to 50 line mode (or the
> small font). Many programs unfortunetely assume there are 25 lines on the
> screen (less.ttp is unfortunetely one of these), so they only use the top
> half.

nope, less looks up $TERM, so if you switch fonts remeber to
switch the value of $TERM too. Most termcap/curses based programs (mg,
less, gnu-emacs etc) work just fine then. Something like

alias hi50 'set nrows 50; setenv TERM hiatari'

will do the trick for you in gu.prg. the $TERMCAP entry for hiatari
should just contain the usual atari entry with 'li#50' instead of
'li#25'.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

3865. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-03 11:41:34 UTC
From: harold@alice.hobby.nl
Message-ID: <KRCq2.qeM7Y@alice.hobby.nl>
Source record: 46572

In <688391145.13888@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
>Simple question: Does anybody know how to write a .CPX (a module for the new
>Control Panel supplied with TOS 2.x and 3.x)?

Get a hold of the germain magazine ST computer 3/91, 4/91, 5/91 and a later
issue. They contain a total of 3-5 articles on how to write a CPX module
including 3 or more examples.

>I'd like some hard detail if possible, not a general overview.

It would be to much to print here

(Note I may have got the march issue wrong but the april and may issue I
know for sure so just look if it contains the first part or not)

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!hp4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

3866. Re: Installing Teac 3.5 Disk Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-03 14:57:54 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Nov3.085754.19936@doug.cae.wisc.edu>
Source record: 46554

In article <60783@ut-emx.uucp> rwmcm@ccwf.cc.utexas.edu (Rob McMullen) writes:
>In article <DINOLT.91Oct29182957@wdl34.wdl1.wdl.loral.com> dinolt@wdl1.wdl.loral.com
(George W Dinolt) writes:
>>
>>My ``trusty'' 5 year old Atari 1040ST drive is finally giving up it's
>>ghost and I have to get a new one. I went to Fry's (our local chips
>>store) and bought what was labelled as a TEAC 3.5" 720K FLOPPY DISK
>>DRIVE FOR PC/XT/AT. (Once I opened the package, the drive was
>>labelled as an ERGO MD-21 MICRO FLOPPY DISK DRIVE, ND-21-DS350-B1. I
>>removed my old drive and connected up the new one. I tried various
>>configurations of the jumpers, but the drive didn't respond. The
>>motor starts up and stays on continuously. Under certain
>>configurations the disk light comes on and stays on continuously. The
>>red light on my ST fires up and stays on continuously. My desk top
>>eventually appears on the screen but, of course, I cannot access the
>>disk.
>>
>>There has been much discussion, on and off, about installing non-atari
>>drives and the changes that might need to be made. I, of course,
>>never saved any of this. I would appreciate it if someone who has
>>installed similar drives would tell me how they did it, I would
>>appreciate it.
>>
>>Thanks. George Dinolt (dinolt@wdl1.wdl.loral.com)
>>--
>>Regards,
>>George Dinolt (dinolt@wdl1.wdl.loral.com, (408) 473-4150)
>>
>>
> I had the exact same problem when I tried to install a new 720K drive.
>Another post suggested to flip the cable over. This is part of the problem,
>but the other half is the following: There is a set of DIP switches or
>jumpers on the back of the drive that controls how the drive is accessed on
>a PC. (Or something.) Anyway, it is automatically set at the factory to
>be recognized as drive 1. You want to change it to drive 0 (zero). There
>should be a label or something on the back of the drive listing which
>switches correspond to what setting. But, that should be your problem.
> In summary: Change the setting to drive 0, and then flip the cable and
>try the drive till it works!
> That should do it! Hope this helps.
>
>Rob McMullen (rwmcm@ccwf.cc.utexas.edu)
>From: rwmcm@ccwf.cc.utexas.edu (Rob McMullen)

Speaking of drives, has anyone out there heard about the upgrades we MEGA STE owners are suppose to get to bring us out from the stone age of 720K to the lesser stone age of 1.4mb?

Did anyone get one, see one?

Would be nice to have 1.4Meg Spectre and MAC Floppies!!! God that would be nice...

Greg Carter - Undergraduate - United States Amatuer Wrestler (149.5 lb)
ONLY 8 months to go for State tournee - Kick Butt Time!

Employed: Computer Aided Engineering Center - University Wisconsin - Madison
Major: Computer Science - Emphasis: System Design Tools, User Interfaces
Phone Home: (608) 264-3622 - Work: (608) 262-5349
Employed: Atari Corporation Third Party Licensed Developer -
Current Project: NO, ITS NOT a VIDEO GAME. Thank You.

My Current Wife: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
Runs all Mac Software, quite nicely.
(Third Person in the US to own one)

"Close the door, toss the key. Say that you will always be, my one and only."
Queensryche "EMPIRE" 90

3867. Re: MIDI interrupts, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-03 15:04:33 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Nov3.090433.20004@doug.cae.wisc.edu>
Source record: 46555

In article <1991Nov1.183349.27818@ryn.mro4.dec.com> miskinis@aidev.enet.dec.com (John Miskinis) writes:
>
>Hi,
>
> It took me almost 3 years to learn how to get the ST to

EGADS!

> NOT lose MIDI bytes while other interrupts were happening. I
> posted lots of informational requests here, but never received
> anything decent, as the code to do this is DIFFICULT. Anyone
> who has done it, seems to keep it proprietary, as they most
> likely work for a software company offering "pro" music
> packages.
>
> I have completly re-written the level 6 interrupt handler, which
> entails handling keyboard, mouse, and MIDI.

EGADS, man you got guts! Wouldn't want to SHARE with your fellow ST people WOULD WE??!! TOS is not nice at that low of a level. Not nice at all.

>
> The side effect of this, is that screen savers won't work, as they
> look for mouse or keyboard data at the normal places.
>
> My intent is to someday (hopefully soon) market something myself,
> but my full-time software engineering duties don't give me much
> time left for STing these days...
>
> I've also been working on a "Motif-like" display system, as I've
> got REAL bored with GEM, after working on larger systems...
>
> It's been a bumpy road for me, but someday I'm hoping that it
> will pay off...
>
>_John_

Seriously though, my current handler locks out the keyboard while doing MIDI block transfers for my BBS network system, which is OK for the application but I never had the time to do what you did. Sounds like a more elgant solution, I would personally love to see it.

Man doing packet CRC checks when you aren't even sure you'll get the CRC in one piece is a REAL DRAG.

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Queensryche "EMPIRE" 90

3868. Re: RS232 Hardware Flow Control

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-03 15:08:28 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Nov3.090829.20046@doug.cae.wisc.edu>
Source record: 46556

In article <sterbbs.689092489@eursus> sterbbs@sus.eur.nl (B. Rozenberg) writes:
>zeil@renenutet.cs.odu.edu (Steven J. Zeil) writes:
>
>
>>I am contemplating the use of a high-speed modem (9600 bd with data
>>compression) for which hardware (RTS/CTS) flow control is strongly
>>recommended, if not required. I have a 1040ST running TOS 1.0, and
>>have seen casual references in the past to a bug in that version of
>>TOS that required patching before hardware flow control would work.
>
>>Can anyone tell me if such a patch is really required and, if so,
>>where I might lay my hands on it?

I am not even sure 2.05 works correctly, haven't had a 9600 BPS modem
to try it out on, although a friend of mine who owns a MEGA STE
doesn't complain much. ???

Although I thought I read about RTS/CTS problems in 2.05 SOMEWHERE.

Anybody know anything about the 2.05 implementation of RTS/CTS??
>
>Yep, you need it. Doesn't matter if you have TOS 1.0, 1.2 or 1.4 they all
>have some RTS/CTS bug. There are several fixes, I think TURBOCTS works the
>best. It should be in the binairies somewhere, or any other ST-related BBS.
>
>Bert.
>
>--
>- If I've insulted anybody or anything I will take -
>- everything back and state the opposite. -
>- Complaints? EMail: Largest ST BBS in Europe: STER BBS -
>- Holland +31 (0)1880 40035 SterUID: SYSOP. -
>--

Greg Carter - Undergraduate - United States Amatuer Wrestler (149.5 lb)
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Queensryche "EMPIRE" 90

3869. Re: name of DESKTOP.INF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-03 17:17:27 UTC
From: dorner@telematik.informatik.uni-karlsruhe.de
Message-ID: <1991Nov3.181727.1@telematik.informatik.uni-karlsruhe.de>
Source record: 46557

In article <197950@unix.cis.pitt.edu>, epkst1@unix.cis.pitt.edu (Edward P Kuzemchak) writes:
> In article <1991Oct28.151856.1@telematik.informatik.uni-karlsruhe.de> dorner@telematik.informatik.uni-karlsruhe.de writes:
[part deleted]
>>Why copy it anyway? Renaming the files is faster and the files don't move
>>around over the floppy/harddisk which could slowdown booting considerable,
>>if your files are spread over many different tracks.
>
> Renaming is certainly faster, but then you lose the identity of the file:
> e.g. rename DESKTOP.MED to DESKTOP.INF, then rename DESKTOP.LOW to
> DESKTOP.INF -- DESKTOP.MED is gone.
>
You have to rename both files, the old and the new version of your DESKTOP.INF.
(And of course only one file if there is no old version.)
> Copying such a small file takes << 1 sec. and I doubt that it contributes
> much to disk fragmentation.

If you only copy the DESKTOP.INF you don't notice much (depending on how many files you are creating during on session you may notice, that the DESKTOP.INF wanders to the end of your partition) but if you have other configuration files as well (such as an ASSIGN.SYS) this may become another factor.

> If only we had symbolic file links...

Agreed!!!

> Ed Kuzemchak

Thomas Dorner

3870. MiNT 0.9 is now available

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-03 18:19:09 UTC
From: ersmith@julian.uwo.ca
Message-ID: <5669@julian.uwo.ca>
Source record: 46559
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just sent the source code and binaries for MiNT 0.9 to
atari.archive.umich.edu and to the moderator of comp.binaries.atari.st.
(On atari.archive it appears in the "mint" directory; the files with
"b" on the end are binaries, those with "s" are sources; mintman.zoo
contains some manual pages for MiNT and some other documentation that
programmers might find useful.)

MiNT is a multitasking operating system (well, at this stage it isn't
a *complete* operating system, but it acts like one). It can run most
ordinary TOS programs, and also provides a number of services that
MiNT aware programs can make use of (e.g. pipes, pseudo-terminals,
user and group identifiers, and symbolic links). The new version of
MiNT has been extensively re-written in order to remove a number of
limitations of earlier versions, and so that separate stand-alone
file systems can be used to extend MiNT. A sample file system that
can read Minix format disks is provided with MiNT (this was contributed
by Stephen Henson). The new file systems can provide both hard and
soft links, and can put restrictions on which users can access which
files. (Alas, the default TOS file system can't do this; it would
certainly be possible to write a replacement that could, if someone could
figure out a sensible way of stuffing permission bits into TOS directories.)

TT owners will also be relieved to note that GEM now works correctly
under MiNT, and that the new version of MiNT supports the extra serial
ports on the TT and has code for saving/restoring the FPU registers.

Many thanks are due to Alex Kiernan (who provided the FPU code and
ported MiNT to Lattice C) and to my beta testers: Jwahar Bammi, Dave
Gymer, Stephen Henson, Allan Pratt, and Stephen Usher.
--
Eric R. Smith ersmith@julian.uwo.ca eric.smith@uwo.ca

3871. Re: desperatly looking for a GOOD UUCP p

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-03 19:36:44 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <FGxIQyoILN.@pfunk.hanse.de>
Source record: 46566
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1991Oct31.094337.14377@frmug.fr.mugnet.org>, Mathias Herberts writes:
>
>Well there I am again , looking for a UUCP package ...
>does anybody have a UUCP package in which both uucp and uucico allow the user
>to retrieve files from a remote system ??
HERMES does this very well. You can use the 'uucp' command to write a
workfile-line for the uucico, which is already able to send the request-
command to the other side of the line. I use this weekly to get some index-
files from my host.

>Few days ago someone talked about a Hermes package , could some one give me
>his address so I can send him a disk ?
I already sent the package to someone in the U.S. to publish them on
c.b.a.s. You hopefully won't need to send the disk. Perhaps you might
send the shareware fee to the author (No, it isn't me and I haven't
seen him ever :-)).

>I'm kinda frustrated , I have the GNU-UUCP sources but cannot compile them !
>I'll send them in when sending the disk for Hermes
You should not try to compile the gnuucp sources, because they are even
badder than our GFA-cico. The gnuio doesn't support windowed transactions,
so you would get very slow connections. Our 'cico' doesn't run under mint
or other environments, but all other things are done perfectly.

Bye.....Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

3872. Re: Can IBM computers read Atari ST disks?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-03 20:04:37 UTC
From: d91jn@efd.lth.se
Message-ID: <1991Nov3.200437.29785@lth.se>
Source record: 46561

In article <1991Nov2.144552.23268@ugle.unit.no> fvlarsen@solan.unit.no (Finn Vidar Larsen) writes:
>|> Can the IBM computer read an Atari ST formatted diskette??
>
>The IBM can not read normally Atari ST formatted diskettes.
>If you format you Atari ST disk using IBM format from c-panel
>or something, both the IBM and the Atari will be able to read it.
>In theory, the Atari ST can read IBM 720kB formatted disks (not
>the other way around), but you might experience som problems
>with this, anyhow.
>So, your best bet to enable crossreading of disks, is to IBM
>format on the Atari ST as described above.

TOS 1.4 and higher formats diskettes that can be read by IBM-clones.
What Mr Larsen writes apply only to TOS 1.0 and 1.2.

--
- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----
Insert own toughts here. The above is mine, and only mine!

3873. TT Simm question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 02:01:36 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1991Nov4.020136.16817@magnus.acs.ohio-state.edu>
Source record: 46562

Hello, all.

I'm looking/thinking/hoping to get a TT sometime in the not too
distant future. That is why I am asking this questions now.

I have heard that the TT can be expanded using 4 megabyte simms to 26
megs. My question: What are these simms like? What are their specs?
What do they look like? Any information would be helpful.

You see, I have access to some 4 megabyte simms, but only for a
limited time. I might not have my TT before that time expires. So,
if these simms fit, I'd like to get them now.

Thanx in advance.

--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | No response on any Starfleet channel, sir. However,
`---- | there is a related thread ongoing in rec.arts.startrek.

3874. Indus GTS-100 floppy drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 02:34:16 UTC
From: boyd@mailer.cc.fsu.edu
Message-ID: <1991Nov4.023416.22063@mailer.cc.fsu.edu>
Source record: 46563
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Howdy,

I have a been offered a GTS-100 for a song. However, it (like its brethren) does not seem to work quite right. When I connect it to my Mega2, it not only refuses to format in twisted mode, it also somehow prevents my internal from doing it! My questions are:

What exactly is wrong with this drive (ie what does it do wrong).
Is there any way I can disable or fix the "wrongness"?

I remember this thread from years past, but time has clouded my memory. I want the drive to work with my system (obviously), be able to format out to at least 82 tracks 10 sector/track, and be able to twist format. I assume there is something non-standard with the Indus board in the drive, and not the drive mech itself. Could it be an internal cabling problem? I would not hesitate to rip it apart and fix it if I knew what needed tweeking, nor would I care too much if the little digital track display was lost in the process.

The drive mech inside is a Shugart SA310-16. Can anyone tell me if this one will work ok with the ST (ie no media change problem)?

Related to this, is there any document which outlines the method of hooking a generic 3.5" drive to the ST? I seem to remember that this only requires a special cable. Could I hack the drive cable and connect it directly to the mechanism, thus ignoring any Indus specific hardware?

Any information would be appreciated. Please email, and I will post a summary if there is interest.

--
Mickey R. Boyd | "God is a comedian playing to an
FSU Computer Science | audience too afraid to laugh."
Technical Support Group |
email: boyd@nu.cs.fsu.edu | - Voltaire

3875. TT sound broken!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 03:35:22 UTC
From: wwhy@vax5.cit.cornell.edu
Message-ID: <1991Nov3.233522.8382@vax5.cit.cornell.edu>
Source record: 46569
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just recently bought a TT and I've had it for a couple weeks. For some reason the sound no longer works. Nothing I do will make the sound come back on. I've tried the control panel, I've tried every program that has sound effects or music. Nothing works. I'm very upset. I've only had the thing for a couple weeks and already it is broken! If anyone has had similar problems and knows how to fix this please let me know, and if anyone from Atari is listening, I'm beginning to lose my faith after spending tons of money on a computer that isnt realiable.
Bill

3876. Ack! STe DMA sound problems?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 04:40:56 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <25201@sdcc6.ucsd.edu>
Source record: 46568

I'm having problems playing digitized sounds on my STe - not .MODules, just .SND files that have been sign-converted... It seems to be a constant 2.2-second disruption at the beginning of each sound [I tried both Aaron Naas' "EPLAY" and another program called "STESOUND.PRG" - both have the same problem] and this disruption makes my computer sound like it's dying!
After this little disruption, the sound comes out fine... And whenever I play MODs via either "STEPLAY.TTP" or "JukeBox" they sound fine. What gives?
My system configuration is TOS 1.62, 1040STe purchased in August, 4Mb of 100ns RAM, a DEKA keyboard adapter, and an ICD Hard Disk [the rest is fairly standard] - is it dying?

-- Adam
--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3877. Re: GEM-programing (Was: Re: No menu bar

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 09:47:42 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1991Nov4.094742.21109@daimi.aau.dk>
Source record: 46567

marc@hemlock.cray.com (Marc Bouron) writes:

>In article <l18dUZ6yQvQ@pfunk.hanse.de>, blackbox@pfunk.hanse.de (Michael Kistenmacher) writes:
>> In <1991Oct27.192933.5837@lth.se>, Jerker Nilsson writes:
>> >>
>> >There is a few very good text-files named PROGEM.ARC and PROSRC.ARC at
>> >atari.archive. One of them is about "religion" (issue #8 ???). Try that
>> >
>> I have just got a version of professional GEM as TeX-sources. If
>> anybody want's to get them too, I could mail them to Jeff Weiner
>> to put them on atari.archive. The compiled stuff looks very nice.
>>
>> Bye.....Michael

>I would be VERY interested in TeX source for Tim Oren's ProGEM series. Upload
>it now!

>Cheers,

>[M][a][r][c]

Me too. Me too. Me too. Me too. Me too. Me too. Me too. Me too. Me too.

On the subject: has anybody formatted the arp68k-book (machine-code book)?

I have started to format into LaTeX, but if somebody already has done it, I won't waste my breath redoeing it.

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

3878. Re: RS232 Hardware Flow Control: Where is TURBOCTS?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 11:24:14 UTC
From: rriesen@hydra.unm.edu
Message-ID: <1cmd2x-@lynx.unm.edu>
Source record: 46564

I have been following the thread about RS232 hardware flow control with great interest. Whenever I receive loads of data (e.g. graphic commands to my tek40xx emulator, or long lists) the output suddenly stops. I then hit the return key and get my prompt back; i.e. all the data between the stop and the prompt has been lost.

According to the above thread I need TURBOCTS. I have been unable to locate it (Neither CompInd on atari.archive nor archie know about it). Can somebody tell me where to get it?

At home I use an Atari 1040STf (TOS 1.0) with a 2400 Baud V.42bis Zoom modem. Curiously enough, the same thing happens at work with a 80286 and an internal Hayes V9600 modem. This seems to indicate that the problem is not within the Atari. (At both places I tried all kinds of settings and different destinations.)

Thanks for any help and hints. Rolf

3879. Re: Can IBM computers read Atari ST disks?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 11:44:24 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1991Nov4.114424.12559@rhrk.uni-kl.de>
Source record: 46565

fvlarsen@solan.unit.no (Finn Vidar Larsen) writes:

>|> Can the IBM computer read an Atari ST formatted diskette??

>The IBM can not read normally Atari ST formatted diskettes.
>If you format you Atari ST disk using IBM format from c-panel
>or something, both the IBM and the Atari will be able to read it.

If you use TOS version 1.04 or higher most IBM compatibles read ST formatted
discs.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
--
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
****

3880. Re: name of DESKTOP.INF

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 12:04:42 UTC
From: sav@nixdorf.de
Message-ID: <sav.689256282@nanette>
Source record: 46584

Yes sir! There is a small board for STfm and STe sold by ARTIFEX in
W-6000 Frankfurt/Main (F.R.G) which contains an extended ROM and
TOS 2.06 . Costs 198 DM. But Overscan didn4t work with it (29/10/91).
And you need to have space in your old tightfit B-) Atari box.
So if you are using an accelerator board or have added memory, you
should check first with ARTIFEX or your Atari dealer (=pusher B->)
before purchasing it.

--- ---
(/__ (
\ / / / \ __. _ _
___)__(_____(__(_ ___)_(_/(__\/__(_)_/___\/__________savory.pad@sni.de
/

3881. Re: RS232 Hardware Flow Control: Where is TURBOCTS?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 14:25:28 UTC
From: clj@ksr.com
Message-ID: <6522@ksr.com>
Source record: 46570

In article <1cmd2x-@lynx.unm.edu>, rriesen@hydra (Rolf Riesen) writes:
>According to the above thread I need TURBOCTS. I have been unable
>to locate it (Neither CompInd on atari.archive nor archie know about
>it). Can somebody tell me where to get it?

The file cts_zmdm.lzh (in atari/telecomm on atari.archive I believe) has
turbocts.prg in it.

--
Chris Jones clj@ksr.com {uunet,harvard,world}!ksr!clj

3882. Re: new Trap handler protocol? (was Re:name of DESKTOP.INf

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 16:16:36 UTC
From: ZWQ017@DMSWWU1C.BITNET
Message-ID: <91308.135444ZWQ017@DMSWWU1C.BITNET>
Source record: 46571

```
In article <25073@sdcc6.ucsd.edu> atilghma@sdcc13.ucsd.edu (Adam Tilghman) write
>In article <1991Oct30.191958.13744@cs.yale.edu> fischer-michael@CS.YALE.EDU (Mi
>>Wouldn't it be nice if all GEMDOS calls were vectored through RAM so
>>that an individual service could be modified without having to take
>>over trap #1! [...]
>[...] maybe
>future TOS versions could include a function that returns a pointer
>to the jump-table.
>>
>>Perhaps the solution would be a trap #1 server that would copy the
>>jump table from ROM into RAM and install itself in trap #1. Client
>>program could check the cookie jar to see if it was installed and if
>>so, simply modify its jump table instead of installing yet another
>>trap handler. For this to be successful, clients should follow an
>>XBRA-like convention when linking themselves into the chain for a
>>given GEMDOS routine.
>
> Sounds good!
>
>>
>>Anyone feel like suggesting a standard and producing the necessary
>>code?
I think in MiNT there is such a jump table - even for trap #13 an trap #14
Just call trap #1 (or trap #13, #14) with $FFFF.W on the stack, and you
will get the pointer to this table.
Maybe a non-MiNT trap-server could let you do the same...?

--
!"$%&/);=?!-.'":!=({\,@*~#+$:'&(/!&=:`"%$_.|?>}`>|"/~<$:&)*;#!;:&=#"&%$\':":
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (xx49)251-866559 "
:":'\$%&"#=&:;!#;*)&:$<~/"|>`}>?|._$%"`:=&!/(&':$+#~*@,\{(=!:"'.-!?=;)/&%$"!
```

3883. Re: Ack! STe DMA sound problems?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 16:51:10 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <25216@sdcc6.ucsd.edu>
Source record: 46580

In article <25201@sdcc6.ucsd.edu> atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
> I'm having problems playing digitized sounds on my STe - not
>.MODules, just .SND files that have been sign-converted... It seems
>to be a constant 2.2-second disruption at the beginning of each
>sound [I tried both Aaron Naas' "EPLAY" and another program called
...
> After this little disruption, the sound comes out fine... And
>whenever I play MODs via either "STEPLAY.TTP" or "JukeBox" they
>sound fine. What gives?

> My system configuration is TOS 1.62, 1040STe purchased in August,
>4Mb of 100ns RAM, a DEKA keyboard adapter, and an ICD Hard Disk [the
>rest is fairly standard] - is it dying?
>

Perhaps I should have mentioned that these sounds sound fine when
played through the GI chip - PlayIt, et al. I even wrote a program
which padded the beginning of the sound file with 30K of "0" bytes,
and I STILL got the burping noises [perhaps I should digitze them
and post them to thenet? :-)]

-- Adam

[crying for his poor STe!]

BTW, I just read that TOS 1.62 is broken for 680x0>68000! Is this
true?

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3884. Re: Can IBM computers read Atari ST disks?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 17:09:56 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <694@olymp.informatik.uni-bonn.de>
Source record: 46582

There's a PC program called FDread that makes the PC read all sorts of
disk formats, including 'old' ST disks ('new' disks are formatted to be
readable by PCs anyway).

FDread is part of the PD FDFormat package available at many servers.

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

3885. Re: How can I format floppies fast?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 18:38:47 UTC
From: optimiza@utrcu1.UUCP
Message-ID: <942@utrcu1.UUCP>
Source record: 46577

In article <1991Oct28.200928.22232@atari.uucp> apratt@atari.uucp (Allan Pratt) writes:
>This is correct. It is possible to write the data in the format pass.
Alas, this is only part of the truth. The problem is, that not all byte-values can be written during format, as some are used as control codes to the FDC. E.g. 0xF5 writes 0xA1 with missing clockpulses, used for synchronization, and 0xF7 writes two CRC checksum bytes. A lot more about this subject can be found in the book 'Scheibenkleister', by Claus Brod and Joachim Stepper. Almost everything you always wanted to know about mass storage on the ST is in it... in German. With the book comes a disk with programs, one of which is a _very_ fast formatter. Formats both sides of a track in one(!) revolution. There is a catch to this: these disks can only be read after being written to, as the checksums are incorrect. But I think that there cannot be a faster formatter.

Henk de Leeuw
optimiza@utwente.nl

3886. Getting composite sync from ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 18:43:08 UTC
From: mathew@mantis.co.uk
Message-ID: <LuHwaB1w164w@mantis.co.uk>
Source record: 46578
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a TV which will take an RGB signal. However, it requires a composite sync. According to the documentation I have, the ST produces a separate horizontal and vertical sync.

What's the simplest way to produce a composite sync from the separate signals? The sync should be -ve, which I gather is the same sense as the ST's output signals.

Replies by mail, please.

mathew

--
Another would-be Mac owner put off by Apple's monopolistic practices.

3887. 520S will not boot.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 19:44:15 UTC
From: au240@cleveland.Freenet.Edu
Message-ID: <1991Nov4.194415.22197@usenet.ins.cwru.edu>
Source record: 46573

Hi folks!

My friend has got an old Atari 520ST with external drive and it
will not boot. The disc spinns in the drive but the Atari don't
seem to get any information from it.

Is the WD1772-PH floppy controller damaged?
What is the M53206P chip?

It also seems that the r/w head doesn't move. The drive is new.

Please mail me, if you can help.

Rgds, Ari.

--
Name : Ari Pitkanen
Snail: Laaninperantie 9, 90440 Kempele, FINLAND
Email: au240@cleveland.freenet.edu

3888. Atari Hard Drive Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 21:01:19 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1991Nov4.210119.12514@jhunix.hcf.jhu.edu>
Source record: 46574
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I am in the process of acquiring an Adaptec 4070 HD controller and either a 32 or 65 MB Seagate RLL HD (I forget the numbers...). Anyway, I don't think the person I am buying these drives from had an ST (of course I didn't ask him before I wrote this...). Is there only one type of Adaptec 4070 controller or and if so, this is an RLL controller right??? I'm planning on putting the new (used) drive and controller into my SH204.

Also, I have an original style ICD Host Adapter connected to a Seagate 296N imbedded SCSI drive. How do I go about connecting my SH204 through daisy chaining so I can use both HD's??? Is it just a matter of chaining the DIP switch inside the SH204? (Of course I haven't tried it yet either...)

Thanks in advance,

Dom

3889. Large format graphics on the ST (specifcally .GIF).

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 21:10:04 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1991Nov4.211004.221@jhunix.hcf.jhu.edu>
Source record: 46575
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hey,

Has anybody out there ever heard of or seen a program that will take large format pictures (like .GIF's) and let you scroll around to get a good look at the whole picture? A great idea would be one that scrolls the screen around at say 320x200 resolution and when the mouse button is pressed turns shows you the picture as a Spectrum (or TT style if on a TT ;-) picture. Then you could either scroll around some more or save the picture shown.

Does a program that does anything similar to this exist?

Dom

3890. GDOS & SHEL_WRITE

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 22:04:47 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <7519.29157daf@miavx1.acs.muohio.edu>
Source record: 46576

Two questions:

1. Is there any place to look for hints and examples on writing
programs that use GDOS?

2. Are there any bad side effects in using the AES command
SHEL_WRITE to start up programs?

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

3891. The Cartridge Port - How to use.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-04 22:28:10 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1991Nov4.222810.1272@monu6.cc.monash.edu.au>
Source record: 46579

Can someone please supply info on how to use the cartridge port. I have
an application that I would like to place into EPROM and the run it from
the ROM PORT. How do I go about this, what do I need to do, how must the
program be written etc, etc. As detailed as possible. Thanks in advance.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * ignorance' *
* 900 Dandenong Rd, Caulfield East **********************************
* VIC, 3145. Australia. *
* Tel (61) (3) 573 2355/2519. Fax (61) (3) 573 2350 *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *

3892. Re: Large format graphics on the ST (specifcally .GIF).

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-05 01:58:26 UTC
From: mwjester@wsuiar.wsu.ukans.edu
Message-ID: <1991Nov4.195826.26@wsuiar.wsu.ukans.edu>
Source record: 46586
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Nov4.211004.221@jhunix.hcf.jhu.edu>,
d_alvear@jhunix.hcf.jhu.edu (Dom Alvear) writes:
>Hey,
>
>Has anybody out there ever heard of or seen a program that will take large
>format pictures (like .GIF's) and let you scroll around to get a good look at
>the whole picture? A great idea would be one that scrolls the screen around at
>say 320x200 resolution and when the mouse button is pressed turns shows you the
>picture as a Spectrum (or TT style if on a TT ;-) picture. Then you could
>either scroll around some more or save the picture shown.
>
>Does a program that does anything similar to this exist?
>
>Dom

Yes - as I recall, the gemview accessory does this - I tried it out on my
1040ST/mono some time back: the picture comes up in a standard GEM window,
and you can use the scroll bars to see the edges that ordinarily are off
the edge of the screen. I didn't keep it around (lack of GIF files), but
I believe you can ftp it from atari.archive.umich.edu.

Regards,
Max J. mwjester@wsuiar.wsu.ukans.edu

3893. Re: Large format graphics on the ST (specifcally .GIF).

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-05 03:50:32 UTC
From: ad0834@csc.albany.edu
Message-ID: <AD0834.91Nov4225032@sarah.albany.edu>
Source record: 46581
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Nov4.211004.221@jhunix.hcf.jhu.edu> d_alvear@jhunix.hcf.jhu.edu (Dom Alvear) writes:

Xref: sarah comp.sys.atari.st:11137 comp.sys.atari.st.tech:3371
Path: sarah!cs.albany.edu!psinntp!psinntp!uunet!europa.asd.contel.com!darwin.sura.net!jhunix!d_alvear
From: d_alvear@jhunix.hcf.jhu.edu (Dom Alvear)
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
Keywords: .GIF .IFF. SPC LARGE >3020x200 >640x400 COLOR MONO SCROLLER!
Date: 4 Nov 91 21:10:04 GMT
Organization: Johns Hopkins University - HAC
Lines: 12

Hey,

Has anybody out there ever heard of or seen a program that will take large
format pictures (like .GIF's) and let you scroll around to get a good look at
the whole picture? A great idea would be one that scrolls the screen around at
say 320x200 resolution and when the mouse button is pressed turns shows you the
picture as a Spectrum (or TT style if on a TT ;-) picture. Then you could
either scroll around some more or save the picture shown.

Does a program that does anything similar to this exist?

Dom

This will be a rather non-specific reply, but I'm relatively sure I
got something like that from comp.binaries.atari.st. It was at least
a year ago, so it would probably be in some volume < 10....

- Andy Dickinson
--
Internet : ad0834@sarah.albany.edu Bitnet : AD0834@ALBNYVMS.BITNET
USMail : 271 Lark St. #3, Albany NY 12210 Ph : (518) 426 - 7907
* * Capital Dist. Draft and Military Counselors : [Info : (518) 434 - 4037]
--
Internet : ad0834@sarah.albany.edu Bitnet : AD0834@ALBNYVMS.BITNET
USMail : 271 Lark St. #3, Albany NY 12210 Ph : (518) 426 - 7907
* * Capital Dist. Draft and Military Counselors : [Info : (518) 434 - 4037]

3894. STe sound programmer's manual?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-05 04:46:43 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <25239@sdcc6.ucsd.edu>
Source record: 46585

Many moons ago, when the STe first started to be widely distributed, there was a text file posted to the net which describedin gory detail how to program the STe's DMA sound chip. Does anyone on the net have this info? (Of course since I didn't have an STe at the time of the posting I disregarded it - 1024 FOR self kick NEXT)

-- Adam

BTW, are there any STe-specific versions of "newbell," "keyclick," etc.?

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3895. Re: TT Simm question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-05 07:18:54 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Nov05.071854.2282@actrix.gen.nz>
Source record: 46583

In article <1991Nov4.020136.16817@magnus.acs.ohio-state.edu>
jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:
> Hello, all.
>
> I'm looking/thinking/hoping to get a TT sometime in the not too
> distant future. That is why I am asking this questions now.
>
> I have heard that the TT can be expanded using 4 megabyte simms to 26
> megs. My question: What are these simms like? What are their specs?
> What do they look like? Any information would be helpful.
>
> You see, I have access to some 4 megabyte simms, but only for a
> limited time. I might not have my TT before that time expires. So,
> if these simms fit, I'd like to get them now.
>
> Thanx in advance.
>
> --
> _____ | jreiss@magnus.acs.ohio-state.edu
> | |___) | """
> _/OE | \EISS | No response on any Starfleet channel, sir. However,
> `---- | there is a related thread ongoing in rec.arts.startrek.

From what I think I have read, SIMM's come in a variety of flavours,
you could have the Strawberry one, but I think that the 'TT' needs
the Lemon one..:-)

It also need a custom nut, no ! not walnut but beware of the thread .:-)

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3896. ST+Hypercache / STE cpmparison

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-05 13:47:36 UTC
From: beschork@sdfvm001.vnet.ibm.com
Message-ID: <9111051347.AA05817@ucbvax.Berkeley.EDU>
Source record: 46587

Hello,
I think of either upgrading my Mega ST2 with a Hypercache Turbo+ and internal
Hard Disk, or selling the thing and buy a STE. Would cost roughly the same.
Does anybody out there have some performance data comparisons ST+T16+
against a regular STE ? Quick Index values would be fine.
Related to this : * is there a Hypercache Turbo+ version for the STE ?
* is there a AT Speed C16 version for the STE
* if so, can both be installed together ?
Thx for your help

+-------------------+------------------------------+-----------+
Klaus Beschorner	Everything stated here is	LOOK AT
IBM Sindelfingen	my private opinion and	THE FUNNY
Photo Technology	contribution,not my employers'	SIDE OF IT
+-------------------+-----------------------+------+-----------+
| INTERNET : beschork@sdfvm001.vnet.ibm.com | private phone : |
| X.400 : beschorner.ibmmail.ibmx400.de | -49-(0)7033-45142|
+---+------------------+

3897. Re: help with info

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-05 19:17:52 UTC
From: Jan.Willekens@p12.f202.n281.z2.fidonet.org
Message-ID: <fido_2_281/202.12_2916f1bf@linn.fidonet.org>
Source record: 46460

In a message of <23 Oct 91 01:41:27>, denny@saguaro.cs.odu.edu (2:320/100.1) writes:

d> Greatings, I am looking for a laptop computer. I don't have a great
d> love for IBM compat. stuff I wold like to get some info in the ATARI
d> laptop I am haveing trouble geting info. If I could get the
d> following info it would

I have been demostrating the ST Notebook at the Efficiency Fair in Amsterdam a few weeks ago, so here is some info:

The computer is a Mega ST, so it contains a real time clock and a blitter chip and a MC68000 on 8 Mhz.

System Concept: - 1 or 4 Mb low power Pseudo-Static RAM
- 512Kb ROM containing TOS 2.06
- Blitter Chip
-
Expansion Bus: - 120 pins full-function expansion connector
Lines connected to the bus are: ROM lines, RAM address lines, all MC68000 CPU lines, bus control, interrupt control signals and a set of internal clock signals. Also all the signals of the Cartridge port are there. I guess this is the most powerful thing of the Notebook, when exploited fully. Interfaces can be connected and screwed onto the computer. Using these connections one could think of cartridge ports, RAM expansions, ROM modules, etc.
Resolution: - ST Monochrome, 640 * 400 pixels
Sound: - Programmable Sound Generator (PSG) with three channels
Interfaces: - MIDI In (Mini DIN)
- MIDI Out (Mini DIN)
- RS232 (9 Pins)
- Parallel
- High Density 1.44Mb Disk Drive/ACSI DMA Port. This is the DMA port in a mini version. Of course hard disks, laser printer, CD Rom, etc can be connected, but also HD Disk Drive.
Hard Disk: - 40, 60, 80 or 100 Mb 2.5'' 19ms Hard Disk (Connor) connected by using an AT port connection.
Keyboard: - 84/85 keys, 10 Function, 4 cursorkeys. By pressing a special key one can use the uiojklm,. keys as the 789456123 keys. A keypad can be connected. A mouse and joystick can be connected to this keypad.
Mouse: - Build in pressure sensitive VectorPad using FSR

technology.
LCD: - 640 * 400 reflective STN
System Software - TOS 2.06 Operating System in ROM
- File Transfer utility in ROM
- Personal Organiser (Agenda/Calender/Address) in ROM
- NewDesk desktop
Size: - 21.5 * 29 * 3.7 cm (!)
Weight: - 1.9 Kg (!!)
Power: - 7 Alkaline AA batteries
- NiCad battery pack with an AC adapter. Using the Delta
V charging algorythm to lengthen the batteries life span.
The battery can be recharged within two hours while
working with the computer. So you can recharge the
battery while working with the Notebook. The battery
or the adapter also takes care of the disk drive power
supply. When using the battery pack the computer works
about 8 to 10 hours! This depends on how much the hard
disk is used.

Also a modem can be installed in the NoteBook. The modem will be placed under the vectorpad and will be a 2400 baud / 9600 baud FAX modem
When the Notebook is closed the computer first switches off it's LCD display and after a while saves it's RAM to hard disk, parks the hard disk and switches off the computer. So when you open it again and turn on the power you continue where you left off. (like with the Portfolio)
(there is no power off switch) Using a CPX you can configure the time after which the LCD display and power is switched off when the computer is not touched after x minutes. (so you can install the x) Using this CPX you also can set the power watch switch. When switched on this piece of software continuesly watches the amount of power available. When this level drops below a certain level, it warns the user. Also there is a serial port watch switch. Picture this: you are wating for a serial transmission, but the Notebook turned itseld off. Normally when the transmission comes in, nothing happens, because the computer is switched off. Now, the computer switches itself on and receives the transmission.
There also is a 253Kb ROMdisk, installed as drive P. This ROMdisk contains vital utilities like the hard disk driver, FHDX, etc. For when encountering problems with the build in hard disk.

Hope to have helped you.

Greetings... - Jan -

--- STabloid's Chief Editor... Prerelease out NOW!
Jan.Willekens@p12.f202.n281.z2.fidonet.org
or Jan.Willekens@p12.f202.n281.z2.linn.gna.tfd.com

3898. Scheme for atari

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-05 19:37:13 UTC
From: mandel@forwiss.uni-passau.de
Message-ID: <1991Nov5.193713.1405@forwiss.uni-passau.de>
Source record: 46589
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody know if there is an interpreter SCHEME public domain for ATARI ?
Many thanks

Luis
--

Luis Mandel Bayerisches Forschungszentrum
mandel@forwiss.uni-passau.de Fuer Wissensbasierte Systeme

3899. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-05 19:40:01 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Nov5.194001.1486@informatik.uni-erlangen.de>
Source record: 46588

harold@alice.hobby.nl (Harold van Aalderen) writes:

>In <688391145.13888@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
>>Simple question: Does anybody know how to write a .CPX (a module for the new
>>Control Panel supplied with TOS 2.x and 3.x)?

>Get a hold of the germain magazine ST computer 3/91, 4/91, 5/91 and a later
>issue. They contain a total of 3-5 articles on how to write a CPX module
>including 3 or more examples.

>>I'd like some hard detail if possible, not a general overview.

>It would be to much to print here

>(Note I may have got the march issue wrong but the april and may issue I
>know for sure so just look if it contains the first part or not)

email to orscholz@faui43.informatik.uni-erlangen.de. Oliver is one of the
authors. If you ask him, he may help you ... 8-)

BTW: Send him greetings from me, Lars.

Larry


```
+---------------------------------------+----------------------------------+
| lsmichae@faui43.uni-erlangen.de | | | | |
| Lars "Mr. GIF" Michael | | | | "Down with ATARI, |
| Graduate Student of Computer Science | / | \ Long live the ST !" |
| at University of Erlangen/Germany | / | \ |
+------------+--------------------------+----------------------------------+
| Irc: Pit | Startrek VI: "The undiscovered country" Stardate: 12/13/91 |
+------------+-------------------------------------------------------------+
```

3900. Re: Ack! STe DMA sound problems?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-05 20:16:34 UTC
From: ken@isgtec.UUCP
Message-ID: <1663@isgtec.UUCP>
Source record: 46591

In article <25201@sdcc6.ucsd.edu>, atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
> I'm having problems playing digitized sounds on my STe - not
> .MODules, just .SND files that have been sign-converted... It seems
> to be a constant 2.2-second disruption at the beginning of each
> sound [I tried both Aaron Naas' "EPLAY" and another program called
> "STESOUND.PRG" - both have the same problem]

How were these .SND files created, what sample rate are you using,
how were they sign-converted? Since other DMA sound stuff works, it
sounds like there is something wrong with the .SND files.
- kn

3901. Indus GTS-100 floppy drive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-05 20:57:28 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1991Nov5.155728.14096@mailer.cc.fsu.edu>
Source record: 46592

Howdy,

I have a been offered a GTS-100 for a song. However, it (like its brethren) does not seem to work quite right. When I connect it to my Mega2, it not only refuses to format in twisted mode, it also somehow prevents my internal floppy from doing it! My questions are:

1. What exactly is wrong with this drive (ie what does it do wrong).

2. Is there any way I can disable or fix the "wrongness"?

I remember this thread from years past, but time has clouded my memory. I want the drive to work with my system (obviously), be able to format out to at least 82 tracks 10 sector/track, and be able to twist format. I assume there is something non-standard with the Indus board in the drive, and not the drive mech itself. If the problem cannot be "fixed", what I propose to do is disconnect the drive cable from the Indus board, hook it directly to the drive mech, and use the Indus board only for power. This would cause me to loose the little LED track display, but I could live with that. This brings me to two more questions (given that the answer to #2 is "no"):

3. The 3.5" drive mech inside the Indus is a Shugart SA310-16.
Will this drive work properly with the ST, without media change detection problems?

4. What are the correct pinouts for directly connecting a floppy to an ST cable? Is there a text file somewhere that tells how to hook a generic 3.5" floppy mech to the ST?

Any information would be appreciated. Please email, and I will post a summary if there is interest.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

3902. Re: new Trap handler protocol? (was Re:name of DESKTOP.INf

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-05 23:05:52 UTC
From: kbad@atari.uucp
Message-ID: <1991Nov5.230552.3554@atari.uucp>
Source record: 46594

ZWQ017@DMSWWU1C.BITNET (Bjarne Pohlers) writes:

|In article <25073@sdcc6.ucsd.edu> atilghma@sdcc13.ucsd.edu (Adam Tilghman) write
|>In article <1991Oct30.191958.13744@cs.yale.edu> fischer-michael@CS.YALE.EDU (Mi
|>>Wouldn't it be nice if all GEMDOS calls were vectored through RAM so
|>>that an individual service could be modified without having to take
|>>over trap #1! [...]
|>[...] maybe
|>future TOS versions could include a function that returns a pointer
|>to the jump-table.
|>>
|>>Perhaps the solution would be a trap #1 server that would copy the
|>>jump table from ROM into RAM and install itself in trap #1.
|>
|> Sounds good!
|>
|>>Anyone feel like suggesting a standard and producing the necessary
|>>code?

|Maybe a non-MiNT trap-server could let you do the same...?

This may be okay for MiNT, for which you have the source code and may
know any side effects of whatever function numbers you may patch into,
but for TOS, it's a bad idea.

It's hard to know what internal state changes happen within TOS calls.
It's impossible to know what internal state changes may happen in
future TOS calls.

What's more, the recent DESKTOP.INF thread is not the first time I've
read inquiries about stealing trap vectors when it really wasn't needed.
Taking over OS functions is almost never an appropriate solution to a
programming problem. Do you also write
```
char *d, *s;
while (*d++ = *s++)
;
```
every time you need a strcpy()?
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

3903. Re: RS232 Hardware Flow Control: Where is TURBOCTS?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-06 01:05:42 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Nov06.010542.590@actrix.gen.nz>
Source record: 46590

In article <1cmd2x-@lynx.unm.edu> rriesen@hydra.unm.edu (Rolf Riesen) writes:
> I have been following the thread about RS232 hardware flow control
> with great interest. Whenever I receive loads of data (e.g. graphic
> commands to my tek40xx emulator, or long lists) the output suddenly
> stops. I then hit the return key and get my prompt back; i.e. all
> the data between the stop and the prompt has been lost.
>
> According to the above thread I need TURBOCTS. I have been unable
> to locate it (Neither CompInd on atari.archive nor archie know about
> it). Can somebody tell me where to get it?
>
> At home I use an Atari 1040STf (TOS 1.0) with a 2400 Baud V.42bis Zoom
> modem. Curiously enough, the same thing happens at work with a
> 80286 and an internal Hayes V9600 modem. This seems to indicate that
> the problem is not within the Atari. (At both places I tried all
> kinds of settings and different destinations.)
>
> Thanks for any help and hints. Rolf

From what I have read most PC's can't run there RS232 port at over
19.2 kbs, even the PC has problems with this, but I did read some
thing from Hayes, that they have a TSR or some thing that will let PC's
run there coms port faster..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3904. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-06 01:47:11 UTC
From: bigham@acpub.duke.edu
Message-ID: <245@news.duke.edu>
Source record: 46593

From the Holy Book of <1991Nov5.194001.1486@informatik.uni-erlangen.de>
as spake by lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) :
>harold@alice.hobby.nl (Harold van Aalderen) writes:
>
>>In <688391145.13888@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
>>>Simple question: Does anybody know how to write a .CPX (a module for the new
>>>Control Panel supplied with TOS 2.x and 3.x)?
>
>>Get a hold of the germain magazine ST computer 3/91, 4/91, 5/91 and a later
>>issue. They contain a total of 3-5 articles on how to write a CPX module
>>including 3 or more examples.
>
>email to orscholz@faui43.informatik.uni-erlangen.de. Oliver is one of the
>authors. If you ask him, he may help you ... 8-)

Well, that's all well and good, but... what if one doesn't speak German? Is
there any information in English?

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

3905. Re: new Trap handler protocol? (was Re:name of DESKTOP.INf

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-06 06:37:51 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov6.013752.169@uwovax.uwo.ca>
Source record: 46596

In article <1991Nov5.230552.3554@atari.uucp>, kbad@atari.uucp (Ken Badertscher) writes:
> ZWQ017@DMSWWU1C.BITNET (Bjarne Pohlers) writes:
> [description of gemdos(-1) deleted]
> |Maybe a non-MiNT trap-server could let you do the same...?
> This may be okay for MiNT, for which you have the source code and may
> know any side effects of whatever function numbers you may patch into,
> but for TOS, it's a bad idea.

It's also not such a good idea for MiNT, perhaps. The observant reader of the MiNT 0.9 docs will note that the gemdos(-1) method of getting a jump table for trap #1 is no longer documented. I can think of few legitimate uses for this kind of thing, and almost all of those are better handled by writing an installable file system.

> What's more, the recent DESKTOP.INF thread is not the first time I've
> read inquiries about stealing trap vectors when it really wasn't needed.
> Taking over OS functions is almost never an appropriate solution to a
> programming problem.

What he said.

I disagree with Ken about the impact of a trap #1 handler on system performance (I still don't think it would have much effect -- I don't notice much difference with MiNT running, for example, and it's a *really* big trap #1 handler) but I agree 100% that this kind of thing should be done only when *all* else fails -- and in this case, copying the DESKTOP.INF file is definitely much simpler and less prone to potential compatibility problems.

(If you really really don't want to copy DESKTOP.INF, you _could_ use symbolic links under MiNT -- you'll have to change the boot drive to U: and set up the appropriate links before GEM runs, though. Copying and/or renaming seems simpler and doesn't require MiNT.)
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

3906. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-06 10:02:41 UTC
From: piet@cs.ruu.nl
Message-ID: <1991Nov06.100241.3454@cs.ruu.nl>
Source record: 46595

I found a CPX construction set on a local BBS. It is from Atari, and there
was a file explaining that the Atari CPX Developer's Doc could be
downloaded from Genie. The file was by someone from Atari (xxx@atari.uucp)
but I forgot who the xxx was. I will have to look at home. Maybe someone
can upload this doc to the internet (Did you read this, Allan?... hint, hint)
--
Piet van Oostrum <piet@cs.ruu.nl>

3907. TOS 3.06 keyboard handler

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-06 16:33:12 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <91310.163312HAC041@DJUKFA11.BITNET>
Source record: 46597

The new TOS 3.06 has a new keyboard handler that allows entering all ASCII-codes on the keypad using the ALT key, i.e. PC-style. This was probably meant to be an improvement (although applications should be designed in such a way that kludges like this are rarely necessary - asking a user to memorize 256 codes is hardly user-friendly), but unfortunately it introduces some incompatibility with previous TOS versions in that ALT-keypad combinations no longer produce the correct scan code. Programs that used these combinations before therefore have problems now.
Now the question: Can this feature be switched off? If it can, wouldn't this be a job for the control panel? Perhaps someone has already started writing a CPX module...

Konrad Hinsen (hac041@djukfa11.bitnet)

3908. Re: RS232 Hardware Flow Control

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-06 16:50:01 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <689446198.12441@minster.york.ac.uk>
Source record: 46600

In article <A0be9qt0@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>In <sterbbs.689092489@eursus>, B. Rozenberg writes:
[...stuff deleted...]
> I think they actually had flow control working in TOS 1.2. Unless
>there was another bug I didn't here about.

Well, they fixed the RTS/CTS interrupt handlers, but forgot to set up the
MFP active edge register.

Really, if you have to use CTS/RTS, you _need_ TURBOCTS.PRG

> John Henders jhenders@jonh.wimsey.bc.ca

Mathew

Mathew Lodge	"Baldrick, are the words 'I have a cunning plan'
mjl-b@minster.york.ac.uk	heading towards this conversation with ill
Summer: lodge%alsys@uknet	deserved confidence?" -- Blackadder III

3909. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-06 16:53:15 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <689446395.12510@minster.york.ac.uk>
Source record: 46601

In article <KRCq2.qeM7Y@alice.hobby.nl> harold@alice.hobby.nl writes:
>In <688391145.13888@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
>>Simple question: Does anybody know how to write a .CPX (a module for the new
>>Control Panel supplied with TOS 2.x and 3.x)?
>
>Get a hold of the germain magazine ST computer 3/91, 4/91, 5/91 and a later
>issue. They contain a total of 3-5 articles on how to write a CPX module
>including 3 or more examples.

Unfortunately, I do not read/speak German, and I don't know anyone who would
be able to translate said articles (I imagine that this applies to the vast
majority of those reading this newsgroup)

>
>>I'd like some hard detail if possible, not a general overview.
>
>It would be to much to print here

So mail it to me.

>Harold van Aalderen | harold@alice.hobby.nl

Mathew

Mathew Lodge	"Baldrick, are the words 'I have a cunning plan'
mjl-b@minster.york.ac.uk	heading towards this conversation with ill
Summer: lodge%alsys@uknet	deserved confidence?" -- Blackadder III

3910. SCSI sectors

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-06 18:00:56 UTC
From: bill@mwca.UUCP
Message-ID: <1938@mwca.UUCP>
Source record: 46598

In my continuing quest to determine _exactly_ how many sectors my hard drive has, I've considered an empirical method: Use a sector editor (like the one that comes as part of the Supra utilities) and keep reading sectors until I get an error. Theoretically if I can read sector #40103 but not #40104 then I have 40103 sectors (plus one if numbering starts at 0). Is this a valid way? The reason I'm not sure is when I look at the hard drive specs that my preformatted SupraDrive has it says something like 40048 sectors, while I can read another coupla' dozen past that. There is a field for reserved sectors, but the math still doesn't come out right. Also, multiplying the number of cylinders times the number of heads times the number of sectors/cylinders doesn't equal either number (what the Supra formatter thinks I have or how high I'm able to read)!

I need a fairly exact count in order for the Mac OS to reformat the partition - if it isn't quite right the Mac OS will not format properly under Spectre.

Comments welcome.
--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

3911. Re: Sozobon questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-06 18:18:50 UTC
From: steve@thelake.mn.org
Message-ID: <A1650005862@thelake.mn.org>
Source record: 46599
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

This is more appropriate for comp.sys.atari.st.tech than for the more general newsgroup, and followups should be directed there.

[In article <25246@sdcc6.ucsd.edu>, bboychuk@sdcc13.ucsd.edu (The Majestic Llama) writes ...]

> I'm having a little trouble with Sozobon and was hoping someone
> could help:
> Does ANYBODY have some Sozobon code that will find the
> length of, allocate memory for, and then read in a text file? I
> have ANSI compatible code that doesn't work no matter what I try.
> Am I being a bonehead? Arg.

****
* P O S T *
* C O D E *
* ! *
****

It's impossible to see what you did wrong if you don't provide an example. There are pitfalls, discussed below.

> And is there a way to get past the limit of the number of
> files Sozo will link? How can I write a big program if I can't link
> more than ten or so files?

The linker will read a list of filenames from a file. You also can put the files into a library and include it on the command line. I just recompiled MicroEMACS using the latter method. See the documentation for ld.ttp and ar.ttp.

Now, back to the first question.

Sozobon (actually dlibs) includes all the necessary ANSI-conformant functions to obtain a file size, allocate memory, and read the data.

There's a problem that you're likely to run into if you're working with large files.

ANSI specifies:

fread(char *data, unsigned size, unsigned count, FILE *fp)

Note that ``count'' and ``size'' are objects of type unsigned int. They are not long values. If you're reading objects where size == sizeof(char), then fread can deal with a maximum file size of only UINT_MAX, or 64K with a compiler that uses 16-bit integers.

I just looked at the dlibs sources, and fread() is implemented with int (not unsigned) arguments. This limits you to 32K. I think this is a bug, but it doesn't really make any difference, since both 32K and 64K are too small.

If you must use the ANSI fread function to get the data, you can work around this problem by reading the data in more than one gulp.

Another approach is to use the Un*x-compatible, unbuffered open/lread/lwrite functions from the library (see below) or the GEMDOS Fopen/Fread/ Fwrite macros that do pretty much the same thing. They will read/write long values.

Cut here 0/
----------0\----------

```
/*
* bonehead.c
* demonstration of reading and writing with unbuffered i/o
*/

#include <stdio.h>
#include <malloc.h> /* declare malloc, lalloc, et al */
#include <fcntl.h> /* constants used by open() */

main(argc,argv)
int argc;
char *argv[];
{

/*
* Declare local variables.
*/
long filesize; /* note this is a LONG, not an INT */
long bytes_read;
int fd; /* file descriptor returned by open() */
char *buffer;

/*
* Get the file size. fsize() is declared in stdio.h.
* A returned value of -1 indicates that the file cannot
* be accessed.
*/
filesize = fsize(argv[1]);
if (filesize < 0)
{
printf("Can't access file %s!\n",argv[1]);
exit(-1);
}

/*
* Allocate a buffer to hold the file. Note that we're
* dealing with a file size potentially larger than can be
* obtained from malloc, so we have to use lalloc.
```

```
*/
buffer = lalloc(filesize);
if (buffer == NULL)
{
printf("Can't allocate %ld bytes of memory!\n",filesize);
exit(-1);
}

/*
* Open the file. Note that no CRLF->LF translation will be
* performed by any of the open/read/write family. But
* the same would be true if we were using the buffered i/o
* family (fread, fwrite), because text file translations
* are performed only when reading a line at a time. See
* dlibs.doc for an explanation.
*/
fd = open(argv[1], O_RDONLY);
if (fd < -3)
{
printf("Can't open file %s!\n",argv[1]);
exit(-1);
}

/*
* Read the file into the buffer. Note that lread() returns
* the number of bytes actually read; if the numbers don't
* match, we have an error.
*/
bytes_read = lread(fd, buffer, filesize);
if (filesize != bytes_read)
{
printf("Read error on %s: Asked for %ld, got %ld\n,");
close(fd);
free(buffer);
exit(-1);
}

/*
* Now we have the entire file in memory. For demonstration
* purposes, we'll just blast it at the screen.
*/
lwrite(fileno(stdout), buffer, filesize);

/*
* Clean up and exit.
*/
close(fd);
free(buffer);
exit(0);
}
```

```
Cut here 0/
----------0\----------------------------------------------------

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
```

3912. Re: Scheme for atari

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-06 22:50:44 UTC
From: kemna@dutecai.et.tudelft.nl
Message-ID: <1991Nov06.225044.5352@donau.et.tudelft.nl>
Source record: 46604
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

mandel@forwiss.uni-passau.de (Luis Mandel) writes:

>Does anybody know if there is an interpreter SCHEME public domain for ATARI ?
>Many thanks

Have you tried xscheme yet. It's on the one and only atari.archive off
course. Meanwhile there's also finally a pd common lisp (also on the
archive) but it's in German.

Happy programming,

Peter

P.A. Donker Faculty of Architecture University of Technology Delft
The Netherlands
EMail kemna@duteca.et.tudelft.nl Europe

3913. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 00:27:04 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Nov07.002704.4490@actrix.gen.nz>
Source record: 46602

In article <245@news.duke.edu> bigham@acpub.duke.edu (Scott Bigham) writes:
> From the Holy Book of <1991Nov5.194001.1486@informatik.uni-erlangen.de>
> as spake by lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) :
> >harold@alice.hobby.nl (Harold van Aalderen) writes:
> >
> >>In <688391145.13888@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
> >>>Simple question: Does anybody know how to write a .CPX (a module for the new
> >>>Control Panel supplied with TOS 2.x and 3.x)?
> >
> >>Get a hold of the germain magazine ST computer 3/91, 4/91, 5/91 and a later
> >>issue. They contain a total of 3-5 articles on how to write a CPX module
> >>including 3 or more examples.
> >
> >email to orscholz@faui43.informatik.uni-erlangen.de. Oliver is one of the
> >authors. If you ask him, he may help you ... 8-)
>
> Well, that's all well and good, but... what if one doesn't speak German? Is
> there any information in English?
>
> -sbigham
> --
> Scott Bigham | The opinions expressed above are
> bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
> | copied or distributed without a
> | Darn Good Reason(tm).

You will find that this is because, this is the last place that you
will find any support for Atari computers..

Better learn up on German, because you will need it..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3914. Increasing memory on 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 02:31:05 UTC
From: leslie@cs.mcgill.ca
Message-ID: <1991Nov7.023105.18014@cs.mcgill.ca>
Source record: 46608

I've been out of touch with the Atari world for about a year. Coming back to it now, it *suddenly* seems like my 1Mbyte RAM 1040ST just doesn't have enough memory for interesting things (like MiNT, gnu-stuff, etc.). I've also moved within the last year, and haven't found a reasonable Atari rep in this town.

So, can someone enlighten me as to whether it is possible to upgrade the memory on this machine? I know that you can get away with upgrading SIMMs on a lot of machines today -- replacing 1Mbyte chips with, say, 4Mbyte ones. Can I do something similar with this? Would I then have to change the TOS ROMs, or are the internals well enough behaved that they don't expect 1Mbyte to be the hard ceiling on the memory here?

If I can't change the memory, my next question may be "Can I get the Megafile 60 to work with a SCSI interface of my new machine?" :-) But I'm not really ready to cash in my Atari yet. It's a fine machine, and has always been vastly underrated.

I'd appreciate any and all responses, either posted here or e-mailed to me.

Thanks a lot,

Leslie Daigle.
leslie@homer.cs.mcgill.ca

3915. Re: Ack! STe DMA sound problems?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 02:56:29 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <25299@sdcc6.ucsd.edu>
Source record: 46605

In article <1663@isgtec.UUCP> ken@isgtec.UUCP (Ken Newman) writes:
> atilghma@sdcc13.ucsd.edu wrote:
>> I'm having problems playing digitized sounds on my STe - not
>> .MODules, just .SND files that have been sign-converted... It seems
>How were these .SND files created, what sample rate are you using,
>how were they sign-converted? Since other DMA sound stuff works, it
>sounds like there is something wrong with the .SND files.
>- kn

The SND files seem to be fine - they were unsigned, but I converted them to signed, and they sound find, except for the first 2.2 seconds. Just to test it, I made a file of 30,000 zero-bytes, which should (in theory) make no sound. But I get 2.2 seconds of noise until the sound plays correctly (no sound played). Aargh! When I put the (unsigned) sound files through "PlayIt", they sound fine - there doesn't seem to be any MacBinary or IFF header lurking around there. [the sounds were "MUSIC.SND", which is from an old game, I think - and "CONV.SND", "now isn't that conveeeenient!"]

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3916. How do you determine # bytes free on a disk?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 03:02:30 UTC
From: chanp@ccu.umanitoba.ca
Message-ID: <1991Nov7.030230.28431@ccu.umanitoba.ca>
Source record: 46607

Well, the subject just about says it all.

I'd like to be able to write a piece of C code which finds the # of free bytes on a disk? The # of used bytes would also be nice.

Do you have to traverse the entire directory tree reading the size of each file to do this? Or, is there a better way....

--
chanp@ccu.umanitoba.ca

3917. Re: Running programs from accessories...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 04:34:58 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <A0behii8@jonh.wimsey.bc.ca>
Source record: 46738

In <A1676023627@thelake.mn.org>, Steve Yelvington writes:
>lynbech@daimi.aau.dk (Christian Lynbech) writes ...
>
> > Is this really correct. Are there really no legal means of getting
> > more memory or spawn a program. Would it be bad if I started up a
> > program from an accessory and kept control until the program had
> > finished and thus released its memory?
>
>There are ways for a desk accessory to use GEMDOS resources. You
>just have to understand where and why to be careful. Here's a
>very unofficial description distilled from public sources. I'm
>not a developer, and I hope that if there are errors below, a
>definitive source can correct them.
>
Shadow uses some way of switching to it's own base page to
get memory. Perhaps Mike might describe the method if people
ask nicely. ;-)

I remember a similar discussion, where I suggested a TSR
program which handled malloc calls for all desk accessories.
Using the gem pipeline, applications could make requests for
memory from the program, which would assign the memory to it's
own basepage. I don't recall any violent objections raised to the
idea at the time, but I didn't pursue it.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,B.C or ubc.cs!van-bc!jonh!jhenders

3918. Re: How do you determine # bytes free on a disk?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 09:10:14 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Nov7.091014.19590@informatik.uni-erlangen.de>
Source record: 46611

chanp@ccu.umanitoba.ca (Paul Chan) writes:

>Well, the subject just about says it all.

>I'd like to be able to write a piece of C code which finds the # of
>free bytes on a disk? The # of used bytes would also be nice.

>Do you have to traverse the entire directory tree reading the size of
>each file to do this? Or, is there a better way....

TOS function Dfree() will do what you need ...

Larry

```
+--------------------------------------+---------------------------------+
| lsmichae@faui43.uni-erlangen.de | | | | |
| Lars "Mr. GIF" Michael | | | | "Down with ATARI, |
| Graduate Student of Computer Science | / | \ Long live the ST !" |
| at University of Erlangen/Germany | / | \ |
+------------+-------------------------+---------------------------------+
| Irc: Pit | Startrek VI: "The undiscovered country" Stardate: 12/13/91 |
+------------+-----------------------------------------------------------+
```

3919. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 11:17:40 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <699@olymp.informatik.uni-bonn.de>
Source record: 46612

In article <245@news.duke.edu> bigham@acpub.duke.edu (Scott Bigham) writes:
>From the Holy Book of <1991Nov5.194001.1486@informatik.uni-erlangen.de>
> as spake by lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) :
>>
>>>Get a hold of the germain magazine ST computer 3/91, 4/91, 5/91 and a later
>>>issue. They contain a total of 3-5 articles on how to write a CPX module
>>>including 3 or more examples.

Don't use the info in this article. It was obtained by disassembling the
modules and the Xcontrol.acc that was first supplied with the TT. They use
their own names for all the functions and data structures (at least the ones
they found :-)

If you're a registered developer, contact Atari for the xcontrol kit which
includes sample C source as well as release notes.

>Well, that's all well and good, but... what if one doesn't speak German? Is
>there any information in English?

Naturally, the Atari xcontrol docs are in English.

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

3920. Re: *HELP* Accelerators and late Megas

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 11:28:38 UTC
From: adamd@rhi.hi.is
Message-ID: <3827@krafla.rhi.hi.is>
Source record: 46610
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <JARTSU.91Nov1090140@nic.funet.fi> jartsu@nic.funet.fi (Jartsu) writes:

> You know, the late revisions of Megas have this little board
>with a logic-chip located on top of the MC68000 and soldered to pins 12-18.

> Where and how do I connect this little thing, when I am
>installing a 16MHz 68000 accelerator to my Mega???

If you have HyperCache from pro-VME then you just put it in your spare-parts bin. It is no longer needed because its functionality has been replaced by some extra logic on the HyperCache board.

>To the matching pins of the new CPU? To the same points as it was with
>the old CPU? Something else?

If the extra board is still needed with some other accelerator board, I would suggest mounting it underneath the accelerator board, connected to the same points. Install a pair of strip connectors instead of an ordinary socket if you need to make extra space under the accelerator board.

> BTW, what does this funny little thing do? A correction to
>some nasty lay-out error?

As far as I remember, it corrects a timing error to do with the Blitter chip, presumably older Mega STs should have the extra board retrofitted to avoid this error.

--
Adam David.
(adamd@rhi.hi.is)

3921. Re: How do you determine # bytes free on a disk?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 11:47:32 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <91311.114732HAC041@DJUKFA11.BITNET>
Source record: 46603

There is a GEMDOS call that returns precisely what you need, so all you have to do is to find out how to call it using your favorite C compiler. Normally, you should write Dfree(&buffer,drive), where drive is the drive number and buffer a structure containing four LONGs. The first value is the number of free clusters, the second the total number of clusters, the third the number of bytes per sector and the last the number of sectors per cluster.

Konrad Hinsen (hac041@djukfa11).

3922. Re: How can I format floppies fast?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 12:06:18 UTC
From: adamd@rhi.hi.is
Message-ID: <3828@krafla.rhi.hi.is>
Source record: 46615

In <1991Oct28.200928.22232@atari.uucp> apratt@atari.uucp (Allan Pratt) writes:

>However, in doing so you are dealing directly with the ACSI DMA chip, the
>ACSI bus, and the FDC controller. This means you are totally on your own
>as far as compatibility goes: you can't come crying to us when your program
>doesn't work on some machines, on a future machine, or with some version or
>other of the OS.

Agreed it depends on the Atari DMA chip and the WD floppy controller command
interface, but there seems to be no dependence on OS version. Since the chip
commands are documented by Atari, I do not expect them to change overnight
so there will be plenty of time to adapt to new interfaces.

--
Adam David.
(adamd@rhi.hi.is)

3923. Re: How can I format floppies fast?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 12:19:00 UTC
From: adamd@rhi.hi.is
Message-ID: <3829@krafla.rhi.hi.is>
Source record: 46616

In <942@utrcu1.UUCP> optimiza@utrcu1.UUCP (Streng) writes:

>Alas, this is only part of the truth. The problem is, that not all byte-
>values can be written during format, as some are used as control codes
>to the FDC. E.g. 0xF5 writes 0xA1 with missing clockpulses, used for
>synchronization, and 0xF7 writes two CRC checksum bytes.

Yes, I omitted to mention this. There may be a bug in the WD1772 chip that
makes it impossible to write full binary data to floppy sectors during a
format operation (I haven't tried it yet, so don't know). Since the FDC
buffers sector data in order to calculate checksums and therefore is aware
of whether header info or user data is being written, theoretically it would
be possible for any binary pattern to be included in the actual sector data
for a format operation. If this bug is present, maybe future generations of
the chip family will have it corrected (?).

--
Adam David.
(adamd@rhi.hi.is)

3924. Re: Multiscan & ICD Host Adapters

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 12:25:51 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Nov7.122551.2093@elroy.jpl.nasa.gov>
Source record: 46606
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, why look a gift horse in the mouth, eh? I just wrote another program which, instead of resetting shiftmode to restore the 640x400 screen, resets line-A variables for a 1280x200 display. Unfortunately, the GEM desktop doesn't seem to like this. If I run this program in my AUTO folder I get bombs when the desktop tries to come up. If I wait and run from Gulam then Gulam works, but the desktop is still screwed up. Right now I'm using te in gulam to login and post this article...

Two things - how do I get the GEM desktop to use the 8x8 font when it booted up in monochrome, and why is it crashing? I've set v_rez_vt, v_rez_hz, WKXRez, WKYRez, bytes_per_line, width, v_cel_my, v_cel_mx, v_cel_wr (text in TOS mode works fine...), what am I missing?
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

3925. 1040 ST memory failure

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 13:07:42 UTC
From: gathings@duncan.cs.utk.edu
Message-ID: <khiekuINN86m@utkcs2.cs.utk.edu>
Source record: 46609

I have an Atari 1040 ST that is giving me 512k instead of the
normal 1 meg. I figured the MMU chip is good since
I can still access 512k. Could bad memory chips in the upper
banks be the problem? Could I replace these chips with
256k chips with 1 meg chips?

Suggestions (besides the repair shop) ?

Golando

3926. Re: TOS 3.06 keyboard handler

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 13:16:48 UTC
From: adamd@rhi.hi.is
Message-ID: <3830@krafla.rhi.hi.is>
Source record: 46617

HAC041@DJUKFA11.BITNET (Konrad Hinsen) writes:

>The new TOS 3.06 has a new keyboard handler that allows entering all ASCII-
>codes on the keypad using the ALT key, i.e. PC-style. This was probably
>meant to be an improvement (although applications should be designed in such
>a way that kludges like this are rarely necessary - asking a user to memorize
>256 codes is hardly user-friendly),

Minor comment: Operating systems are better suited to handle this task than
either keyboard handlers or application programs. In an ideal system both the
keyboard handler and the applications program would have access to a common
system routine which performs the task of entering tricky character codes.
Why duplicate the code in hundreds of applications when it can be standardized
in one place?

>but unfortunately it introduces some
>incompatibility with previous TOS versions in that ALT-keypad combinations
>no longer produce the correct scan code. Programs that used these combinations
>before therefore have problems now.

.... and not surprisingly so.

>Now the question: Can this feature be switched off? If it can, wouldn't
>this be a job for the control panel? Perhaps someone has already started
>writing a CPX module...

It ought to be possible to activate the feature or disable it at ANY time.
Since not all programs use the GEM interface, the switching capability should
not be restricted to being accessed from the desktop. However it is sensible
to provide a CPX module to offer the user his own individual defaults for
these settings (and similar ones).

[pre-release announcement]

I am in the process of writing an International keyboard handler which at
present is restricted to TOS versions 2.05 and 3.05 (I have yet to see more
recent versions), but eventually will work with ALL versions (at least until
TOS has been changed beyond recognition). I suspect that for 3.06 I will have
to replace the ALT-keypad code with some of my own, even if it has been made
possible to disable the feature.

My keyboard handler supports:

1) up to 5 various accents (theoretical maximum of 7) one of which is chosen
to be the main accent.

2) more than one national variant, selectable from the keyboard. Only one of
these is the system default, to be reinstalled by XBIOS bioskeys. Each

variant takes a maximum of 4kB (assuming that the same fonts are used),
most would take less space.

3) inverse caps mode in addition to the normal caps mode.

4) ALT-keypad combinations for typing in decimal, hexadecimal (and octal :-)
character codes.

5) individual activation/disabling of these various features, for personal
preference or compatibility reasons.

6) global activation/disable of all features (except this one), which includes
reinstallation of "bioskeys" keyboard tables. Therefore it should be possible
to run even the most hideously incompatible software without problems.

Since it is desirable for each user to select his own default modes, it is
my intention to also write a CPX module so these defaults can be set.

Anyone who is interested in these keyboard routines with view to being a
Beta tester should contact me by email concerning this. At present I have
been concentrating on making the best possible Icelandic keyboard for the
ISO 8859/1 character set (for example all the "deadkey" accents are fixed
on one key at present), but most of the code is general enough to handle
anything you people want to throw at me. (famous last words :-)

--
Adam David.
(adamd@rhi.hi.is)

3927. Re: Needing ML (Meta Language) for the ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 13:44:40 UTC
From: stabl@fmi.uni-passau.de
Message-ID: <1991Nov7.134440.3670@forwiss.uni-passau.de>
Source record: 46613

In article <1844@lunic.dc.luth.se> d90-ngp@sigma9.sm.luth.se writes:
> We sometimes use ML at school, and I'd like to do some work at home. (I
> know that
> ML exists for the ST becaused I've had a copy once.)
>
> If anyone has a copy or know where I can get it with 'ftp', please send me
> some mail!

I will upload my port of Standard ML (Edinburgh versions 3.? and 4.0) to our
ftp server forwiss.uni-passau.de (directory /pub/sml/atari) next weekend.

Regards
Robert Stabl.
--
>>>>>>> Robert Stabl <<<<<<<<<<<<<<< stabl@fmi.uni-passau.de <<<<<<<<
> Dept. of Computer Science <>>>>>>>>>>> (NeXTmail preferred) <<<<<<<<<
>>>> University of Passau <<<>>>>>>>>>> Phone: +(49)851/509-711 <<<<<<<<
>>> D-8390 Passau, Germany <<>>>>>>>>>> Fax: +(49)851/509-497 <<<<<<<<<

3928. TOS 2.06 upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 14:50:26 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <R3q2aB3w164w@ersys.edmonton.ab.ca>
Source record: 46618
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Date: 11-01-91 (14:30) Message Number: 8909
To: ALL Ref #: 0
From: ATARI CANADA Read: Public
Subject: TOS 2.06 AND 3.06 Conference: N-Atari-ST
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Information on TOS upgrades, pricing and procedures will follow
this announcement.

TOS 2.06 Upgrades - November 1, 1991

---> For MEGA STe, ST/STe*

* Atari ICON (Fuji) displayed at Boot.
* System memory check after a cold boot, pressing any key aborts test
to reduce attendant delay.
* A shrinking bar is displayed at boot, during hard disk intialization,
pressing any key aborts process and attendant delay.
* Pressing the Control key at boot bypasses autofolder preventing the
loading of .ACC, NEWDESK.INF and Deskicon.rsc files.
* Holding down the ALT key and typing a decimal number on the numeric
keypad inserts an ASCII code character into the keyboard buffer.
* Media Change detection on floppies works better, uses FAT checksums,
MS DOS 4.X serial numbers and many other features permitting superior
detection when a floppy has been changed.
* Less floppy spin-up delay in systems with a hard drive.
* Vacant drives detected sooner with quicker time-outs.
* Floppies with only one FAT are supported to allow greater
compatiblility with some DOS disk formatters.
* Serial Port functionality improved.
* Some programs that use Timer-A will work better (compatability
improvement).
* Multiple AES events when scrolling are reduced.

NOTE: TOS 2.06 for ST or MEGA ST requires hardware adaption,
Atari (Canada) will shortly announce the process for users
to upgrade. TOS 2.06 is available as an upgrade for STe
computers.

TOS 3.06 for the TT
-------------------
* High Density floppy supported.
* Atari ICON (Fuji) displayed at Boot.
* Boots up in 640x480 resolution, press ALT key when Fuji displayed
for 320x200 resolution.
```

* System memory check after a cold boot, pressing any key aborts test
to reduce attendant delay.
* A shrinking bar is displayed at boot, during hard disk intialization,
pressing any key aborts process and attendant delay.
* VDI improved for BITBLT operations.
* Pressing the Control key at boot bypasses autofolder preventing the
loading of .ACC, NEWDESK.INF and Deskicon.rsc files.
* Holding down the ALT key and typing a decimal number on the numeric
keypad inserts an ASCII code character into the keyboard buffer.
* Media Change detection on floppies works better, uses FAT checksums,
MS DOS 4.X serial numbers and many other features permitting
superior detection when a floppy has been changed.
* Less floppy spin-up delay in systems with a hard drive.
* Vacant drives detected sooner with quicker time-outs.
* Floppies with only one FAT are supported to allow greater
compatiblility with some DOS disk formatters.
* Serial Port functionality improved.
* The 68882 is now reset at boot time.
* Some programs that use Timer-A will work better (compatability
improvement).
* Multiple AES events when scrolling are reduced.

Atari (Canada) Corp.
Rob McGowan
~ QNet3a ~ NANet: Canada Remote Systems, Mississauga, Ont, Home of NANet

Greg Granger

< InterNet: ggranger@ersys.edmonton.ab.ca > "Gimme the strongest
< FoReMNet: Greg Granger @ 532 or Dark Knight @ 595 > thing you've got."
< Mail Adr: 5906-188 St. Edmonton, AB Canada T6M-2A9 >
< Phone : +1 403 481-0803 or +1 403 481-5110 > - Lt. Frank Drebin

3929. Re: How do you determine # bytes free on a disk?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 15:47:31 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Nov7.094731.5897@doug.cae.wisc.edu>
Source record: 46614

```
In article <1991Nov7.030230.28431@ccu.umanitoba.ca> chanp@ccu.umanitoba.ca (Paul Chan)
writes:
>Well, the subject just about says it all.
>
>I'd like to be able to write a piece of C code which finds the # of
>free bytes on a disk? The # of used bytes would also be nice.
>
>Do you have to traverse the entire directory tree reading the size of
>each file to do this? Or, is there a better way....
>
>--
>chanp@ccu.umanitoba.ca

Ok, well, yeah, you could traverse the whole disk, but fortuneately there
is an easier way, try this:

#include <stdio.h>

struct disk_info {
unsigned long di_free; /* free allocation units */
unsigned long di_many; /* how many allocation units on
disk */
unsigned long di_ssize; /* sector size */
unsigned long di_spau; /* sectors per allocation unit */
};

main()
{
long fs, fb, ts, tb;
int dd;

struct disk_info disk;

dd = Dgetdrv();
Dfree(&disk, dd+1);

fs = disk.di_free*disk.di_spau;
ts = disk.di_spau*disk.di_many;

fb = fs * disk.di_ssize;
tb = ts * disk.di_ssize;

printf("Disk %c: has %d bytes free in %d sectors\n",
dd+'A', fb, fs);
printf("from a total of %d bytes in %d sectors (cluster size is %d)\n",
tb, ts, disk.di_spau*disk.di_ssize);
printf("\nHit a key to continue\n");
```

```
gemdos(0x1);
}
```

I hope this works, let me know if it does, and like always if I did something stupid, someone I hope will point it out.

Greg Carter - Undergraduate - United States Amatuer Wrestler (149.5 lb)
ONLY 8 months to go for State tournee - Kick Butt Time!

Employed: Computer Aided Engineering Center - University Wisconsin - Madison
Major: Computer Science - Emphasis: System Design Tools, User Interfaces
Phone Home: (608) 264-3622 - Work: (608) 262-5349
Current Project: NO, ITS NOT a VIDEO GAME. Thank You.

My Current Wife: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
Runs all Mac Software, quite nicely.
(Third Person in the US to own one)

"Close the door, toss the key. Say that you will always be, my one and only."
Queensryche "EMPIRE" 90

3930. Good MiNT-compatible programs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 16:55:57 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <25322@sdcc6.ucsd.edu>
Source record: 46640

Is there a MiNT-compatible version of Elvis floating around? The
only ST port that I've seen not only crashes MiNT, but is hard-wired
for vt52 - not good when running MGR! On a somewhat-related note,
is there a version of less that's MiNT compatible? [if not I'l
scrape up the source, but no sense in reinventing the wheel!]

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3931. TOS versions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 17:33:13 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Nov7123313@rcx1.ssd.csd.harris.com>
Source record: 46619

I keep seeing references to various versions of TOS >1.4. Could
someone summaraize which machines these are available and what the
significant differences relative to 1.4?

Also, is Dave Small's SST board available yet? Has anyone any idea
of the cost? Could someone please send me his phone number?

I ask too many questions --- don't I? :-)

--
==
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
~~~~~~~~~

3932. Re: RS232 Hardware Flow Control

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 18:16:06 UTC
From: steve@thelake.mn.org
Message-ID: <A1644369767@thelake.mn.org>
Source record: 46627

[In article <689446198.12441@minster.york.ac.uk>,
mjl-b@minster.york.ac.uk writes ...]

> Really, if you have to use CTS/RTS, you _need_ TURBOCTS.PRG

I'm using turbocts, and I've had several experiences of occasional dropped data using a 2400bps modem with LAP-M and V.42bis compression. The modem detects no errors, but zmodem (xyz.ttp) occasionally has to reposition the file pointer and resend part of a file. I've had similar reports from people with HST/zmodem and PEP/uucp combinations, and I'm beginning to wonder about the reliability of turbocts.

I've also heard reports that turbocts may muck up the system timer.

A combination of tox14fx3 and hs_fix 1.8 has been recommended to me. Does anybody have any experience with such a setup?

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>

3933. MIDI-TT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 21:45:24 UTC
From: niko@SERVER.CS.JHU.EDU
Message-ID: <9111072145.AA23130@ucbvax.Berkeley.EDU>
Source record: 46620

This is probably a commonly asked question. Which MIDI-out pins are not standard on the ST(e)? (some are MIDI-thru); I lost my little (otherwise useless) Atari-ST user manual that describes the MIDI ports, so I can't figure it out myself.

also:

Is there any place in the USA one can buy a TT made for use in Europe?

and another thing:

I want to "invest" some money on a TT. Are there any exceptionally good deals on TTs that anyone nows of? What is a good price for a TT nowdays?

3934. Gnumake under Hisoft Craft shell

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-07 22:48:57 UTC
From: dxper@dtek.chalmers.se
Message-ID: <6575@chalmers.se>
Source record: 46625
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just started using Gnumake in my system which I run under the Hisoft CRAFT shell. Previously I used the make which came with the shell, but unfourtunately I found it to be a not-so-good-version.

Gnumake seems to be working OK, but at some point I end up having a need to execute shell commands (most notably the "touch" command) but this is an internal function of the shell.

Is there anyone with inside knowledge about the Gnumake program which knows if it is possible to execute commands via the standard system() interface which CRAFT supports (which would then give me the full abilities of the shell without any hassles, hopefully)...

pao

--
.....Andrew Olausson.....
.....Systems Architect.....
.....dxper@dtek.chalmers.se.....
.....pao@proxxi.se.....

3935. GNU file utilities for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-08 01:35:31 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov7.203531.194@uwovax.uwo.ca>
Source record: 46622
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've uploaded source code and binaries for version 3.1 of the GNU
file utilities to atari.archive.umich.edu, in the files
futilsrc.zoo and futilbin.zoo respectively. They run under both TOS
and MiNT, although without MiNT 0.9 chown, chgrp, and ln aren't
very useful :-).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

3936. Re: MIDI interrupts, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-08 02:39:22 UTC
From: sam_s@NeXT.com
Message-ID: <2230@rosie.NeXT.COM>
Source record: 46624

In article <1991Nov1.183349.27818@ryn.mro4.dec.com> miskinis@aidev.enet.dec.com (John Miskinis) writes:

> Hi,
>
> It took me almost 3 years to learn how to get the ST to
> NOT lose MIDI bytes while other interrupts were happening. I
> posted lots of informational requests here, but never received
> anything decent, as the code to do this is DIFFICULT. Anyone
> who has done it, seems to keep it proprietary, as they most
> likely work for a software company offering "pro" music
> packages.
>

Wow! Has it been 3 years? I remember reading your original posts 3 years ago when I had beat my head against the same problem for a few months, before concluding that I would have to do what you did. I decided to live with the (no so occasional) overruns.

The poor design of the ST's interrupt structure is appalling from the standpoint of high speed serial communications. From the inside, those midi ports look tacked on rather than built in.

Anyway, good to hear from you again, John.
cheers,
-sam

--
Opinions are not those of my employer. They're not even mine. They're probably wrong besides. How did they get in here, anyway?

3937. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-08 04:52:12 UTC
From: davismi@atlantis.cs.orst.edu
Message-ID: <1991Nov8.045212.19849@atlantis.cs.orst.edu>
Source record: 46633

I am interested in ANY CPX's!!! also maybe a CPX terminal program ?
If anyone knows of a FTP site or has some CPX's that are not on
atari.archive then please mail me the site and dir they are in or
uuencode them to me. I have ideas for a CPX small term prog if anyone
is interested in writing it.

3938. Re: How can I format floppies fast?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-08 06:21:56 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <07X3aB5w164w@ersys.edmonton.ab.ca>
Source record: 46623

adamd@rhi.hi.is (Adam David) writes:

> In <1991Oct28.200928.22232@atari.uucp> apratt@atari.uucp (Allan Pratt) writes
>
> >However, in doing so you are dealing directly with the ACSI DMA chip, the
> >ACSI bus, and the FDC controller. This means you are totally on your own
> >as far as compatibility goes: you can't come crying to us when your program
> >doesn't work on some machines, on a future machine, or with some version or
> >other of the OS.
>
> Agreed it depends on the Atari DMA chip and the WD floppy controller command
> interface, but there seems to be no dependence on OS version. Since the chip
> commands are documented by Atari, I do not expect them to change overnight
> so there will be plenty of time to adapt to new interfaces.
>
> --
> Adam David.
> (adamd@rhi.hi.is)

Hmmm... Weren't the A-Line commands also documented by Atari? I never
used them, but a lot of other people did and were real unhappy when Atari
said "stop using them".

The point is, don't rely on something remaining constant.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3939. Re: MIDI interrupts, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-08 09:41:25 UTC
From: usenet@vtserf.cc.vt.edu
Message-ID: <2732@vtserf.cc.vt.edu>
Source record: 46621

bytes, and it was very difficult and lots of places kept it proprietary...
Since you did it, could you tell us (or at least tell us where to look for the info?) A friend of mine was working on some MIDI networking stuff a while ago, but quit it because we both had circa 85-96 ST's with the drop byte bug. (OS does not seem to be the problem.)
Also, some of the very early ST's seem to have a problem with the Joystick occassionally pressing random keys on the keyboard. Is there any fix for this? I tried a newer keyboard, but I don't think the newer keyboards worked at all. My ST is so old...
-- Timon Marmex -- (timon@vttcf.cc.vt.edu)
From: timon@vttcf (Tim Trzepacz)
Path: vttcf!timon

3940. Smooth graphics in GFA Basic - HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-08 11:16:10 UTC
From: bhwhelan@unix2.tcd.ie
Message-ID: <bhwhelan.689598970@unix2.tcd.ie>
Source record: 46626
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am currently writing a 3D graphical rotation program in GFA Basic and I am having difficulty in creating flicker-free graphics. Does anyone know how to direct graphics commands to a memory location while the screen is displaying something else, and then copy the memory contents to screen and over-write the previous one. Or, is there a way of doing it through the TOS system commands available in GFA? Or am I looking in the wrong place all together?

Any help appreciated - e-mail me if you can.
Thanks in advance.
B.

~~~~~~
~ bhwhelan@unix2.tcd.ie ~
~ .... ~
~ ... ... "I have never seen why it is necessary ~
~ ********************** to become irrational to proove that you ~
~ \ *** care for somebody, or indeed, why you ~
~ \ **** have to prove it at all". Avon. ~
~ / **** . ~
~ / **** ... "I plan to live forever, or die trying". ~
~ /*** ' .... Villa. ~
~~~~~~

3941. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-08 11:53:06 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <689601185.29420@minster.york.ac.uk>
Source record: 46628

In article <699@olymp.informatik.uni-bonn.de> volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
>
>If you're a registered developer, contact Atari for the xcontrol kit which
>includes sample C source as well as release notes.

Unfortunately, I'm not a registered developer.

The unavailability of useful, error-free Atari documentation to the ordinary mortal brings us back to the question of whether Atari are in the market to sell computers or developers' kits.

And Allan Pratt wonders why there is so much badly written software around...

>Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
>UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
>Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

Mathew Lodge	"Baldrick, are the words 'I have a cunning plan'
mjl-b@minster.york.ac.uk	heading towards this conversation with ill
Summer: lodge%alsys@uknet	deserved confidence?" -- Blackadder III

3942. Re: TOS 2.06 upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-08 15:59:01 UTC
From: pseemann@iiic.ethz.ch
Message-ID: <1991Nov8.155901.5447@neptune.inf.ethz.ch>
Source record: 46631
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <R3q2aB3w164w@ersys.edmonton.ab.ca> ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:
>
>TOS 2.06 Upgrades - November 1, 1991
>
>---> For MEGA STe, ST/STe*
>
>TOS 3.06 for the TT
>-------------------
[list of improvements deleted]

Sounds great!

Are there any information about further bug fixes (SERPTCH etc.)? Allan?
Will the upgrade kit include a 1.44 floppy?

--
gruss, Patrick
--
"The universe is full of magical things, patiently waiting for our wits to grow sharper." -- Eden Phillpots

3943. Re: Gnumake under Hisoft Craft shell

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-08 16:06:19 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Nov8110619@rcx1.ssd.csd.harris.com>
Source record: 46630
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Is there anyone with inside knowledge about the Gnumake program which knows
> if it is possible to execute commands via the standard system() interface
> which CRAFT supports (which would then give me the

You might try putting the line

SHELL=path_to_your_shell

in your makefiles. If your shell has special hooks for other programs to
ask a already running shell to execute commands for them, you would
half to hack the Gnumake sources and rebuild make.

As a side note, bash 1.10 is available on atari archive now and next
week, the gnu utilities (such as touch) will be made available. If you
want a truely unix-like environment (like long filenames and symbolic
links), I strongly recommend this setup.
--
==
Jeffrey Glen Jackson _|_Satan jeered, "You're dead meat Jesus, I'm gonna
jgj@ssd.csd.harris.com | bust you up tonight."
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
~~~~~~~~~

3944. looking for scsi controller code fragments

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-08 17:01:25 UTC
From: oconnor@vino.enet.dec.com
Message-ID: <1991Nov8.170357.1618@ryn.mro4.dec.com>
Source record: 46632

Hi,

I may have missed this but I was wondering if someone out there had sources for some code which sends out SCSI commands writtten for the Atari.

thanks in advance

Joe

3945. Re: 1040 ST memory failure

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-08 17:24:36 UTC
From: george@electro.electro.com
Message-ID: <1991Nov8.172436.8352@electro.electro.com>
Source record: 46629

In article <khiekuINN86m@utkcs2.cs.utk.edu> gathings@duncan.cs.utk.edu (Golando Gathings) writes:
>
>
> I have an Atari 1040 ST that is giving me 512k instead of the
> normal 1 meg. I figured the MMU chip is good since
> I can still access 512k. Could bad memory chips in the upper
> banks be the problem? Could I replace these chips with
> 256k chips with 1 meg chips?
>
>
> Suggestions (besides the repair shop) ?
>
>
>Golando

Maybe you have a socketed second bank of ram.

I have a 520STfm to which I added the second 512k. This was simply a matter of installing the extra 4 ram chips. I soldered sockets in place and then inserted the ram chips.

I then experienced a ram failure of the upper bank of ram just as you describe it. I fixed it by carefully lifting the ST off the desk , up to a height of 4 inches, and then dropping it. (ARE YOU SERIOUS!!!!????) . Yes. Worked fine ever since.

The failure was due to the pins of the chips not making proper contact with the receptors of the socket. I could have opened it up again an re-seated them all, butt....

In fact, I use this technique on my VCR as well. Somewhere inside the VCR there is an audio connection that goes open every six months or so. I am able to record video, but the audio track remains unchanged on the tape. The first time it happened I spent all afternoon tracking down the audio signal but couldn't find a problem. When I gave up and put it together again, it worked! Now when this happens, I lift the VCR about 2 inches (not quite as high because it has more mechanical parts inside..) drop it and VOILA! It works!

This * IS * a rather brutal method, I agree. You take the risk. My estimate is that it will survive easily. Also , I cannot in good conscience take the credit for this technique. It was suggested to me by Mr.QuikST (Ig).
Now that I think about it, I wonder just how many other TV's , stereos, radios etc. are being fixed in this manner AT THIS VERY MOMENT!

WARNING! DO NOT TRY THIS ON YOUR HARD DISK!
WARNING! DO NOT TRY THIS ON YOUR CAT!

--

____
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com

3946. Re: How can I format floppies fast?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-08 18:39:52 UTC
From: micro@imada.ou.dk
Message-ID: <1991Nov8.183952.12858@imada.ou.dk>
Source record: 46634

adamd@rhi.hi.is (Adam David) writes:

>In <942@utrcu1.UUCP> optimiza@utrcu1.UUCP (Streng) writes:
>>Alas, this is only part of the truth. The problem is, that not all byte-
>>values can be written during format, as some are used as control codes
>>to the FDC. E.g. 0xF5 writes 0xA1 with missing clockpulses, used for
>>synchronization, and 0xF7 writes two CRC checksum bytes.

>Yes, I omitted to mention this. There may be a bug in the WD1772 chip that
>makes it impossible to write full binary data to floppy sectors during a
>format operation (I haven't tried it yet, so don't know).

WriteTrack == FormatTrack, the control-codes tells the controler where to
put CRC and SYNC. It is not a bug.

> ... Since the FDC
>buffers sector data in order to calculate checksums and therefore is aware

NO check summs are calculated during write, and when the controler gets the
INSERT_CRC it's written.

-Klaus

3947. Misc Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-08 19:34:49 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3377@cod.NOSC.MIL>
Source record: 46639
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a couple of questions.

1) How can I determine how much memory I have left when I am running a program? I would prefer to examine some globals, not malloc until malloc fails and then free it back again.

2) What are .cnf files (eg. dandy from terminator and others) and how do you play them?

Thanks

Mike Healy

healy@cod.nosc.mil

3948. Line-A (was Re: How can I format floppies fast?)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-09 01:25:17 UTC
From: adamd@rhi.hi.is
Message-ID: <3841@krafla.rhi.hi.is>
Source record: 46637

In <07X3aB5w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>Hmmm... Weren't the A-Line commands also documented by Atari? I never
>used them, but a lot of other people did and were real unhappy when Atari
>said "stop using them".

Fair warning was also given, it must be 2 or 3 years already since the decision to withdraw Line-A was announced. The reason for abandoning the Line-A interface is clear --- it is extremely limited in terms of pixel and colour resolution, why restrict any (graphical) program to 3 or 4 "silly" resolution modes.

>The point is, don't rely on something remaining constant.

More to the point --- Documented features are usually phased out gradually, instead of disappearing overnight.

--
Adam David.
(adamd@rhi.hi.is)

3949. Small's 68030 Upgrade for the ST???

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-09 01:50:34 UTC
From: freds@hpcc01.corp.hp.com
Message-ID: <1550002@hpcc01.corp.hp.com>
Source record: 46635

Has anyone hear about the status of Dave Small's 68030
upgrade for the Mega ST ???


```
------------------------------------------------------------
| Fred Saavedra Hewlett-Packard Company |
| R&D Software Engineer World Wide Customer Support|
| Instrument Support Tools Lab Systems Support Division |
| freds@hpprsd1.mayfield.hp.com 100 Mayfield Ave |
| HPDesk Fred Saavedra/HP5000 Mountain View, CA 94043 |
------------------------------------------------------------
```


I speak for myself not Hewlett-Packard Company

3950. Re: How can I format floppies fast?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-09 01:59:25 UTC
From: adamd@rhi.hi.is
Message-ID: <3842@krafla.rhi.hi.is>
Source record: 46636

In <1991Nov8.183952.12858@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:

>adamd@rhi.hi.is (Adam David) writes:

>>In <942@utrcu1.UUCP> optimiza@utrcu1.UUCP (Streng) writes:
>>>Alas, this is only part of the truth. The problem is, that not all byte-
>>>values can be written during format, as some are used as control codes
>>>to the FDC. E.g. 0xF5 writes 0xA1 with missing clockpulses, used for
>>>synchronization, and 0xF7 writes two CRC checksum bytes.

>>Yes, I omitted to mention this. There may be a bug in the WD1772 chip that
>>makes it impossible to write full binary data to floppy sectors during a
>>format operation (I haven't tried it yet, so don't know).

>WriteTrack == FormatTrack, the control-codes tells the controler where to
>put CRC and SYNC. It is not a bug.

My point is that the FDC has no business writing CRCs and SYNCs in the middle
of data sectors. Those (usually empty) sectors could have been protected and
given full binary capability under the write-track command, by adding a little
extra logic to the 10-bit counter that keeps track of sector length in some
of the other commands.

If I am wrong about the CRCs being calculated on the fly then I'm sure someone
will correct me. I have very little doubt that the chip was in fact implemented
in the way both Streng and Klaus mentioned, without any protection against
using "special bytes" within sector data zones. If this arrangement has some
practical use then I will call it a feature, otherwise a bug. Most likely it
was a deliberate design decision forced by time, money and irate management.

--
Adam David.
(adamd@rhi.hi.is)

3951. Re: MIDI-TT

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-09 05:50:33 UTC
From: skershaw@loki.une.oz.au
Message-ID: <1961@loki.une.oz.au>
Source record: 46638

From article <9111072145.AA23130@ucbvax.Berkeley.EDU>, by niko@SERVER.CS.JHU.EDU:
>
> This is probably a commonly asked question. Which MIDI-out pins are
> not standard on the ST(e)? (some are MIDI-thru); I lost my little
> (otherwise useless) Atari-ST user manual that describes the MIDI ports,
> so I can't figure it out myself.

Hi,

From memory (a seldom used protein-based device) pins 1 and 5 are used for MIDI
THRU on the ST. The MIDI standard defines pins 2,3,4 as the pins to be used for
"normal" MIDI transmission.

Shane.
--
| "Life! Don't talk to me about life!" Douglas Adams via Marvin |
| Shane Kershaw Internet: skershaw@loki.une.edu.au |
\ University of NewEngland, Northern Rivers, Lismore NSW Australia /
==========

3952. Re: Gnumake under Hisoft Craft shell

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-09 14:21:43 UTC
From: covert@cactus.org
Message-ID: <9828@cactus.org>
Source record: 46492
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <6575@chalmers.se> dxper@dtek.chalmers.se (Per Anders Olausson) writes:
>
> I've just started using Gnumake in my system which I run under the Hisoft
> CRAFT shell. Previously I used the make which came with the shell, but
> unfourtunately I found it to be a not-so-good-version.
>
> Gnumake seems to be working OK, but at some point I end up having a need
> to execute shell commands (most notably the "touch" command) but this is
> an internal function of the shell.
>
> Is there anyone with inside knowledge about the Gnumake program which knows
> if it is possible to execute commands via the standard system() interface
> which CRAFT supports (which would then give me the full abilities of the
> shell without any hassles, hopefully)...
>
> pao
>.............................Andrew Olausson.............................

What is the CRAFT Shell?

I haven't seen it here in the United States.

Also, I am under the impression that Lattice C Ver 5.06 doesn't
have a complete UNIX style 'cc' command so you can't use GNU Make
(or any other make) with it.

I own LC5, but my last update was last January to version 5.06.02.

what is your latest version over there?

Also, I just got a copy of the German Turbo C compiler.
seems good but I can't read the german docs , my luck!!

.
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.
.
.
.
.
.
.

--
Richard E. Covert covert@cactus.org

CACTUS ..!cs.utexas.edu!cactus.org!covert

3953. 1040STFM & PC monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-09 19:38:18 UTC
From: rvuori@klaava.Helsinki.FI
Message-ID: <1991Nov9.193818.10618@klaava.Helsinki.FI>
Source record: 46491

I just borrowed my brothers Atari ST (and all of his other MIDI equipment) and really love it's MIDI features. BUT, the 1040STFM is connected to an old Philips composite video monitor and the quality of the picture is really horrible, especially if you are used to Sony SuperVGA Trinitron tubes...

Now I happen to have some spare PC monitors, which all have pretty decent quality and was hoping to connect them to the ST, but havent found out really how to do it. As far as I know the pins are as follows:

Pin: 1040 STFM MDA/Hercules CGA/RGB EGA/RGB

1. Audio out Ground Ground Ground
2. Video out Ground Ground red
3. ??? N/A Red Red (primary)
4. BW out? N/A Green Green (primary)
5. Audio in N/A Blue Blue (primary)
6. Green out Intensity Intensity green
7. Red out Video in N/A blue
8. +12V H-sync. H-sync. H-sync.
9. H-sync. V-sync. V-sync. V-sync.
10. Blue out
11. BW signal?
12. V-sync.
13. Ground.

I haven't really figured out the what pins 11, 4 and 3 are on the ST, and how I should connect it to any of these monitors. I would especially like to connect it to an MDA/Hercules monitor as it anyway won't show more the two colors at the highest resolution which is the only one I'm really interested in (even though it would be nice to play some games on a good colour monitor:-)

Thank you in advance!

Rasmus Vuori
rvuori@cc.helsinki.fi

3954. Re: Ack! STe DMA sound problems?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-09 21:44:31 UTC
From: AAron@sun.soe.clarkson.edu
Message-ID: <1991Nov9.214431.4353@news.clarkson.edu>
Source record: 46493

In article <25201@sdcc6.ucsd.edu>, atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
> sound [I tried both Aaron Naas' "EPLAY" and another program called
Wow I am famous!!
People are actually using my program? First I've heard :)

Oh, and to make this message worthy for posting to tech:
Yes, it does sound like your .SND files have some screwy header or something,
which isn't raw sound data.

Either convert them correctly, or strip the offending bytes.

Verify that something will play correctly by trying a sound file from
atari.archive.

-AAron nAAs ETI, Syracuse NY

3955. Re: RS232 Hardware Flow Control

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-09 23:33:56 UTC
From: nox@jelal.north.de
Message-ID: <0620.11.91@jelal.north.de>
Source record: 46498

In <689446198.12441@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:

>In article <A0be9qt0@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>>In <sterbbs.689092489@eursus>, B. Rozenberg writes:
>[...stuff deleted...]
>> I think they actually had flow control working in TOS 1.2. Unless
>>there was another bug I didn't here about.

>Well, they fixed the RTS/CTS interrupt handlers, but forgot to set up the
>MFP active edge register.

>Really, if you have to use CTS/RTS, you _need_ TURBOCTS.PRG

and if you're unlucky, even that doesn't help.

all TOS versions i know (and all those `fix' programs i know as well,
including ataris `new and improved' tos14fx2.prg) still rely on their
interrupt hooked up to the CTS line to keep a flag of the current
state of that line, instead of looking at the line themselves when
they decide whether to keep continue sending.

result: because of murphys law, and the (real low) priority of said
interrupt, your modem/whatever may still get 2-n more bytes after
taking away CTS -- and what then happens entirely depends on the
firmware of the modem: some don't mind, but some really hate that,
and nothing works...

(and then there are some possible race conditions because of missing
or #$700,sr 's, spurious `start bits' sent in Rsconf(), etc etc...)

and TOS is getting 7 years old and things like that still aren't fixed. :-(

sigh,
Juergen
--
J"urgen Lock / nox@jelal.north.de / ..!uunet!unido!sol.north.de!jelal!nox
...ohne Gewehr

3956. Re: Misc Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-10 08:12:38 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <RNs7aB2w164w@ersys.edmonton.ab.ca>
Source record: 46495
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

healy@cod.NOSC.MIL (Mike Healy) writes:

> 1) How can I determine how much memory I have left when I am running a
> program? I would prefer to examine some globals, not malloc
> until malloc fails and then free it back again.

> Mike Healy

You can pass Malloc a -1 value, and the value it returns to you will be
the ammount of free memory left that you can allocate. Normally that
value would be the address of the memory that has been allocated, but it
is changed in this special case.

I hope this helps you out.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

3957. Re: How can I format floppies fast?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-10 11:32:17 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Nov10.113217.15116@actrix.gen.nz>
Source record: 46494

In article <3842@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
> In <1991Nov8.183952.12858@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:
>
> >adamd@rhi.hi.is (Adam David) writes:
>
> >>In <942@utrcu1.UUCP> optimiza@utrcu1.UUCP (Streng) writes:

>
> My point is that the FDC has no business writing CRCs and SYNCs in the middle
> of data sectors. Those (usually empty) sectors could have been protected and
> given full binary capability under the write-track command, by adding a little
> extra logic to the 10-bit counter that keeps track of sector length in some
> of the other commands.
>
> If I am wrong about the CRCs being calculated on the fly then I'm sure someone
> will correct me. I have very little doubt that the chip was in fact implemented
> in the way both Streng and Klaus mentioned, without any protection against
> using "special bytes" within sector data zones. If this arrangement has some
> practical use then I will call it a feature, otherwise a bug. Most likely it
> was a deliberate design decision forced by time, money and irate management.
>
> --
> Adam David.
> (adamd@rhi.hi.is)

Funny thing is that ALL of the Western Digital chips
work that way, so are they all wrong, this is the way they are made.....
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3958. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-10 12:30:32 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1991Nov10.123032.83482@link-1.ts.bcc.ac.uk>
Source record: 46501

I agree whole-heartedly with these sentiments...

I have just inquired into how to become a registered developer... but I have been put off by the 300 pound price-tag and the draconian non-disclosure agreement.. Officially, if you sign the agreement, ALL details about Atari computers are a commercial secret!

This means that even 5 year old GEM documents are restricted!

Please Atari, make the normal development documents available to normal users like even IBM does! (I wouldn't say IBM were a free and easy organisation)

Without these documents generally available how does Atari expect to have software written for machines?

Why doesn't Atari do as Commodore do, publish the documents in a series of manuals via a well known publisher? They would get all the royalties.

Steve

Addresses:-
JANET: ucacmsu@uk.ac.ucl
INTERNET: ucacmsu@ucl.ac.uk

3959. Re: Misc Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-10 17:34:19 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <25400@sdcc6.ucsd.edu>
Source record: 46497
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <3377@cod.NOSC.MIL> healy@cod.NOSC.MIL (Mike Healy) writes:
>
>I have a couple of questions.
>
>1) How can I determine how much memory I have left when I am running a
> program? I would prefer to examine some globals, not malloc
> until malloc fails and then free it back again.
>
freemem = Malloc(-1L)

Note that this returns the size of the largest block, so if your
memory is fragmented, it will return less than what you'd expect.

>
>Mike Healy
>
>healy@cod.nosc.mil

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==
```

3960. Re: Good MiNT-compatible programs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-10 22:32:06 UTC
From: nox@jelal.north.de
Message-ID: <0625.11.91@jelal.north.de>
Source record: 46521

In <25322@sdcc6.ucsd.edu> atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:

> Is there a MiNT-compatible version of Elvis floating around? The
>only ST port that I've seen not only crashes MiNT, but is hard-wired
>for vt52 - not good when running MGR!

don't know about floating around, but i hacked the `original' elvis
1.4 quite a bit (ie not that strange turbo c version that doesn't
even work with german keyboards...) so that it knows MiNT, uses the
`real' -ltermcap and also has a few bug less. (well i hope.) if all
goes well the changes will be incorporated into the next official
version, but if you like i can also mail you my 1.4 diffs for
`beta test'. ;-)

> On a somewhat-related note,
>is there a version of less that's MiNT compatible?

well i guess that one is also answered by now. :-)

bye...
Juergen
--
J"urgen Lock / ..!nicedel!lynx1!jelal!nox / ** !! dead{hanseat!jelal} !! **
...ohne Gewehr

3961. Re: RS232 Hardware Flow Control

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-11 05:14:52 UTC
From: fortinp@bwdls56.bnr.ca
Message-ID: <1991Nov11.051452.21013@bwdls61.bnr.ca>
Source record: 46499

In article <A1644369767@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <689446198.12441@minster.york.ac.uk>,
> mjl-b@minster.york.ac.uk writes ...]
>
> > Really, if you have to use CTS/RTS, you _need_ TURBOCTS.PRG
>
> I'm using turbocts, and I've had several experiences of occasional dropped
> data using a 2400bps modem with LAP-M and V.42bis compression. The modem
> detects no errors, but zmodem (xyz.ttp) occasionally has to reposition the
> file pointer and resend part of a file. I've had similar reports from
> people with HST/zmodem and PEP/uucp combinations, and I'm beginning to
> wonder about the reliability of turbocts.
>
> I've also heard reports that turbocts may muck up the system timer.
>
> A combination of tox14fx3 and hs_fix 1.8 has been recommended to me. Does
> anybody have any experience with such a setup?

I've had similar problems using XON/XOFF flow control with 9600MNP modems and
running them at 19200 on the serial port. It wasn't until I borrowed a
datascope from work that I found my problem: the modem was continuing to
"dump" its buffer(s) after receiving the XOFF, to the tune of OVER 300(!!)
characters. This was too much for the ST which was only set up to handle
64 chars MAX. Changing the low-/high-water marks for the RS232 port was
my solution.

[The standard buffer is 64+128+64=256 characters. Making it 512+1024+512
(2KBytes) should handle most cases for the foreseeable future...]

If this is also the problem with HW flow-control, you could try specifying
larger buffers with more space for the low-/high-water marks...
One way is with AUXINIT.PRG in STalker3's EXTRAS folder, or rolling your
own...
- get the buffer record with Iorec(0) which points to
long ibuf pointer to an input buffer
int ibufsize size of the input buffer
int ibufhd head index
int ibuftl tail index
int ibuflow low water mark
int ibufhi high water mark
If you need it, the output buffer pointers are immediately following the
input buffer stuff (same format).

Hope this helps...

>
> --
> Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>

Pierre Fortin

Cheers,
Pierre Fortin fortinp@bnr.ca (613)763-2598 fax: (613)763-3283

3962. Using Gemdos from Gemdos

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-11 07:20:35 UTC
From: rfschaa@cs.vu.nl
Message-ID: <11551@star.cs.vu.nl>
Source record: 46496

Hi,

Does anyone know whether it is possible to use Gemdos calls from
code that replaces part of Gemdos (i.e if I write code to replace
some call, say `Fsfirst', is there a way to use calls like `Fopen'
from that code)?

Please note that I am looking for a way to do it in a documented way,
not some kind of hack that works on TOSx.y and not on other versions.

Please let me know,

Richard Schaaf (rfschaa@cs.vu.nl)

3963. Re: Increasing memory on 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-11 10:08:33 UTC
From: graef@rs2.hrz.th-darmstadt.de
Message-ID: <1991Nov11.100833.15931@infoserver.th-darmstadt.de>
Source record: 46500

In article <1991Nov7.023105.18014@cs.mcgill.ca>, leslie@cs.mcgill.ca writes:

> So, can someone enlighten me as to whether it is possible to upgrade the
> memory on this machine? I know that you can get away with upgrading
> SIMMs on a lot of machines today -- replacing 1Mbyte chips with, say, 4Mbyte
> ones.

Its possible but uncomfortable. I increased the memory of my 1040ST from 1 to 2 MBytes
4 years ago (256 Kbit Chips were cheap at this time and 1Mits very expensive).
As the upgrade of the early 520 to 520+ I soldered chips onto the existing banks.
In the 1040 there are 2 banks with 16 256k chips. So I soldered 32 (!) 256 Kbit-chips
onto the 32 existing chips and build a MMU extension (3 custom HCT-Chips) to simulate
1 Mbit-Bank with 4 256 Kbit-Banks. You need only connect 1 Pin of the banks above and
replace some Resistors with cables to the MMU-board.

Another way is to throw away the 256K chips but it is hard to replace them with
1 Mbit-Chips. You better make an own board and connect it to the right places.
The original Rams can be left in the main board when you disconnect the power and
other signals.
It should be possible to use 4 1Mbyte SIMMs or SIPPs instead of an own board to get
4 Megabyte.

> Can I do something similar with this? Would I then have to change
> the TOS ROMs, or are the internals well enough behaved that they don't
> expect 1Mbyte to be the hard ceiling on the memory here?

You have nothing to change in the ROM and the other internals because the
64Kbit, 256Kbit and 1MBit chips are supported. I know nothing about support
of 4Mbit chips (I use only TOS 1.04).

If some people are interested in the MMU-extension I can post some more details.

Sincerely,

U. Graef

--
%%%%%%%%%%%%%%%%%%%%|==========<digital>==========|%%%%crazy!%%
%|======<Address>=| graef@hrz.th-darmstadt.de |%%%%%%%%%%%%%%
%| Ulrich Graef |____________________|======<short>======|%%
%| Lichtenbergweg 11 |%%%%%are%%%%%| / / / o |%%
%| D W6103 Griesheim |%%%%%%%%%%%%%%%| / / / |%%
%| Germany |====<analog>====|%%%| / / / / |%%
%|_____________| +49 6155 62493 |%%%| (___/ (_ (_ |%%
%%%%Windows%%%%%|_________________|%%%|____________________|%%

3964. SCSI tar (was Re: GNU Tar v1.10)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-11 15:55:34 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <704@olymp.informatik.uni-bonn.de>
Source record: 46519
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <alanh.689513529@krypton> alanh@logitek.co.uk (Alan Hourihane) writes:
> Well, I've recompiled my port of GNU Tar v1.10 with patchlevel 14 of
>the MiNT libraries and now it should support symbolic links when used with
>MiNT v0.9. I've had no way to test this yet, so if anybody has problems,
>please tell me about them.
(...)
> I've just laid my hands on Paul Moreau's code for accessing SCSI
>tapes through Tar, so when I get chance I am going to incorporate it into
>GNU Tar v1.10.

You should consider to rewrite it or at least modify it. I have looked over
Paul's code during the weekend and found a number of things that should be
changed. No offense to Paul is intended, I'm happy to have his code to look
at and learn from it.

Unfortunately, the tar and driver work ONLY for Archive streamers in QIC24
mode. I couldn't get it to work with my Wangtek 5150 ES at all. At first
I thought it would be enough to modify the resident driver, but there are
device-dependent parts in the C code of the tar utility as well.

I have not tried to compile the tar source for lack of time (and also since
I don't have Mark Williams C -- I guess some changes for Turbo C are needed)
so I can't tell you if it will work at all but I'm confident I'll get some-
thing to work after all :-).

Another thing bothers me: the driver is currently hooked into the BIOS trap,
thus creating extra overhead for every BIOS call the system or a user program
makes. I believe this is A Bad Thing. (Hello Allan P :-)

Nowadays there are more ways to make a driver resident than a BIOS extension.
I'm currently trying to decide between (a) using another trap (say, #6) for
the interface, and (b) not using any trap but a function jump table pointed
to by a cookie.

Method (a) would allow us to use the same mechanism as BIOS and GEMDOS calls,
but would require some housekeeping to check if the trap was in use etc.
Method (b) makes the tape function look like part of the user program, thus
one could pass parameters in registers etc. So I'm leaning towards (b) right
now.

What do people think? I like the idea of a modular driver that several tools
(like tar, mt, cpio, dd etc) could use without having to cram all the SCSI I/O
stuff into each binary. If we do it right lots of wheel-reinventing might
be avoided.

Let's agree on a standard and I'll implement it for Wangtek streamers.
I've set Followup to comp.sys.atari.st.tech since I believe it's a technical
topic.

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

3965. GNU UTILITIES POSTED TO ATARI.ARCHIVE

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-11 16:34:01 UTC
From: jgj@ssd.csd.harris.com
Message-ID: <JGJ.91Nov11113401@rcx1.ssd.csd.harris.com>
Source record: 46502
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just posted the binaries to the GNU Utilities to atari.archive.
They should show up there before long. Man pages and sources will be
sent later this week or next week. The following is the readme file
that accompanies them:

##

This is my port of various gnu utilities. They are intended for use
under bash1.10, also available on atari.archive.umich.edu. Together,
these give you a rather complete Un*x environment based on gnu software.
The following zoo archives are available. These also include some
non-GNU public domain software.

```
executables source manual_pages
-----------------------------------
file31b file31s file31m
shell13b shell13s shell13m
text11b text11s text11m
misc1b misc1s misc1m
README
```

What do you need to set yourself up? First, you need bash. I
keep everything on disk D: under a directory called gnu. The
following is my directory setup:

```
gnu
bin
gxxinc
include
lib
man
etc
```

Until you have a good feel for how everything works together, I
recommend you use it. Put bash.ttp in \gnu\bin. Now you need to know
about UNIXMODE. The gnu libraries emulate unix style filenames and
symbolic links. If a filename consists of all digits and lowercase
letters and has no more than 8 characters plus 3 character extender,
it maps directly to a TOS filename. Otherwise, a name TOS file is
made up from the real name and an entry in a file called ".dir" is
maintained to describe the mapping. Symbolic links are also recorded
in the same filey. This feature is controlled via the UNIXMODE
environment variable. It is a string of characters for customizing
UNIXMODE operation. By default, bash will set it to "/.,rCLAHdb".
These characters mean:

"/" permit "/" as well as "\" to separate path elements
"." map extra periods to "," when deriving TOS names.
"rC" make root file system be drive C.
"L" permit symbolic links
"A" permit unix style filenames
"H" hide the .dir file from directory searches
"d" provide psuedo device directory
/dev/X is file system x:
/dev/console is CON:
/dev/tty1 is AUX:
/dev/lp is PRN:
"b" open files in binary mode

The only ones you would every probably want to modify are "rC" to
select another file system as root and "d" if you use MiNT. MiNT
users will probably want to use the string "/.,rULAHb". Note that
this must be setup before you run bash. I've included in the readme
archive a program for setting desktop's environment variables that
a stole from a TeX distribution. Note that programs compiled with
the MiNT libraries do not know about UNIXMODE. hence you must
use command lines like
$ bg -o d:\\nohup\\output command string
when using MiNT utilities.

You will want to put all the binary archives (*b.zoo) in /gnu/bin
and than manual pages ones (*m.zoo) in /gnu/man. Now, what all
do you get? The following lists the commands from each utility
package with notes on some of them. Some individual tools are not
ported since their functionality is not available under TOS or
UNIXMODE.

***** README ******
copying -- the GNU communist manifesto
copying.lib -- the GNU communist manifesto for libraries
env.inf -- see setenv.prg
passwd -- sample /etc/passwd (Yes it is usefull. Files pretend to be
owned by user 1. Make an entry for yourself to make ls -l
and some other commands look nice.
profile -- sample /etc/profile. When you start up bash, give it the -login
parameter.
readme -- this file
setenv.prg -- program for setting environment variables from desktop.
I've never used it. I don't have source. Don't tell
me about problems with it. Uses env.inf.
termcap --/etc/termcap used by emacs and some other programs.

****** SHELL UTILITIES 1.3 *******

basename
date
dirname
env
expr

groups -- not ported
id
logname
nice -- not ported. See MiNT utilities
nohup -- not ported. See "bg" in MiNT utilities
pathchk -- /dev is not fully emulated as a directory
printenv
printf
sleep
stty -- not ported. See MiNT utilities
tee
test -- testing /dev/X always succeeds, even if filesystem not mounted.
tty -- not ported
whoami
uname -- not ported
yes

***** FILE UTILITIES 3.1 ******

chgrp -- not ported.
chmod -- can only modify the user write bit.
cp
dd
df -- doesn't recognize /dev/A or /dev/B
dir
du
install
ln
ls
mkdir
mkfifo -- not ported.
mknod -- not ported.
mv
rm
rmdir
touch
vdir

***** TEXT UTILITIES 1.1 *****

cat
cmp
comm
csplit
cut
expand
fold
head
join
paste
pr

sort
split
sum
tac
tail
unexpand
uniq
wc

***** MISC UTILITIES 1 *****

Several of these were already ported, but I wanted them built with
the latest and greatest libraries since a number of fixes have been
done, so I did a new quick and dirty port. Include also are some
non-GNU software. These will receive lower priority as far as
sustaining goes. Send me bug reports anyway.

combine -- best file comparer in the world. Humans can actually
combine2 -- read the output of these and they are great for three
-- way compares when doing merges.
diff
diff3 -- not ported.
egrep
find
fgrep
grep
locate -- not ported
patch
sed
xargs
which -- I wrote this one a long time ago.

mkid -- software package for maintaining database of words from text
lid -- or software soruces. We live and swear by it at Harris.
idx
fid
gid -- symbolic link to lid.ttp
aid -- ditto
eid -- ditto
pid -- ditto
iid

####################

Let me know of any bugs you find. Fixes to them are also appreciated.
These need to be built with at least patchlevel 74 libraries (Which
are not yet (November 10, 1991) available for general consumption).

--
Jeffrey Glen Jackson
jgj@ssd.csd.harris.com _|_Satan jeered, "You're dead meat Jesus, I'm gonna
| bust you up tonight."

```
x5120 | Jesus said, "Go ahead, make my day."
~~~~~~~~~ -- Carman, "The Champion"
```

3966. Re: 68030 and PC-Ditto?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-11 16:36:19 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <25429@sdcc6.ucsd.edu>
Source record: 46515

In article <1991Nov9.211859.3636@news.clarkson.edu> AAron@sun.soe.clarkson.edu (AAron nAAs) writes:
>
>PC-Ditto didn't work when I had a 68010.
>-AAron

What kind of compatibility problems did you have when you had the '010? (I've got one sitting on my desk here, and it's going in this weekend - I just want to be prepared for thr worst!)

-- Adam

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3967. Re: Ack! STe DMA sound problems?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-11 16:45:35 UTC
From: ken@isgtec.UUCP
Message-ID: <1677@isgtec.UUCP>
Source record: 46507

In article <25299@sdcc6.ucsd.edu>, atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
> Just to test it, I made a file of 30,000 zero-bytes,
> which should (in theory) make no sound. But I get 2.2 seconds of
> noise until the sound plays correctly (no sound played). Aargh!

Out of curiosity, I tried this too - I made a 30K file of zeros, and played it through DMA with that stellar program ;-} STESOUND.PRG. I got deafening silence - zilch, nada. Maybe you have some hardware problem with the DMA sound. 2.2 seconds is definitely not a file header or something - that's a LONG time in a sample, an IFF header would just sound like a blip.
- kn

3968. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-11 16:58:32 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <707@olymp.informatik.uni-bonn.de>
Source record: 46520

In article <1991Nov06.100241.3454@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>I found a CPX construction set on a local BBS. It is from Atari
(...)
>can upload this doc to the internet (Did you read this, Allan?... hint, hint)

This sounds like the CPX doc that registered developers get from Atari.
Although I would like to see this freely available for all ST hackers, I must
ask you not to post this anywhere. This would only reduce the amount of info
that Atari does make available to us developers.

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

3969. Re: Using Gemdos from Gemdos

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-11 17:06:47 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <25431@sdcc6.ucsd.edu>
Source record: 46516

In article <11551@star.cs.vu.nl> rfschaa@cs.vu.nl (Schaaf R F) writes:
>Hi,
>
>Does anyone know whether it is possible to use Gemdos calls from
>code that replaces part of Gemdos (i.e if I write code to replace
>some call, say `Fsfirst', is there a way to use calls like `Fopen'
>from that code)?
>
>Please note that I am looking for a way to do it in a documented way,
>not some kind of hack that works on TOSx.y and not on other versions.
>
>Please let me know,
>
>Richard Schaaf (rfschaa@cs.vu.nl)

I posted a similar query about a year ago, and lucky me, I still
have the replies. Hope these help!

----------=========== CUT HERE <==========----------
From: roeder@robin.cs.uni-sb.de (Edgar &)
Subject: Re: How can I find current DTA address w/o using TRAP #1?
Message-ID: <ROEDER.90Oct1153314@robin.cs.uni-sb.de>
Date: 1 Oct 90 14:33:14 GMT
References: <5429@bdt.UUCP>
Sender: news@sbsvax.cs.uni-sb.de
Organization: Universitaet des Saarlandes, Saarbruecken (W-Germany)
Lines: 20
In-reply-to: ADAM_TILGHMAN@bdt.UUCP's message of 29 Sep 90 20:59:53 GMT

In article <5429@bdt.UUCP> ADAM_TILGHMAN@bdt.UUCP writes:

> I can't find the current DTA address; is there any way that I can
> do this while processing a TRAP #1?

The current process' DTA address is recorded in the basepage which can
be derived from the act_pd system variable (this in turn is recorded
in the sys_base (the first few bytes after the ROM-start) for TOS
versions >= 1.2).

BTW.:
You should be able to call trap #1 recursively if you do it inline
(for example in assembler) and avoid library routines that save the
return address in a static memory location. The shell that i am using
(Master) calls trap #1 very often in this way (even from inside a
bios-trap --- but that's another story).

Hope this helps!

- Edgar
Article 11472 (8 more) in comp.sys.atari.st:
From: csbrod@medusa.informatik.uni-erlangen.de (Claus Brod)
Subject: Re: How can I find current DTA address w/o using TRAP #1?
Message-ID: <3140@medusa.informatik.uni-erlangen.de>
Date: 1 Oct 90 10:51:23 GMT
References: <5429@bdt.UUCP>
Organization: CSD, University of Erlangen, W-Germany
Lines: 35

ADAM_TILGHMAN@bdt.UUCP writes:

> I am in the middle of a project and have come upon an obstacle... I am
>using an external PD program, but in order to get it to do what I want
>I need to trap all FSFIRST/FSNEXT calls (in order to substitute my own
>filenames), as well as FOPEN() calls (to change the filename to suit my
>needs). So far I have this working perfectly EXCEPT for the fact that
>I can't find the current DTA address; is there any way that I can
>do this while processing a TRAP #1?
Experience tells me that you can call a GEMDOS function in your own
trap #1 handler _before_ executing the actual function desired by the
user or OS. So build a trap handler, analyse what you get on the
stack (beware of the difference between 68000 and 68010/20/30/40),
then call Fgetdta (save those registers!), then call the desired
function. Worked for me, but I don't know if this is a documented
feature, so please don't blame me if it won't work. It just seems
logical if you look at the way the GEMDOS trap handler works.

Do you _really_ need to know things like that? Another method comes
to my mind: If you're linked into the GEMDOS trap you can also
follow any manipulation of the current DTA address by tracing
Fsetdta calls (watch out for those Pexec calls that place the
default DTA into the basepage). Sounds much cleaner to me, but then,
--MORE--(81%)
this method assumes that DTA addresses are only changed by Fsetdta
and Pexec calls and that GEMDOS doesn't change them internally.

Good luck,

CB

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Piet Hein)
csbrod@medusa.informatik.uni-erlangen.de

From: apratt@atari.UUCP (Allan Pratt)
Subject: Re: How can I find current DTA address w/o using TRAP #1?
Message-ID: <2318@atari.UUCP>
Date: 1 Oct 90 18:15:29 GMT
References: <5429@bdt.UUCP>

Organization: Atari Corp., Sunnyvale CA
Lines: 30

ADAM_TILGHMAN@bdt.UUCP writes:
>I need to trap all FSFIRST/FSNEXT calls (in order to substitute my own
>filenames), as well as FOPEN() calls (to change the filename to suit my
>needs)...
>I can't find the current DTA address; is there any way that I can
>do this while processing a TRAP #1?

Since you're intercepting trap 1 calls, this should be cake. Trap 1 is
not inherently non-reentrant, it's GEMDOS that makes it so. Your code
could make a "real" trap 1 call into GEMDOS for the Fgetdta call.

Making a "real" trap 1 call can be done two ways: either you replace
the old trap 1 vector, make your call, then write yours in again,
or your "fake" the trap 1 by creating a stack frame and jumping to
the old vector.

Any time you catch GEMDOS or BIOS traps, or create a trap or interrupt
stack frame, you should be sure to check the system variable "longframe"
at $59e (word). If it's nonzero, you are on a machine with "long
frames" -- an extra word on the stack after the SR and PC. Only the
68000 has short frames; every other 680x0 has long frames.

I am answering this in such detail because I want to forestall somebody
else pointing out that you can look in the current process' basepage for
its current DTA pointer. This is not a published fact, and therefore the
location and meaning of that variable is subject to change.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt
End of article 11425 (of 11484)--what next? [npq]

----------==========> CUT HERE <==========----------

-- Adam

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3970. Re: Good MiNT-compatible programs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-11 18:43:31 UTC
From: rdo@sys6626.bison.mb.ca
Message-ID: <93L0aB1w164w@sys6626.bison.mb.ca>
Source record: 46503

atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
>
> Is there a MiNT-compatible version of Elvis floating around? The
> only ST port that I've seen not only crashes MiNT, but is hard-wired
> for vt52 - not good when running MGR! ....

If someone knows of such an animal, please post your information. I too
would be interested in running elvis with MiNT.

Thanks.

--- (Russell Ochocki) a user of sys6626, running waffle 1.64
E-mail: rdo@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

3971. How do I access the second serial port of the MEGA STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-11 18:59:55 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1991Nov11.185955.2768@donau.et.tudelft.nl>
Source record: 46514

How do I access the second serial port of the MEGA STe?
I vaguely remember a new OS call to select one of the ports as
the serial port as used for AUX:, but I don't know the details.

Thank you in advance for any information.

=-=-=-

3972. Re: Increasing memory on 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-11 19:45:42 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91315.144542JJMCWILL@MTUS5.BITNET>
Source record: 46512

I could have sworn I saw an upgrade that uses SIMMS in a standard ST.
I will try to look through some magazines and stuff and come up with some
sort of list of upgrades thare are currently being advertised/offered
by various companies. It's not much but at least it may give you an idea
of what's out there.

Jeff

3973. MIDI interrupts, etc...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-11 19:55:31 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1991Nov11.195948.26722@ryn.mro4.dec.com>
Source record: 46510

Hi,

I'm curious as to the statement about "the OS is not the problem"...

I have a REAL OLD ST, and assumed that the OS was the problem. I originally tried to use the sub vectors, 1 for mouse, 1 for keyboard, 1 for MIDI, etc., but I still lost bytes...

I found that the vector at (hex) 118 is what is jumped to whenever a level 6 interrupt is encountered. My code therefore has to handle keyboard, mouse, joystick, and MIDI. I have found that I will NOT lose bytes if the code is written properly.

I did however have to rewrite the mouse, keyboard, MIDI and joystick handlers. I sure learned a lot, and and I'd be willing to post a .PRG that is a demo of my "windowing" system, if anyone wants to see it. As I've spent 3 years working on this stuff, I'm really hesitant to post source though!!

John

3974. Re: Good MiNT-compatible programs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-11 22:32:32 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <14730@castle.ed.ac.uk>
Source record: 46504

If you are after MiNT software lancs.pdsoft is always a good place to try, they have everything I know of written for MiNT including a rather nice version of BASH.

==========

simonk@castle.ed.ac.uk (JANET) aka Simon Kinahan
"Nerd and Proud of it"

3975. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-11 22:45:37 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <14731@castle.ed.ac.uk>
Source record: 46505

All this is all very well except
a) nobody has answered the original question of how to write a
CPX in a legal fashion.
b) everybody on this newsgroup must know already that our lives
would be much easier if Atari would give developer's docs to humble
mortals and must also know that the chance of this being done is
just about nil.

As for new CPX's already written I saw some on lancs.pdsoft but they
did not look very good. As I see it the role of a CPX in the system is
to control some other TSR utility or such thingnot to act as an
alternative DA.

==========
simonk@castle.ed.ac.uk (JANET) aka Simon Kinahan
"Nerd and Proud of it"

3976. Re: Using Gemdos from Gemdos

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-11 22:50:06 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <14732@castle.ed.ac.uk>
Source record: 46506

rfschaa@cs.vu.nl (Schaaf R F) writes:

>Does anyone know whether it is possible to use Gemdos calls from
>code that replaces part of Gemdos (i.e if I write code to replace
>some call, say `Fsfirst', is there a way to use calls like `Fopen'
>from that code)?

>Please note that I am looking for a way to do it in a documented way,
>not some kind of hack that works on TOSx.y and not on other versions.

It ought to be, although I am not certain I think that if a piece of
code catches a TOS trap handler before TOS gets to know about it then if
you change back yo user mode you can call anything, even the AES, MiNT
certainly catches Gemdos, BIOS and XBIOS calls.

==========
simonk@castle.ed.ac.uk (JANET) aka Simon Kinahan
"Nerd and Proud of it"

3977. Re: Scheme for atari

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-11 22:54:04 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <14733@castle.ed.ac.uk>
Source record: 46508
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

mandel@forwiss.uni-passau.de (Luis Mandel) writes:

>Does anybody know if there is an interpreter SCHEME public domain for ATARI ?
>Many thanks

Yes XSHEME available on lancs.pdsoft (sorry I don't know the numeric
address but if you mail me I can find it out for you). This version has
OOP extensions but also contains normal SCHEME as a subset.

==
simonk@castle.ed.ac.uk aka Simon Kinahan
:-) Nerd and Proud of it (-:

3978. Atari Archive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-11 22:59:49 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <14734@castle.ed.ac.uk>
Source record: 46509

Do you have to be a registered developer to log on to atari.archive ?
I have tried to get in but it wants an ID and password. As it is
supposed to be the only decent supply of pd software fro the atari this
is slightly upsetting.

simonk@castle.ed.ac.uk aka Simon Kinahan

3979. Re: Good MiNT-compatible programs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 00:27:18 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Nov11192718@wookumz.gnu.ai.mit.edu>
Source record: 46511

In article <25322@sdcc6.ucsd.edu> atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
> Is there a MiNT-compatible version of Elvis floating around? The
>only ST port that I've seen not only crashes MiNT, but is hard-wired
>for vt52 - not good when running MGR! On a somewhat-related note,
>is there a version of less that's MiNT compatible? [if not I'l
>scrape up the source, but no sense in reinventing the wheel!]

I can't help you with Elvis but I did compile Less under MiNT. I want
to recompile it with the newest MiNT libs and do a little testing
under MiNT 0.9, and then I'll post it on atari.archive. Look for it
early next week.

-entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

3980. Re: Using Gemdos from Gemdos

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 00:41:35 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov11.194135.215@uwovax.uwo.ca>
Source record: 46513

In article <11551@star.cs.vu.nl>, rfschaa@cs.vu.nl (Schaaf R F) writes:
> Does anyone know whether it is possible to use Gemdos calls from
> code that replaces part of Gemdos (i.e if I write code to replace
> some call, say `Fsfirst', is there a way to use calls like `Fopen'
> from that code)?

Well, if you've caught the trap #1 vector then your code is not "in"
Gemdos when it's executing, so it's certainly possible to make Gemdos
calls from it by building the appropriate kind of exception frame
(depending on the processor type) including a return address to your
own code, and then jumping to the previous trap #1 vector.

However, replacing parts of Gemdos is not something to do lightly.
There are all sorts of complications (for example, in order for Fsfirst
to work properly it needs to know the current working directory and
the current drive), and there are also potential problems with
compatibility with future versions of TOS.

Is it really necessary for your code to replace trap #1?
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

3981. Re: How can I format floppies fast?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 01:41:41 UTC
From: adamd@rhi.hi.is
Message-ID: <3847@krafla.rhi.hi.is>
Source record: 46518

In <1991Nov10.113217.15116@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

[about my comments on the handling of the Write-Track command (special meaning of FDC control bytes not ignored during sector-data portions of the track)]

>Funny thing is that ALL of the Western Digital chips
>work that way, so are they all wrong, this is the way they are made.....

Exactly what I was saying, and probably true for other types of controller also (765 ?), but why so? It is still a bug, whether deliberate or accidental. Give me one good use for it and I'll call it a feature.

--
Adam David.
(adamd@rhi.hi.is)

3982. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 02:31:24 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Nov12.023124.7455@actrix.gen.nz>
Source record: 46517

In article <1991Nov10.123032.83482@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
> I agree whole-heartedly with these sentiments...
>
> I have just inquired into how to become a registered developer... but I have
> been put off by the 300 pound price-tag and the draconian non-disclosure
> agreement.. Officially, if you sign the agreement, ALL details about Atari
> computers are a commercial secret!
>
> This means that even 5 year old GEM documents are restricted!
>
> Please Atari, make the normal development documents available to normal users
> like even IBM does! (I wouldn't say IBM were a free and easy organisation)
>
> Without these documents generally available how does Atari expect to have
> software written for machines?
>
> Why doesn't Atari do as Commodore do, publish the documents in a series of
> manuals via a well known publisher? They would get all the royalties.
>
> Steve
>
> Addresses:-
> JANET: ucacmsu@uk.ac.ucl
> INTERNET: ucacmsu@ucl.ac.uk

You are a bit out of Date with this..Atari does have a 2 tier
Developer support now, has been on for some years..

One at $300 and the othere for $125, the $125 is for Hobby programers,
and you can't get cheap hard ware deals from Atari with that option..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3983. Mega4 expansion bus

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 03:02:30 UTC
From: jhp@sactoh0.sac.ca.us
Message-ID: <1991Nov12.030230.10106@sactoh0.sac.ca.us>
Source record: 46522

If anyone out there know where I can find the connector for the Mega4 expansion bus, e-mail me and let me know where you found it at. I've been trying to track one down for awhile now and I can't find one. Any and all help is greatly appreciated.

--

- Usenet : jhp@sactoh0.SAC.CA.US -
- UUCP : ames!pacbell!sactoh0!jhp (or so I've been told) -
"There's a lesson here somewhere." --Space Ghost

3984. Re: The Cartridge Port - How to use.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 08:06:53 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <15675@uhccux.uhcc.Hawaii.Edu>
Source record: 46523

This info comes from looking in the Abacus ST Internals book and I hope
other people can add corrections!

The memory area for the cartridge port starts at $00FA0000 and spans
thru 128 KB (ends at $00FBFFFF).

A ROM would have to configured in this way:

Memory Data
------ --
FA0000 ABCDEF42 (designates a user ROM cartridge)

[The next two longwords are a pair of pointers and you can have as many
pairs as you like. The last set should have the first pointer set to
a long zero (four zero bytes)]

FA0004 (either a long zero or a pointer to next pair of pointers)

FA0006 (pointer to user init routine. the address should begin
on a 2, 4, or 8 (ex. FAF002, FAB004, FAFF06, etc.) because
the D0 register tests a bit against the pointer in the
TOS ROM routine.

Jack

3985. advice on using the STe Parallel Port as a control port?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 13:36:54 UTC
From: gerry@seq1.keele.ac.uk
Message-ID: <1800@keele.keele.ac.uk>
Source record: 46524
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I am posting this for a friend so this is all the info I have:-

Does anyone have experience/advice about the software side of using the
STe Parallel Port as a bit by bit input/output control port
for lego-like motors and sensors? Is it just a matter of putting a
signal on and doing a read, then masking to get the input bits?
Plus any advice on the hardware side so that I don't destroy the MFP.
Have any PD programs been posted that do this sort of thing?

any replies, by email to me, gratefully received.

gerry
--
gerry pratt -- workstation support -- university of keele
email: gerry@seq1.keele.ac.uk * telephone : 0782 583072
"these opinions are mine, mine, Mine.....ALL MINE I TELL YOU!"

3986. Re: Needing ML (Meta Language) for the ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 15:01:24 UTC
From: stabl@fmi.uni-passau.de
Message-ID: <1991Nov12.150124.25140@forwiss.uni-passau.de>
Source record: 46525

In article <1991Nov7.134440.3670@forwiss.uni-passau.de> I wrote:
> I will upload my port of Standard ML (Edinburgh versions 3.? and 4.0) to our
> ftp server forwiss.uni-passau.de (directory /pub/sml/atari) next weekend.

The stuff is on the server:
279 Nov 12 15:32 README
214097 Nov 12 15:30 sml33.zoo
195029 Nov 12 15:30 sml40.zoo

I used the new zoo to pack the files.

Regards
Robert Stabl.
--
>>>>>>>> Robert Stabl <<<<<<<<<<<<<<< stabl@fmi.uni-passau.de <<<<<<<<
> Dept. of Computer Science <>>>>>>>>>>>> (NeXTmail welcome) <<<<<<<<<<
>>>> University of Passau <<<>>>>>>>>>> Phone: +(49)851/509-711 <<<<<<<<
>>> D-8390 Passau, Germany <<>>>>>>>>>> Fax: +(49)851/509-497 <<<<<<<<<

3987. MiNT 0.91

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 15:16:04 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov12.101605.219@uwovax.uwo.ca>
Source record: 46526
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

MiNT 0.91 is now available at atari.archive.umich.edu, and has been sent
to comp.{binaries,sources}.atari.st (I had asked the moderator to hold
onto MiNT 0.9 until the newer version was available).

ksh works under this version of MiNT (if anyone knows Guy Gascoigne, please
tell him to change the string "x:/*.%03d" to "x:*.%03d" in the next
version of ksh; MiNT now longer officially supports '/' in place of '\\',
although I did put a hack into Fsfirst so that ksh will continue to work).

Also, programs linked with dLibs (including the sozobon C compiler) will
work under this version of MiNT, so the problems people have noted with
less and elvis *should* go away (let's keep our fingers crossed :-).

Finally, there were a couple of bug fixes, and some streamlining of the
memory allocation functions that should reduce memory fragmentation a bit.
If you've been having compatibility problems with MiNT 0.9, by all means
get the newer version!
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

3988. Re: Good MiNT-compatible programs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 16:10:47 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <25448@sdcc6.ucsd.edu>
Source record: 46531

In article <14730@castle.ed.ac.uk> simonk@castle.ed.ac.uk (Simon Kinahan) writes:
> If you are after MiNT software lancs.pdsoft is always a good place to
>try, they have everything I know of written for MiNT including a rather
>nice version of BASH.

Is "lancs.pdsoft" an FTP site (I pray?), a disk library(has
possibilities), or a BBS (not unless a suitcase of money falls on
me!)?

-- Adam

>==
> simonk@castle.ed.ac.uk (JANET) aka Simon Kinahan
> "Nerd and Proud of it"

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3989. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 16:19:59 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <25449@sdcc6.ucsd.edu>
Source record: 46534

In article <1991Nov12.023124.7455@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>You are a bit out of Date with this..Atari does have a 2 tier
>Developer support now, has been on for some years..

Well, he's from the UK - from what I hear, Atari UK is not quite as user-friendly and supportive of its users/developers as Atari US is (I have no idea about Atari in NZ). [I thought I'd never hear myself saying that about Atari US - I'll roll over in my grave now :-) :-)
>
>One at $300 and the othere for $125, the $125 is for Hobby programers,
>and you can't get cheap hard ware deals from Atari with that option..

Not to mention the fact that the "Tier II" developers get a large chunk of developer's material at one time, but have to pay a yearly fee in order to receive access to updates (the fee is something like $80) - BTW, are you quoting US$125/300, or NZ$125/300?

>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

3990. Help on dint() function call

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 17:32:58 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <2210.291faddb@sleepy.bmd.trw.com>
Source record: 46527

In the following code the call "dint" does not work correctly. The value of min1 is -2.00 after the calculation, when it should be on the order of 725,770. The code is pulled from a larger program with the necessary data setup for testing simplicity, so don't flame me on style.
Can anyone see something I've done wrong?

This is done with version 2.1 of LaserC from Megamax. I suspect the compiler but am not 100 % confident of that. I haven't gone back to 2.0 where I believe dint worked before. Megamax is out of town for the week so no info there (yet).

```
/*************************************************************/
/* JULDAY.C 11/11/91 */
double start;
int start_year, start_month, start_day;

/*************************************************************/
double
julday(y, m, d)
int y, m, d; /* year, month, day */
{
static int difm[] = {0, 0, 31, 59, 90, 120, 151,
181, 212, 243, 273, 304, 334};
double min,min1;

if (y%4 == 0 && y%100 || y%400 == 0) /* leap year */
if (m > 2) /* after Feb */
++d; /* Feb had an extra day */

if (y >= 0)
--y;

min1 = dint(y*365.25) - dint(y*0.01); /* here's the problem line*/

min = min1 + dint(y*0.0025) + difm[m] + d + 1721424.5; /* this dint also */

return min;
}

main()
{
start_year = 0;
start_month = 9;
start_day = 15;
start = julday(start_year+1988,start_month,start_day);
printf("start = %6.4f\n",start);
}
```

thanks for any help
Jim Harres jharres@doc.bmd.trw.com

3991. Re: Increasing memory on 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 18:48:47 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3381@cod.NOSC.MIL>
Source record: 46532

I have the JRI SIMM board in my 1986 1040STF. Been in there a year or so I think. Email me if you want addresses. It takes some soldering (fortunately a friend of mine was born with a soldering iron instead of a silver spoon).

Mike Healy

healy@cod.nosc.mil

3992. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 20:56:52 UTC
From: bigham@acpub.duke.edu
Message-ID: <311@news.duke.edu>
Source record: 46529

From the Holy Book of <1991Nov12.023124.7455@actrix.gen.nz>
as spake by Roger.Sheppard@actrix.gen.nz (Roger Sheppard) :
>You are a bit out of Date with this..Atari does have a 2 tier
>Developer support now, has been on for some years..
>
>One at $300 and the othere for $125, the $125 is for Hobby programers,
>and you can't get cheap hard ware deals from Atari with that option..

That's $125 + $50/yr renewal fee, isn't it? That's still an awful lot for the
hobbyist who doesn't plan on making money from his programs.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

3993. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 21:04:24 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1991Nov12.210424.24933@demon.co.uk>
Source record: 46447

Atari UK are going to start selling the FULL docs as a hobbyist scheme soon.
You only get the docs and not the software like the developers pack has but
it should be a lot cheaper (75 pounds?).

Regards
Iain
****
* Iain R Laskey *
* ilaskey@cix.compulink.co.uk *
****

3994. MFP problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 21:23:06 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1991Nov12.212306.20520@infoserver.th-darmstadt.de>
Source record: 46528

```
Here is a little something that has puzzled me for years, but now
that I am actually being bitten by this strange behavior in an actual
program, I figure I might get some help from the mighty c.s.a.s.t
community.
--- Cut ---
start:
clr.l -(a7) ; First load TEMPLEMON
move.w #$20,-(a7) ; (void) Super(0L);
trap #1

loop:
bset #6,$FFFFFA15 ; enable (mask) keyboard IRQ
bclr #6,$FFFFFA15 ; disable (unmask) keyboard IRQ
bra.s loop ; now move the mouse (what the f...??)
---- Cut ---

Hint: The MFP vector registers high nybble gives $40, which happens
to coincide with the exception we get. SYS_MON sez spurious interrupt
Level 0 (might be NMI, don't know fer sure). Looks like an auto-vector
thing is happening, but why ?

Nat!

PS.: In my program I set $40 to an RTE and everything works well.
PPS.: Yeah, I could have done LEA $FFFFFA15,(A0) MOVEQ #6,D0 BCLR D0,(A0)

--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
```

3995. Re: Atari Archive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 21:45:05 UTC
From: freds@hpcc01.corp.hp.com
Message-ID: <1550003@hpcc01.corp.hp.com>
Source record: 46540

I interested in your responses, please post
thx,

3996. Upgrades available 4 the MEGA ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 21:53:06 UTC
From: freds@hpcc01.corp.hp.com
Message-ID: <1550004@hpcc01.corp.hp.com>
Source record: 46441

What upgrades are available for the old MEGA ST?

Did Small ever release the 68030 upgrade? Please
post as a response here.

Thanks,

If there are upgrades, what problems have you encountered
with the upgrade, e.g. Installation, compatibility, Documentation
Support, i.e. any flurps problems?

| Fred Saavedra Hewlett-Packard Company |
| R&D Software Engineer |
| Instrument Support Tools Lab Systems Support Division |
| freds@hpprsd1.mayfield.hp.com 100 Mayfield Ave |
| HPDesk Fred Saavedra/HP5000 Mountain View, CA 94043 |

I speak for myself not Hewlett-Packard Company

3997. Re: sozobon c problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-12 23:28:36 UTC
From: jmb8302@tamuts.tamu.edu
Message-ID: <5882@tamsun.tamu.edu>
Source record: 46530

What is the correct method for loading and using external fonts?

I've created two fonts. For the first font I used the font_editor

that comes with Degas Elite. For the other font I used the FED font

maker(You can save it as .FED,.O, or .C)

The problem I have is that no matter what I do, my fonts are never

used by the system! Here's what I've tried:

I. I've used vst_load_fonts(handle,select) and vst_font(hadle,font)

with GDOS loaded. The fonts load up fine, but when I use

vst_font(handle,font) the system bombs.

II. I've tried to load my font into an area in memory, then place its

address into the TOS font loacation address ($8820)

The problem is that in all the books I have read, EVERY one of

them gives a different address where the system font resides.

For example some say it is:

$8820

$FFF2

$388

C

$1C8

$016

$054

Well, I think you get the picture. What I want to do is

have the system variable that points to the address of the

system font point to my font instead.

(ex: my_font holds address of my font

say that $fff2 holds address of system font

```
also a0 = 0

move.l my_font,$fff2(a0)

)
```

Actually what is the memory location that holds the address of the

system font???

Thanks,

Jeff Bilger

[%%%

3998. Hooking up ADC through parallel port

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 02:41:39 UTC
From: youngmw@sage.cc.purdue.edu
Message-ID: <25624@mentor.cc.purdue.edu>
Source record: 46535

I am _trying_ to wire a ADC0804 to my parallel port.
Does anybody know how to sync the CS, RD, and WR???
I get a low pulse from the Strobe (pin 1 of parallel port) when the
computer wants data, and a constant high from Busy (pin 11 of parallel port)
If anybody can help I would be forever grateful.

Aaron

3999. Re: Good MiNT-compatible programs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 03:07:11 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Nov12220711@wookumz.gnu.ai.mit.edu>
Source record: 46536

In article <25448@sdcc6.ucsd.edu> atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
Is "lancs.pdsoft" an FTP site (I pray?), a disk library(has
possibilities), or a BBS (not unless a suitcase of money falls on
me!)?

lancs.pdsoft is an archive site that is accessible only from within
sites in the ".uk" domain. You cannot use it since you are at a
".edu" site (United States.)

entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

4000. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 03:12:11 UTC
From: covert@cactus.org
Message-ID: <9855@cactus.org>
Source record: 46538

In article <1991Nov12.023124.7455@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <1991Nov10.123032.83482@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>> I agree whole-heartedly with these sentiments...
>>
>> I have just inquired into how to become a registered developer... but I have
>> been put off by the 300 pound price-tag and the draconian non-disclosure
>> agreement.. Officially, if you sign the agreement, ALL details about Atari
>> computers are a commercial secret!
>>
>> This means that even 5 year old GEM documents are restricted!
>>
>> Please Atari, make the normal development documents available to normal users
>> like even IBM does! (I wouldn't say IBM were a free and easy organisation)
>>
>> Without these documents generally available how does Atari expect to have
>> software written for machines?
>>
>> Why doesn't Atari do as Commodore do, publish the documents in a series of
>> manuals via a well known publisher? They would get all the royalties.
>>
>> Steve
>
>You are a bit out of Date with this..Atari does have a 2 tier
>Developer support now, has been on for some years..
>
>One at $300 and the othere for $125, the $125 is for Hobby programers,
>and you can't get cheap hard ware deals from Atari with that option..
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***

This is just another example of why the Atari market is
so dead here in the USA. Atari Corp has never allowed much
offical documentation to be published. And when some magazines,
most noticable some UK mags, tried to publish details of TOS,
Atari Corp threatened them with everything.

So, as a result you have no reliable source of programming hints
for developing software on the ST.

compare the Atari situation to that of the Apple Macintosh. Apple
has encouraged the release of programming tech notes, to the
extent that you release them on the networks. So, the result
is that you can buy a dozen books on programming the Mac, most

noticably the "Inside Macintosh" series.

So, is it any wonder that little or no new software is being written
by the small home hacker?

Also compare the ST/TT to the UNIX and X Windows market. There are
hundreds of books out for writing old fashioned character oriented
UNIX programs. And now there are tens, or maybe hundreds, of books
showing how to program X Windows, MOTIF, and OPEN LOOK programs.
All of these book enable individual programmers to write programs,
which means there will be more programs out.

It is no wonder that there isn't a single ST/TT programming book
still in publication. All of the COMPUTE! books are out of print.

As long as Atari Corp treats TOS programming as some great trade secret
you won't find any definitive books on TOS/AES/VDI books. At least
none that will agree with Atari.

So, if you want a machine that allows you to hack, then buy a
UNIX X windows machine, or a Mac, or an IBM PC clone. At least
with these machines you can get docs on programming!!
--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

4001. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 03:15:50 UTC
From: covert@cactus.org
Message-ID: <9856@cactus.org>
Source record: 46539

In article <707@olymp.informatik.uni-bonn.de> volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
>In article <1991Nov06.100241.3454@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>>I found a CPX construction set on a local BBS. It is from Atari
>(...)
>>can upload this doc to the internet (Did you read this, Allan?... hint, hint)
>
>This sounds like the CPX doc that registered developers get from Atari.
>Although I would like to see this freely available for all ST hackers, I must
>ask you not to post this anywhere. This would only reduce the amount of info
>that Atari does make available to us developers.
>
>--
>Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt

Geez, what is the big deal about releasing a doc file showing
how to write CPX programs?

Doesn't Atari want CPX programs written??

why does Atari Corp go out of their way to stifle programming
for the ST/TT??

Why can't Atari just release said notes to the entire community
and not to some favored few??

Is Atari hurting for cash so much that it has toblackmail
individuals?? Pay me $$ or you will never see docs on programming
the ST/TT!! Geez, just release the docs!!

.
.
.
.
.
.
.
.
.

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

4002. ACCs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 08:22:31 UTC
From: harryk@bucsf.bu.edu
Message-ID: <93818@bu.edu>
Source record: 46537
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello netters,

does anyone know how can an accessory find which application is currently
running when it gets an AC_OPEN event? (I'm interested in either the name
of the application or the application's aes-handle)

Thanks in advance...

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@bucsf.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu

4003. desktop.inf and fileviewing

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 08:40:15 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1991Nov13.084015.19026@daimi.aau.dk>
Source record: 46533

[This may be common knowledge, but the following trick was new to me.]

The following trick will enable you to view any file with a program of your own choice, just by double-clicking on the file.

Install the program as normal with some (actually any) extension. Save your desktop and load desktop.inf into your favorite editor. Now find the line that correspond to the installation of the fileviewer, and move that line up BEFORE the lines that determines what files are executables. Furthermore edit the extension to *.*@

After doeing this, my desktop.inf looks like this:

```
#a000000
#b000000
#c77700070006000700552005055522207705570750555077031111103
#d
#E 78 13
#W 00 00 00 03 4C 0C 08 C:\APPL\*.*@
#W 00 00 02 0B 4C 09 00 @
#W 00 00 0A 0F 34 09 00 @
#W 00 00 0E 01 34 09 00 @
#M 02 00 00 FF D HARDDISK@ @
#M 01 00 00 FF C HARDDISK@ @
#M 00 00 00 FF A FLOPPY DISK@ @
#T 00 07 02 FF TRASH@ @
#F FF 04 @ *.*@
#D FF 01 @ *.*@
#P 03 04 C:\BIN\MANPAGER.TTP@ *.*@
#G 03 FF *.APP@ @
#G 03 FF *.PRG@ @
#P 03 FF *.TTP@ @
#F 03 04 *.TOS@ @
#G 03 04 C:\APPL\UTIL\DIVERSE\CMD\CMD.PRG@ *.CMD@
#G 03 04 C:\TEX\SHOWDVI\SHOWDVI.PRG@ *.DVI@
#G 03 04 C:\APPL\UTIL\DIVERSE\TOM_SHEL\TOMSHELL.PRG@ *.TOM@
```

As you can see, the viewer (in my case c:\bin\manpager.ttp) is now placed before the *.APP and *.PRG stuff.

The trick is that the document type for c:\bin\manpager.ttp is *.* which matches anything. Therefore it must be the last pattern tried by the desktop. The desktop searches the list in reverse order, therefore the entry must be first. Otherwise any other program would be seen as a document for the manpager, including any executable file!

I tried it yesterday and it really worked. I have TOS 1.4, but I suspect that it should work under older versions as well.

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

4004. Re: Gnumake under Hisoft Craft shell

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 09:25:59 UTC
From: dxper@dtek.chalmers.se
Message-ID: <6773@chalmers.se>
Source record: 46443
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

covert@cactus.org (Richard Covert) writes:

>What is the CRAFT Shell?

It is a shell which has a lot of features similar to those found in Unix
systems. It is more or less CSH/KSH style. It has got history and aliasing.

The best thing with this shell is that it enables the use of '/' instead
of '\' in pathnames and I've been using it for almost 2 years now.

It has very few bugs although I have heard that it doesn't like STE systems.

It also comes with an editor which is quite good if you take the time to
learn how to use it efficiently.

>Also, I am under the impression that Lattice C Ver 5.06 doesn't
>have a complete UNIX style 'cc' command so you can't use GNU Make
>(or any other make) with it.

That's partly true. It doesn't for some obscure reason not come with a
"standard" cc interface and it's a pain not to have one. Lately, however,
I have got around this and started using GnuMake so apparently it is
possible to use it with a make ...

>I own LC5, but my last update was last January to version 5.06.02.
>what is your latest version over there?

I'm not sure but it sounds like the version I have. I'll look it up and
mail you ...

--
.............................Andrew Olausson.................................
............................Systems Architect...............................
.........................dxper@dtek.chalmers.se............................
.............................pao@proxxi.se.................................

4005. Re: Using Gemdos from Gemdos

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 10:49:15 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <690029353.13555@minster.york.ac.uk>
Source record: 46450

In article <11551@star.cs.vu.nl> rfschaa@cs.vu.nl (Schaaf R F) writes:
>Hi,
>
>Does anyone know whether it is possible to use Gemdos calls from
>code that replaces part of Gemdos (i.e if I write code to replace
>some call, say `Fsfirst', is there a way to use calls like `Fopen'
>from that code)?

You've got to fake a TRAP #2 call. Your GEMDOS intercept routine should know the address of the previous handler -- what you have to do is put the right things on the stack and jump to that address. Don't forget to check _longframe at $59E, as this will tell you whether you need an extra word on the stack for processors > 68000.

>Please note that I am looking for a way to do it in a documented way,
>not some kind of hack that works on TOSx.y and not on other versions.

This should work on all TOS versions (unless, of course, I'm mistaken)

>Richard Schaaf (rfschaa@cs.vu.nl)

Mathew Lodge	"Baldrick, are the words 'I have a cunning plan'
mjl-b@minster.york.ac.uk	heading towards this conversation with ill
Summer: lodge%alsys@uknet	deserved confidence?" -- Blackadder III

4006. Re: sozobon c problems

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 11:00:26 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <690030026.13748@minster.york.ac.uk>
Source record: 46451

In article <5882@tamsun.tamu.edu> jmb8302@tamuts.tamu.edu (Jeffrey Matthew Bilger) writes:
> [double line spacing removed]
>What is the correct method for loading and using external fonts?

>I've created two fonts. For the first font I used the font_editor
>that comes with Degas Elite. For the other font I used the FED font
>maker(You can save it as .FED,.O, or .C)

I am not familiar with either of these packages, but it doesn't sound as if
they create fonts in GEM .FNT file format. You need a Font editor that does
(I highly recommend Fontkit Plus 3 from the ST Club, BTW)

>The problem I have is that no matter what I do, my fonts are never
>used by the system! Here's what I've tried:
>
> I. I've used vst_load_fonts(handle,select) and vst_font(hadle,font)
> with GDOS loaded. The fonts load up fine, but when I use
> vst_font(handle,font) the system bombs.

How do you know your fonts are loaded? It sounds as if they're _not_ loaded
(this will be true if your fonts are not in GEM format, and if you haven't
set up ASSIGN.SYS correctly)

> II. I've tried to load my font into an area in memory, then place its
> address into the TOS font loacation address ($8820)
>
> The problem is that in all the books I have read, EVERY one of
> them gives a different address where the system font resides.

[examples deleted]

> Well, I think you get the picture. What I want to do is
> have the system variable that points to the address of the
> system font point to my font instead.

They're all wrong -- this location is not fixed. It used to be possible to
find the address of the system font using the A-Line variables, but these
are now unsupported by Atari. If you want to find the TOS fonts, I suspect
that you'll have to do somthing dirty (like scanning low memory for something
that looks like a TOS font name!)

To use your fonts with GDOS you will have to:

1) Use a font editor that produces GEM .FNT files
2) Add your fonts to ASSIGN.SYS
3) Reboot
4) Use vst_load_fonts, vst_font and v_gtext as documented

> Thanks,
> Jeff Bilger

Mathew Lodge	"Baldrick, are the words 'I have a cunning plan'
mjl-b@minster.york.ac.uk	heading towards this conversation with ill
Summer: lodge%alsys@uknet	deserved confidence?" -- Blackadder III

4007. Re: desktop.inf and fileviewing

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 11:16:32 UTC
From: r0mill01@ULKYVX.BITNET
Message-ID: <1991Nov13.111632.13828@vlsi.louisville.edu>
Source record: 46442

In article <1991Nov13.084015.19026@daimi.aau.dk>, lynbech@daimi.aau.dk (Christian Lynbech) writes:
>[This may be common knowledge, but the following trick was new to me.]
[Info about the inf file]
>
>
>After doeing this, my desktop.inf looks like this:
>
>#F FF 04 @ *.*@
>#D FF 01 @ *.*@
>#P 03 04 C:\BIN\MANPAGER.TTP@ *.*@
>#G 03 FF *.APP@ @
>#G 03 FF *.PRG@ @
>#P 03 FF *.TTP@ @
>#F 03 04 *.TOS@ @
>#G 03 04 C:\APPL\UTIL\DIVERSE\CMD\CMD.PRG@ *.CMD@
>#G 03 04 C:\TEX\SHOWDVI\SHOWDVI.PRG@ *.DVI@
>#G 03 04 C:\APPL\UTIL\DIVERSE\TOM_SHEL\TOMSHELL.PRG@ *.TOM@
>
>
>I tried it yesterday and it really worked. I have TOS 1.4, but I suspect that
>it should work under older versions as well.

Be sure your inf file on pre 1.4 systems does not excede 1K

>
>
>Christian Lynbech
>
>DAIMI office: R0.32 phone: 5034
>University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

While it is undocumented, the
#F FF 04 @ *.*@
Line controls the default print file option (or at least that's what's been
reported on the net some years ago). My Desktop.inf contanins
#F FF 04 C:\ETC\TYPE.PRG *.*@
and that seems to work very well.

Robert Royar

4008. Re: Atari Archive

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 12:56:13 UTC
From: kemna@dutecai.et.tudelft.nl
Message-ID: <1991Nov13.125613.5501@donau.et.tudelft.nl>
Source record: 46452

simonk@castle.ed.ac.uk (Simon Kinahan) writes:

> Do you have to be a registered developer to log on to atari.archive ?
>I have tried to get in but it wants an ID and password. As it is
>supposed to be the only decent supply of pd software fro the atari this
>is slightly upsetting.

This is what is known as 'anonymous ftp'. So make the link and then:
USER ID: anonymous
PASSWORD : (your email adres)
This will get get you into a great number of sites.

Happy downloading,

Peter Donker

P.A. Donker Faculty of Architecture University of Technology Delft
The Netherlands
EMail kemna@duteca.et.tudelft.nl Europe

4009. Re: Good MiNT-compatible programs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 14:14:35 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1991Nov13.141435.119421@link-1.ts.bcc.ac.uk>
Source record: 46465

lancs.pdsoft, or as it should be written, uk.ac.lancs.pdsoft (or pdsoft.lancs.ac.uk in world order) is a public-domain archive for use by the UK academic community.

Unfortunately for the rest of the world, JANET (The UK academic network) is only just starting to use IP protocols. Most (ie 99%) of the JANET sites us the 1980 Coloured Book protocols over X25. This means that the archive is not available via FTP.

There is a light at the end of the tunnel though, as the machine at Lancaster University does have e-mail and a mail server system, but don't ask me how to use it!

Steve

Addresses:-
JANET ucacmsu@uk.ac.ucl or (in a few days) susher@uk.ac.csm
Internet ucacmsu@ucl.ac.uk or (as above) susher@csm.ac.uk

4010. sm124 goes left !

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 14:22:12 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <20725@hydra.Helsinki.FI>
Source record: 46444

I know this has been asked before, but I can't remember the answer...
so...
What's wrong and how do I fix this, when my good ol' atari B/W monitor
sm 124 has gone a little leftist ie. The picture is sliding closer to
the left edge of the screen... a litle bit closer every day ???

-will it eventually go out of the screen... ? no virus possible !

>>>

4011. Re: Using Gemdos from Gemdos

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 15:29:23 UTC
From: bkr@drdhh.hanse.de
Message-ID: <1991Nov13.162923.13252@drdhh.hanse.de>
Source record: 46480

rfschaa@cs.vu.nl (Schaaf R F) writes:
>Does anyone know whether it is possible to use Gemdos calls from
>code that replaces part of Gemdos (i.e if I write code to replace
>some call, say `Fsfirst', is there a way to use calls like `Fopen'
>from that code)?

[.hope.that.no.one.'ll.bust.me.for.that]

The way I do such things is:

On trap entry:
Preserve all your stack environment/regs:
(sr, pc, look for >68000 processors stuff).

Now, move your arguments to the stack and
then push all the stuff that is normally
pushed by a trap (sr,pc, see above).
Instead of the pc you should push an address
in your code to return to.
Now move.l old_gemdos_trap,-(a7)
rts
To jump into gemdos. Upon return don't forget
to adjust the stack ONLY for the parameters.

<<< THINK OF THE TT STACK STUFF !!! >>>

I think this isn't documented, but I can't
find anything illegal at it. It doesn't
use undocumented locations, it doesn't
rely on reentrancy and it doesn't change
any regs / status affairs.

If anybody thinks that I'm wrong, so please
tell me and the net community.

Greetings, Bjoern

--
bkr@drdhh.hanse.de - Bjoern Kriews - Stormsweg 6 - D-2000 Hamburg 76 - FRG

4012. STe @ 50Hz

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 15:39:38 UTC
From: ckchan@eeserv1.ic.sunysb.edu
Message-ID: <1991Nov13.153938.1934@sbcs.sunysb.edu>
Source record: 46448

Hello World,
Are there any ill effects from forcing a ST to run at 50Hz?
It seems that running a machine ar 50Hz, causes the graphics to be
clear especially in medium res., but the screen area is smaller.
Is there anyway to run the machine at 50Hz and at the same time
increase the size of the screen area to normal size.
Chi K. Chan
ckchan@eeserv1.ic.sunysb.edu

4013. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 15:59:13 UTC
From: ba331@cleveland.Freenet.Edu
Message-ID: <1991Nov13.155913.24077@usenet.ins.cwru.edu>
Source record: 46445

atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:

>In article <1991Nov12.023124.7455@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>>You are a bit out of Date with this..Atari does have a 2 tier
>>Developer support now, has been on for some years..

> Well, he's from the UK - from what I hear, Atari UK is not quite
>as user-friendly and supportive of its users/developers as Atari US
>is (I have no idea about Atari in NZ).

This is my experience: at Atari Italia they never heard about the two-tier policy !!! They are only selling the Development Kit to "professional software houses" (i.e. they are selling nothing :-) :-) ...)
... will anybody at Atari USA tell something to the Italian Staff, please ?!?

>>
>>One at $300 and the othere for $125, the $125 is for Hobby programers,
>>and you can't get cheap hard ware deals from Atari with that option..

> Not to mention the fact that the "Tier II" developers get a large
>chunk of developer's material at one time, but have to pay a yearly
>fee in order to receive access to updates ...

and every year this "secret stuff" you pay for is getting older and older ...

--

Massimo Oluzzi
"Politecnico di Milano" University.
Home: via Caravaggio, 9 - I-20040 BURAGO MOLGORA - ITALY
Phone: +39-39-662931
Internet: ele9110@cdc835.cdc.polimi.it (preferred)
ba331@Cleveland.freenet.edu

--
Massimo Oluzzi - Student at "Politecnico di Milano" University.
Home: via Caravaggio n. 9 - 20040 BURAGO MOLGORA (MILANO) - ITALY
Freenet: ba331@Cleveland.freenet.edu
Internet: ele9110@cdc835.cdc.polimi.it (preferred)

4014. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 16:40:27 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Nov13.104027.29680@doug.cae.wisc.edu>
Source record: 46446

I personally believe that if Atari did release inside technical notes
for thier machines, that there WOULDN'T be any software AT ALL....

Simply because people would look at TOS/GEM on the TT and wonder why and the
hell should they waste thier time?!

This way you have to sepnd a long time trying to figure out what is what,
and by the time you do, its too late, you have already written the program!

SO you mine as well sell it!

My second guess would be everyone would be embarrassed :). Every morning
Atari employees would have to show up for work with paper bags over thier
heads!

Not that I don't where one myself. :).

But as far as professionalism goes, I am very immpressed with the Apple
developers and Commodore documentation materials I find at your local
B-Dalton Software cellar.

They are very well done, and when a company
goes out of their way to publish in house materials to educate the
masses on how to get the most from their spending dollar, I think it
says a lot about the people who own the company and that they are committed
TO STAY.

So if you look at Atari in that light, its VERY expensive to own an ATARI.

Employed: Computer Aided Engineering Center - University Wisconsin - Madison
Major: Computer Science - Emphasis: System Design Tools, User Interfaces
Phone Home: (608) 264-3622 - Work: (608) 262-5349
Current Project: ITS NOT a GOOD VIDEO GAME. Thank You.

My Current Wife: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
Runs all Mac Software, quite nicely.
(Third Person US to own one)

4015. Drvmap() & Dfree()

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 18:16:52 UTC
From: harryk@bucsf.bu.edu
Message-ID: <93846@bu.edu>
Source record: 46449
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, it's me again with one more question:

I've written some code that shows the free space of a selected drive letter (including hd partitions)...using Drvmap() to find which drives are active and Dfree() to calc the free-space on the user selected drive.
The problem is that if the user selects drive B: he's asked to insert disk B: in drive A: (I don't have an external drive), and as soon as he does so the ST freezes, or bombs, or resets (totally unpredictable)...It is worth mentioning that this is an accessory program and that I have a MegaST 2 with TOS 1.2 (or 1.02).

Has this to do with the fact that both A: and B: drives are mounted on one physical drive? Is it a bug of Dfree() or what? I 've checked my code very carefully & don't find anything wrong...this is additionally confirmed by the fact that it's running fine with ALL other drives.

thanks in advance....

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@bucsf.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu

4016. Re: Help on dint() function ca

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 20:07:57 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1991Nov13.200757.19734@demon.co.uk>
Source record: 46455

```
Why not just cast it? i.e. min1 = (double)(y*365.25) - (double)(y*0.01);

Regards
Iain
******************************
* Iain R Laskey *
* ilaskey@cix.compulink.co.uk *
******************************
```

4017. Reading from cart port at 100kHz

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 21:48:13 UTC
From: reyy@vax5.cit.cornell.edu
Message-ID: <1991Nov13.164813.8657@vax5.cit.cornell.edu>
Source record: 46453

Greetings,

I am working on a project which will turn my ST into an
programmable IR remote control. (I got the plans from
an anonymous ftp site, which I don't know off the top
of my head, but could find if someone is interested.)

In order to be programmable, I need to sample other remotes'
output at a relatively high frequency. I want to read data
from the cartridge port at, say, 100kHz for about .5 seconds.

I am a recreational programmer (Pascal, C, some assembly), and I
want to know how to read from the cartridge port at a specific
frequency. Any hints, suggestions, warnings, questions will
be appreciated.

Please respond via e-mail or post to the net.

Thanks,
David S. Rowell
REYY@Vax5.cit.cornell.edu
.sig available upon request

4018. Re: MiNT 0.91

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 23:22:54 UTC
From: apratt@atari.uucp
Message-ID: <1991Nov13.232254.20919@atari.uucp>
Source record: 46454
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>ksh works under this version of MiNT (if anyone knows Guy Gascoigne, please
>tell him to change the string "x:/*.%03d" to "x:*.%03d" in the next
>version of ksh; MiNT now longer officially supports '/' in place of '\\',
>although I did put a hack into Fsfirst so that ksh will continue to work).

Actually, I think it would be better if he used "u:\\proc*.%03d" because
the X: nomenclature is (hopefully) going to go away one day. It's still
there for compatibility, but I hope it will not be there forever; it
pollutes the drive-letter-space to have X:, V:, Q: and U: tied up when
running MiNT. Using only U: is much better, I think, and is to be
encouraged for MiNT programming in general.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4019. Re: Upgrades available 4 the MEGA ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-13 23:47:16 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91317.184716JJMCWILL@MTUS5.BITNET>
Source record: 46457

In the latest Current Notes, Dave Small writes that he is ready to ship the first batch of 68030 boards, but that they are already sold to people who prepaid for them or whatever. He also states that he sells more Spectre GCR's than he can make, he's never had a period when there weren't backorders for the product.

Jeff

4020. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-14 03:47:38 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Nov14.034738.8805@actrix.gen.nz>
Source record: 46456

In article <1991Nov13.104027.29680@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter) writes:
> I personally believe that if Atari did release inside technical notes
> for thier machines, that there WOULDN'T be any software AT ALL....
>
> Simply because people would look at TOS/GEM on the TT and wonder why and the
> hell should they waste thier time?!
>
> This way you have to sepnd a long time trying to figure out what is what,
> and by the time you do, its too late, you have already written the program!
>
> SO you mine as well sell it!
>
> My second guess would be everyone would be embarrassed :). Every morning
> Atari employees would have to show up for work with paper bags over thier
> heads!
>
> Not that I don't where one myself. :).
>
> They are very well done, and when a company
> goes out of their way to publish in house materials to educate the
> masses on how to get the most from their spending dollar, I think it
> says a lot about the people who own the company and that they are committed
> TO STAY.
>
>
> So if you look Atari in that light, its VERY expensive to own an ATARI.
> --
> Employed: Computer Aided Engineering Center - University Wisconsin - Madison
> Major: Computer Science - Emphasis: System Design Tools, User Interfaces
> Phone Home: (608) 264-3622 - Work: (608) 262-5349
> Current Project: ITS NOT a GOOD VIDEO GAME. Thank You.
> --

I think there is a BIG reason that Atari does not release the Info
on the Atari OS's, they do have things to hide, but posibly for a
different reason .

Well if you are not that good at any thing you don't go telling the
World that your OS is a Big Can of Worms, do you..!

Could it be that Atari thinks that it will be Laugh at by the rest of
the World ?..

May be this is food for though...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4021. Re: gulam help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-14 10:12:57 UTC
From: ralph@laas.fr
Message-ID: <RALPH.91Nov14111257@orion.laas.fr>
Source record: 46458

In article <1991Oct31.010846.7955@mailer.cc.fsu.edu> boyd@pipe.cs.fsu.edu (Mickey Boyd) writes:
| ... Many programs unfortunetely assume there are 25 lines on the
| screen (less.ttp is unfortunetely one of these), so they only use the top
| half.

Is there a std. way that programs can interogate the # of rows on the screen? Or force it to 25 lines and reset it later upon exit? It is true that there are way too many programs that run in monochrome and *insist* on 24 rows! Or better yet, there are GEM programs that end up mixing the 2 fonts for 24 and 50 row screens, which makes for a *real* beautiful layout! One that comes to mind is the German formatter MEGAFORM.

Of course under gulam on can always set up an alias such as:

alias less "set nrows 24; less $1; set nrows 50"

Cheers to all,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

4022. Re: MiNT 0.91

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-14 10:54:12 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <91318.113516ONM07@DMSWWU1A.BITNET>
Source record: 46459
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Nov13.232254.20919@atari.uucp>, apratt@atari.uucp (Allan Pratt) says:
>Actually, I think it would be better if he used "u:\\proc*.%03d" because
>the X: nomenclature is (hopefully) going to go away one day. It's still
>there for compatibility, but I hope it will not be there forever; it
>pollutes the drive-letter-space to have X:, V:, Q: and U: tied up when
>running MiNT. Using only U: is much better, I think, and is to be
>encouraged for MiNT programming in general.
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

I think the BIOS support for those drives should be removed, too. Programs shouldn't use BIOS calls to find out which GEMDOS drives are available. It's more consistent to use Dsetdrv() (which returns a drive map, too), and forget about the _drvbits or Drvmap() stuff.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

4023. Re: SCSI tar (was Re: GNU Tar v1.10)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-14 14:56:38 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Nov14.145638.5640@newcastle.ac.uk>
Source record: 46464

Um, can we not use Meta DOS? (as the cd rom does) and have a nice generic interface. Come on lets try and avoid the 2^10000 different methods of handeling
devices and avoid the confusion that would follow (like the font system sarga.)

Dave.

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

4024. Re: MiNT 0.91

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-14 16:27:21 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov14.112721.239@uwovax.uwo.ca>
Source record: 46461
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Nov13.232254.20919@atari.uucp>, apratt@atari.uucp (Allan Pratt) writes:
[about changing ksh's x:/*.%03d to x:*.%03d

> Actually, I think it would be better if he used "u:\\proc*.%03d" because
> the X: nomenclature is (hopefully) going to go away one day. It's still
> there for compatibility, but I hope it will not be there forever; it
> pollutes the drive-letter-space to have X:, V:, Q: and U: tied up when
> running MiNT. Using only U: is much better, I think, and is to be
> encouraged for MiNT programming in general.

Oops. Yes, you're absolutely right -- I wasn't thinking very clearly!
U:\PROC is definitely to be preferred over X:, and similarly new
programs should use U:\DEV instead of V: and U:\PIPE instead of Q:.
I even said that somewhere in mint.doc, but it slipped my mind when
posting about ksh.

Thanks for bringing this up.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

4025. Re: Good MiNT-compatible programs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-14 17:02:23 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <14856@castle.ed.ac.uk>
Source record: 46462

Ok, sorry folks, just to clear up some confusion. lancs.pdsoft is the
JANET address of the lancashire pd software library. It supports
download via kermit but I am not sure about FTP. I would imagine the
internet address is uk.ac.lancs.pdsoft but if this does not work you can
mail them on pdsoft@uk.ac.lancs.pdsoft. They are usually very helpful.

==========

Simon Kinahan aka simonk@castle.ed.ac.uk
:-) Nerd and Proud of it (-:

4026. Re: Reading from cart port at 100kHz

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-14 17:06:59 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <25548@sdcc6.ucsd.edu>
Source record: 46473

In article <1991Nov13.164813.8657@vax5.cit.cornell.edu> reyy@vax5.cit.cornell.edu writes:
>I am working on a project which will turn my ST into an
>programmable IR remote control. (I got the plans from
...
>I am a recreational programmer (Pascal, C, some assembly), and I
>want to know how to read from the cartridge port at a specific
>frequency. Any hints, suggestions, warnings, questions will
>be appreciated.

For your specific application, it doesn't seem like you need to
sample at a *specific* frequency, just a repeatable one... But from
what I recall, getting anything much past 15Khz requires some
careful instruction timing in assembly. (At 15.75Khz, you can hook
yourself into the horizontal blank interrupt). This is why
Spectrum 512 breaks on fast ST's - essentially they have to change
pallettes at 60Khz. Ergo lots of NOP's.

>Thanks,
>David S. Rowell
>REYY@Vax5.cit.cornell.edu
>.sig available upon request

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

4027. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-14 17:09:01 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <14857@castle.ed.ac.uk>
Source record: 46463

All very true ,but sad isn't it. I once heard someone describe TOS as a defective version of MS-DOS, apart from GEM that says it all really. Any comment Atari ?

4028. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-14 17:13:36 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <25551@sdcc6.ucsd.edu>
Source record: 46471

In article <1991Nov12.210424.24933@demon.co.uk> Iain Laskey <ilaskey@cix.compulink.co.uk> writes:
>Atari UK are going to start selling the FULL docs as a hobbyist scheme soon.
>You only get the docs and not the software like the developers pack has but
>it should be a lot cheaper (75 pounds?).

Not that this would help the initiator of this current thread -
writing a CPX involves a bit more than following certain design
philosophies. It involves running your finished product through a
special program which transmutes it into a CPX. Right now, just
getting the DOCs is a bit pointless - at least with the "Tier II"
you get the software ("but not for very much longer" :-)

>******************************
>* Iain R Laskey *
>* ilaskey@cix.compulink.co.uk *
>******************************
--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

4029. How does one post a .PRG file???

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-14 21:11:02 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1991Nov14.211130.3467@ryn.mro4.dec.com>
Source record: 46470

Hi,

How does one go about posting a binary (.PRG) file
to the internet?

I'm on a VAX...

John

4030. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-14 21:16:26 UTC
From: towns@atari.uucp
Message-ID: <1991Nov14.211626.7970@atari.uucp>
Source record: 46468

carter@cae.wisc.edu (Gregory Carter) writes:

|I personally believe that if Atari did release inside technical notes
|for thier machines, that there WOULDN'T be any software AT ALL....
|Simply because people would look at TOS/GEM on the TT and wonder why and the
|hell should they waste thier time?!

Thank you for your brilliant insight. I am sure that we all feel grateful
to hear your opinion of the Atari ST Operating System at least 5 times a
week.

|My second guess would be everyone would be embarrassed :). Every morning
|Atari employees would have to show up for work with paper bags over thier
|heads!

I doubt it. I get the opportunity to see lots of documenation from all over
the place from lots of different software and hardware firms. I have seen
some really good documentation and I have seen some really bad documentation.
The Atari documentation might not be top of the line, but it isn't the world's
worst set of documentation.

--
==
John Townsend, TOS Systems Group ames!atari!towns | towns@atari.uucp
Atari Corporation "I want something.. I just don't
#include <disclaimer.h> know what it is!"

4031. Re: STe @ 50Hz

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-14 22:25:03 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1991Nov14.222503.20465@demon.co.uk>
Source record: 46478

Mine runs at 50Hz all the time but then I live in the UK so it would!
Seriously though, I run it at both 50 and 60 and have never had a problem

Regards
Iain
****
* Iain R Laskey *
* ilaskey@cix.compulink.co.uk *
****

4032. Re: Good MiNT-compatible programs?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-14 23:20:41 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Nov14182042@wookumz.gnu.ai.mit.edu>
Source record: 46467

In article <14856@castle.ed.ac.uk> simonk@castle.ed.ac.uk (Simon Kinahan) writes:
> Ok, sorry folks, just to clear up some confusion. lancs.pdsoft is the
>JANET address of the lancashire pd software library. It supports
>download via kermit but I am not sure about FTP. I would imagine the
>internet address is uk.ac.lancs.pdsoft but if this does not work you can
>mail them on pdsoft@uk.ac.lancs.pdsoft. They are usually very helpful.

It would be pdsoft.lancs.ac.uk in the US and most other places.
However, lancs.pdsoft is available only from within the UK. Please do
*****NOT***** send mail to them asking for access, as you will not get
access from outside the UK, and it will only cause their mailboxes to
get flooded with expensive mail.

-entropy

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

4033. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-15 00:14:58 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov14.191458.240@uwovax.uwo.ca>
Source record: 46469

In article <14857@castle.ed.ac.uk>, simonk@castle.ed.ac.uk (Simon Kinahan) writes:
>
> All very true ,but sad isn't it. I once heard someone describe TOS as a
> defective version of MS-DOS, apart from GEM that says it all really. Any
> comment Atari ?

Why in the world would you expect someone at Atari to comment on a vague,
non-constructive criticism like this?

If you have some specific suggestions for improvements to TOS, why don't
you suggest those? Or better yet, implement them -- the ST has its flaws,
but it is a *very* easy platform to program.

If everyone who had a gripe about TOS actually got together and *did*
something about improving it, we might get a much better OS. (And we
would no doubt have some chagrined programmers who realized just how
hard it is to improve TOS without breaking dozens of programs that don't
follow the rules).

This isn't intended as a flame -- it's a very serious proposal. I agree
with you that TOS has a lot of nasty shortcomings, and I've started to
do something about it (namely, writing MiNT). There are a lot of very
talented programmers in the Atari community; I'm sure that working together
we can fix all those bugs that people don't like in TOS, and add some
nice new features to boot.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

4034. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-15 01:53:25 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Nov14.195326.22282@doug.cae.wisc.edu>
Source record: 46466

In article <1991Nov14.191458.240@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>In article <14857@castle.ed.ac.uk>, simonk@castle.ed.ac.uk (Simon Kinahan) writes:
>>
>> All very true ,but sad isn't it. I once heard someone describe TOS as a
>> defective version of MS-DOS, apart from GEM that says it all really. Any
>> comment Atari ?
>
>Why in the world would you expect someone at Atari to comment on a vague,
>non-constructive criticism like this?
>
>If you have some specific suggestions for improvements to TOS, why don't
>you suggest those? Or better yet, implement them -- the ST has its flaws,
>but it is a *very* easy platform to program.

Err..yeah, right. See next post.

>
>If everyone who had a gripe about TOS actually got together and *did*
>something about improving it, we might get a much better OS. (And we
>would no doubt have some chagrined programmers who realized just how
>hard it is to improve TOS without breaking dozens of programs that don't
>follow the rules).

Eric, no offense, but the amount of work everyone would have to do to
make TOS half way decent, you mine as well hire someone to design
a new operating environment from the ground up!

I don't take your proposal seriously. Nobody else outside the Atari
world would either, especially NEW Atari customers who are looking at
standardized platforms more and more like the MAC, PC, system 7.0, Windows,
X - Windows, and above all, UNIX.

Any company that doesn't at least support UNIX as a viable alternative is
not going to be around after 1995.

Somehow I don't see MiNT or the ST or TOS even surviving that long.

>
>This isn't intended as a flame -- it's a very serious proposal. I agree
>with you that TOS has a lot of nasty shortcomings, and I've started to
>do something about it (namely, writing MiNT). There are a lot of very
>talented programmers in the Atari community; I'm sure that working together
>we can fix all those bugs that people don't like in TOS, and add some
>nice new features to boot.

You bet there are a lot of talented programming people in the Atari
community, PROBLEM IS, they are all leaving us. !!!

When Dave Small, finally says, what the hell am I doing...and one day
he will wake up, Atari is going to be in REAL SAD SHAPE.

Atari is really not doing all that well with thier UNIX release, which
really makes me worry. Because if you ARE a talented programmer your
not going to WASTE your TIME fooling around with a TOY like TOS.

>--
>Eric R. Smith email:
>Dept. of Mathematics eric.smith@uwo.ca
>University of Western Ontario 7103_2622@uwovax.bitnet

Greg Carter - Undergraduate - United States Amatuer Wrestler (149.5)
ONLY 8 months to go for State tournee - Kick Butt Time!

Employed: Computer Aided Engineering Center - University Wisconsin - Madison
Major: Computer Science - Emphasis: System Design Tools, User Interfaces
Phone Home: (608) 264-3622 - Work: (608) 262-5349
Current Project: ITS NOT a GOOD VIDEO GAME. Thank You.

My Current Wife: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
Runs all Mac Software, quite nicely.
(Third Person in US to own one)

4035. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-15 08:27:04 UTC
From: steve@thelake.mn.org
Message-ID: <A325195631@thelake.mn.org>
Source record: 46472

Could you folks please take the griping and countergriping to comp.sys.atari.st, or (better yet) email? The tech newsgroup is supposed to be restricted to technical discussions.

4036. Emacs 18.57 & Mint 0.91

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-15 09:20:08 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.91Nov15092008@ghiggins.hpl.hp.com>
Source record: 46474

I just checked out Emacs 18.57 (recently posted) under Mint 0.91 (ditto). The Emacs port is quite robust but there seems to be a significant difference in system i/o behaviour between running under Mint and not.

Some Emacs utilities, such as "dired", are meant to capture output from external (to Emacs) programs, such as "ls.ttp", and read this o/p into a buffer. The i/o between Mint and Emacs seem not to be connected properly, ie ls.ttp is called successfully, runs successfully and the output appears --- but Emacs doesn't seem able to capture it, it simply scrolls past the terminal.

Looks like Emacs isn't capturing the stdio like it should --- BUT this is not the case when _not_ running under Mint --- I checked with "gulam" as the shell in both cases {*} --- so it seems to be shell-independent and Mint-specific.

Anyone have any suggestions as to what might be causing this lack of process communication? Some environment variable which I'm not appropriately setting?

{*} the feature also holds for bash 1.08 and init.prg shells under Mint.
--
Graham Higgins
<< My opinions above are exactly that: my own, and opinions. >>

4037. Lancs PDsoft mailserver (was Mint compatable programs)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-15 13:19:53 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1991Nov15.131953.9904@newcastle.ac.uk>
Source record: 46482

ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

>lancs.pdsoft, or as it should be written, uk.ac.lancs.pdsoft (or
>pdsoft.lancs.ac.uk in world order) is a public-domain archive for use by
>the UK academic community.

>Unfortunately for the rest of the world, JANET (The UK academic network) is
>only just starting to use IP protocols. Most (ie 99%) of the JANET sites us
>the 1980 Coloured Book protocols over X25. This means that the archive is
>not available via FTP.

>There is a light at the end of the tunnel though, as the machine at Lancaster
>University does have e-mail and a mail server system, but don't ask me how
>to use it!

E-mail address for Lancaster is: (from my alias file)

lancssoft = NPDSA Archive Server = archive-server@pd-software.lancaster.ac.uk
just put help in the subject (I think, I haven't used it for a long time)

Dave J

>Steve

>Addresses:-
>JANET ucacmsu@uk.ac.ucl or (in a few days) susher@uk.ac.csm
>Internet ucacmsu@ucl.ac.uk or (as above) susher@csm.ac.uk

4038. Not about writing CPXs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-15 14:21:41 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov15.092142.244@uwovax.uwo.ca>
Source record: 46475

In article <1991Nov14.195326.22282@doug.cae.wisc.edu>, carter@cae.wisc.edu (Gregory Carter) writes:
> In article <1991Nov14.191458.240@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
>>Why in the world would you expect someone at Atari to comment on a vague,
>>non-constructive criticism like this?
>>
>>If everyone who had a gripe about TOS actually got together and *did*
>>something about improving it, we might get a much better OS. (And we
>>would no doubt have some chagrined programmers who realized just how
>>hard it is to improve TOS without breaking dozens of programs that don't
>>follow the Brules).
>
> Eric, no offense, but the amount of work everyone would have to do to
> make TOS half way decent, you mine as well hire someone to design
> a new operating environment from the ground up!

This you call constructive? Whining and moaning about "how awful TOS is" does NO GOOD WHATSOEVER! This is, after all, comp.sys.atari.st.tech; if you have some specific suggestion, or code sample, or even a bug report ("don't do X, because TOS will do the following incorrect thing...") then fine. If you want to discuss alternatives to TOS on the ST (Minix, OS9, Idris) then that might be appropriate, too. Otherwise, take it elsewhere (like maybe comp.sys.amiga.advocacy).

> Because if you ARE a talented programmer your
> not going to WASTE your TIME fooling around with a TOY like TOS.

Gee, thanks for letting all of us who program under TOS know about our lack of talent. (Oh, I forgot, you said "no offense"; you can insult us with impunity now :-().

And thanks for the further constructive input;
I'm sure that if you keep saying this often enough then Atari will see the light: they'll drop all support for TOS, force all present ST owners to buy TTs so that they can run Unix, and the resulting surge in sales will catapult Atari to the top of the computer industry. Right.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

4039. Re: Emacs 18.57 & Mint 0.91

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-15 14:31:24 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov15.093124.245@uwovax.uwo.ca>
Source record: 46476

In article <GJH.91Nov15092008@ghiggins.hpl.hp.com>, gjh@hplb.hpl.hp.com (Graham Higgins) writes:
> Some Emacs utilities, such as "dired", are meant to capture output from
> external (to Emacs) programs, such as "ls.ttp", and read this o/p into a
> buffer. The i/o between Mint and Emacs seem not to be connected properly, ie
> ls.ttp is called successfully, runs successfully and the output appears --- but
> Emacs doesn't seem able to capture it, it simply scrolls past the terminal.
>
> Anyone have any suggestions as to what might be causing this lack of process
> communication? Some environment variable which I'm not appropriately setting?

I doubt that it's an environment variable. Most likely, Emacs is not using
Fdup()/Fforce() to do the i/o redirection, or is using them in a way that
MiNT doesn't support. If it's the former, the fault is Emacs' (for example,
it may be assuming that certain undocumented basepage locations hold
the standard input/output file descriptors). If the latter, it's a bug
in MiNT. If you find out for sure what's going on, please let me know!
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

4040. Re: Lancs PDsoft mailserver (was Mint compatable programs)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-15 14:34:09 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1991Nov15.143409.14369@newcastle.ac.uk>
Source record: 46481

In article <1991Nov15.131953.9904@newcastle.ac.uk>,
D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
|>ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
|>
|>>lancs.pdsoft, or as it should be written, uk.ac.lancs.pdsoft (or
|>>pdsoft.lancs.ac.uk in world order) is a public-domain archive for use by
|>>the UK academic community.
|>
|>>Unfortunately for the rest of the world, JANET (The UK academic network) is
|>>only just starting to use IP protocols. Most (ie 99%) of the JANET sites us
|>>the 1980 Coloured Book protocols over X25. This means that the archive is
|>>not available via FTP.
|>
|>>There is a light at the end of the tunnel though, as the machine at
Lancaster
|>>University does have e-mail and a mail server system, but don't ask me how
|>>to use it!
|>
|>E-mail address for Lancaster is: (from my alias file)
|>
|>lancssoft = NPDSA Archive Server = archive-server@pd-software.lancaster.ac.uk
|> just put help in the subject (I think, I haven't used it for a long time)
|>
|>Dave J

Well I don't know where all this comes from but lancs.pdsoft is
available through
ftp as it is part of the limited janet ip service. The numeric address is

148.88.64.2

Note this is a shoestring connection that was loaded into the router manually.

Dave H.

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

4041. MIDI/MOUSE/KEYBOARD/JOYSTICK interrupts (How can I post a demo?)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-15 15:55:44 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1991Nov15.145818.5804@ryn.mro4.dec.com>
Source record: 46477

I'd like to post a little demo program, but I've never posted a .PRG file before... I'm on a VAX, but have UUENCODE/UUDECODE...

John

4042. Support for hobbyists

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-15 16:33:09 UTC
From: kbad@atari.uucp
Message-ID: <1991Nov15.163309.21530@atari.uucp>
Source record: 46486

A lot of partially correct information and supposition regarding Atari's support of hobbyist programmers has been floating around here recently. It came about because of someone asked for help writing a Control Panel extension. People have since decried the lack of availability of Atari technical documentation in their B.WaldenNoble bookstore, condemned Draconian non-disclosure agreements, and protested allegedly outrageous prices for obtaining programming information directly from Atari.

In my view, multi-tiered development support was created for 2 primary reasons. It improves the quality of support Atari can provide professional developers, meeting the special needs of professionals for comprehensive and timely solutions to their problems. It also gives hobbyists access to information that was previously costly, only available second-hand, or altogether unavailable to them.

Atari developer support is not, and never has been a profit center for Atari. Developers get stuff from Atari at or near cost. If that cost seems high, it's because it's expensive for Atari. That expense is measured not only in dollars, but in manpower, time, and distribution of limited resources.

Getting back to the issue that started this hubbub, I think it's obvious that it isn't in Atari's best interest to keep secrets about how to develop software on TOS. The non-disclosure agreements between professional developers and Atari are intended to cover products under development. Information on things like TT video, DMA sound, MetaDOS, XControl, and FSMGDOS should be disseminated as widely as possible.

As I think I pointed out during the development of FSMGDOS, broadcasting information about unreleased products would be a disservice to developers and users. That's the reason for the strict non-disclosure agreements between developers and Atari. You don't see open discussions about the internals of multitasking TOS here; it's not ready to have its guts laid open yet. Likewise, Atari wisely holds its cards close to its chest when it comes to unreleased hardware. Development effort is put into a lot of things that never leave 1196 Borregas. It's a lot more important for people to know how to work with the things that do make it out.

The recent CPX discussion in this newsgroup makes it clear that information on current products isn't as widely available as it should be. Someone mentioned that an article in a German publication was written based on dissasembling XControl; clearly we dropped the ball on documenting XControl and how to write CPXs. Sometimes, though, even information that *is* widely distributed gets lost in the shuffle. I

recently talked to someone who didn't know about the GEMDOS extended
argument standard, and that standard was extensively discussed
and broadly disseminated.

We are only human programmer persons, and sometimes we don't follow up
as well as we should. If you find yourself lacking for information,
please continue to let us know about it.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

4043. Yo, Greg! (was Re: Writing a CPX)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-15 17:08:12 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1991Nov15.170812.17531@watdragon.waterloo.edu>
Source record: 46479

In article <1991Nov14.195326.22282@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter) writes:
[part of the message, fairly typical of Greg; ie, nonstop bitching about Atari, the ST, and how UNIX is the ULTIMATE thing for EVERYONE...]

}Atari is really not doing all that well with thier UNIX release, which
}really makes me worry. Because if you ARE a talented programmer your
}not going to WASTE your TIME fooling around with a TOY like TOS.

[part of his HUGE .sig]
}--
}My Current Wife: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
} Runs all Mac Software, quite nicely.
} (Third Person in US to own one)
}--

Now, Greg, I'm sure all of us are curious... If you are so sick of Atari, the ST, the "toy" OS, etc etc, all of which you manage to mention in almost every post you make, _why are you bragging about being the 3rd person in the US to own a Mega STe?_

The way you talk, that entire section should be struck out, and replaced with "Saving up for any Unix-based workstation I can afford!", don't you think?

---------------==---------------
Chris Herborth, 3B Hons English RPW cjherborth@{rose|lotus}.waterloo.edu
"C'mon Mr. Big Round Balls, lets go make us some GEnie: C.HERBORTH
easy money!" - Bobby "Just Like The Country" Peru

4044. TOS is a piece of...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-15 17:09:52 UTC
From: kbad@atari.uucp
Message-ID: <1991Nov15.170952.21702@atari.uucp>
Source record: 46487

carter@cae.wisc.edu (Gregory Carter) writes:

|In article <1991Nov14.191458.240@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
|>In article <14857@castle.ed.ac.uk>, simonk@castle.ed.ac.uk (Simon Kinahan) writes:
|>>
|>> All very true ,but sad isn't it. I once heard someone describe TOS as a
|>> defective version of MS-DOS, apart from GEM that says it all really. Any
|>> comment Atari ?
|>
|>Why in the world would you expect someone at Atari to comment on a vague,
|>non-constructive criticism like this?
|>
|>If you have some specific suggestions for improvements to TOS, why don't
|>you suggest those? Or better yet, implement them -- the ST has its flaws,
|>but it is a *very* easy platform to program.

|Eric, no offense, but the amount of work everyone would have to do to
|make TOS half way decent, you mine as well hire someone to design
|a new operating environment from the ground up!

That's still nonspecific rhetoric. For machine with OS that isn't even "half way decent," a lot of people are able to do productive work with STs, Megas, STes and TTs. Sure, TOS has its share of misfeatures, but it's had things like device-independent graphics, easy access to low level features (both a blessing and a curse (-:), and straightforward event-oriented programmability from the beginning.

While it's true that mainstream operating systems are outperforming TOS on many counts these days, Atari is not standing still. In any case, the advantage of ST architecture machines has never been software related. The advantage has been raw performance packaged for personal use. The job of TOS has been to enable programmers to make use of that hardware advantage.

TOS is a minimalistic operating system. It's not a minimal operating system; it provides a wide variety of services, but it is minimalistic in the sense that those services are specific and primitive. I hope that as TOS evolves, it will maintain that "lean and mean" feel, and not succumb to unneeded feeping creatures and bloated functionality. The bugs need fixing, but gee-whiz features should be built on top of, not into Atari's OS.

TOS is a piece of work.
--
||| Ken Badertscher (ames!atari!kbad)

```
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>
```

4045. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-15 19:16:04 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <690238887.0@therip.FidoNet.Org>
Source record: 46489

GC> Eric, no offense, but the amount of work everyone would have to do to
GC> make TOS half way decent, you mine as well hire someone to design
GC> a new operating environment from the ground up!
I still don't understand what you guys are talking about...
Other then not multi tasking rthe Atari has as good an OS as anyone else and better then most..
(Yes I think my ST's tos is better then system 6 or below.. I can't comment on system seven since The macs I dealt with didnt have it installed yet due to the
major compatibility problems with the software they run..
Its loads better then Dos 5.0 and In full functionality I think its better then the Amigas OS too.. (Except the amiga does multi task...))

GC> Any company that doesn't at least support UNIX as a viable alternative is
GC> not going to be around after 1995.
Unix soon will be available to the masses on an Atari TT/30. I have seen many notifications that its already in developer hands for final beta testing.
The Atari TT package with UNIX should be one of the lowest priced work stations available. And due to its platform and price etc if atari wants to push it hard enough they should sell alot of them since all unix's are pretty much standard and are not much different if they are the same "version".

GC> Somehow I don't see MiNT or the ST or TOS even surviving that long.
MiNT if it becomes very unix like (I didnt use it much..) It could be used as a unix tutorial. Besides for the price he currently is asking I don't think you can complain. ;-)

GC> You bet there are a lot of talented programming people in the Atari
GC> community, PROBLEM IS, they are all leaving us. !!!
Not ALL of them... SOME are and they are normally due to either Atari treating them like crap or they don't sell anything.

GC> When Dave Small, finally says, what the hell am I doing...and one day
GC> he will wake up, Atari is going to be in REAL SAD SHAPE.
This will never happen solely since he is about the most successful developer out there. He has backlogs on everything he sells and is making them
as fast as he can. No, dave will be there until the end of atari and slightly after that I am sure.. And no need to worry if he will be branching off to other platforms since his products are so popular he wont have the time for quite some time to even think about another platform...

GC> Atari is really not doing all that well with thier UNIX release, which
GC> really makes me worry. Because if you ARE a talented programmer your
GC> not going to WASTE your TIME fooling around with a TOY like TOS.
TOS is NOT a toy.. Its a good prelim to the more difficult OS's such as system seven and perhaps Windows... (Note I said more difficult. I still do not think they are any "better" then the current versions of tos. Although the latest versions of each is multi tasking

where as tos is not _YET_ multi tasking.
But also realize that MOST of the problem here is due to programmers working
around the legal limits instead of within. Of course ataris lack of firm limitations as
well as consistancy on all the legal guidelines also has something to do with it..)
Atari is doing just fine with its unix release..
As far as I recall the Apple A/ux (WHich is not "really" TRUE unix) Has some major bugs
that may have been fixed by this time.. But they are making their buyers the beta testers..
I have heard nothing of the Amigas version of unix either.. My understanding is that it too
is available "RSN".
Other then the DOS routes or some of the higher end components there really is not a true
unix available that "I" Know of that will work with multi tasking and multiple users.
The atari version will be available real soon since the developers have it..
Atari learned a while back not to use the users as beta testers. They are trying to wait
until they feel confident that the stuff works atleast as well
as it is supposed ot before it gets released. Ataris track record of things actually
released and working well is quite good. The only Blotch so far that I know of were the Ste
hard drive problems. And that was due to marginal chips.

PS, if YOU don't like atari sell yours and get a "real" computer..
I am an unmotivated talented programmer.
I love my atari but being realistic I also bought a '386 clone.
Since I dont feel like getting "Stuck" with a TT my next purchase will most likely happen
in 1992 when the new machines come out (Hopefully)
either that or I will get a mega Ste AND a newer machine..
And I expect to upgrade my '386 to a '486...

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

4046. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-15 21:08:52 UTC
From: orc@vpnet.chi.il.us
Message-ID: <1991Nov15.210852.28688@vpnet.chi.il.us>
Source record: 46490

In article <1991Nov14.211626.7970@atari.uucp> towns@atari.uucp (John Townsend) writes (amoung other things):
|The Atari documentation might not be top of the line, but it isn't the world's
|worst set of documentation.

Yes. The first edition of the dev-docs wasn't that hot, but that's not a rare thing for hardware - the revision of the dev-docs is *much* nicer; it compares favorably with some of the stuff I've seen coming from Microsoft and IBM.

--
david parsons \/ orc@pell.uucp

4047. Re: Yo, Greg! (was Re: Writing a CPX)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-15 21:32:56 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Nov15.153256.8016@doug.cae.wisc.edu>
Source record: 46483

In article <1991Nov15.170812.17531@watdragon.waterloo.edu> cjherborth@rose.waterloo.edu (Chris Herborth) writes:
>In article <1991Nov14.195326.22282@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter) writes:
>[part of the message, fairly typical of Greg; ie, nonstop bitching about Atari,
>the ST, and how UNIX is the ULTIMATE thing for EVERYONE...]
>
>}Atari is really not doing all that well with thier UNIX release, which
>}really makes me worry. Because if you ARE a talented programmer your
>}not going to WASTE your TIME fooling around with a TOY like TOS.
>
>[part of his HUGE .sig]
>}--
>}My Current Wife: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
>} Runs all Mac Software, quite nicely.
>} (Third Person in US to own one)
>}--
>
>Now, Greg, I'm sure all of us are curious... If you are so sick of Atari, the
>ST, the "toy" OS, etc etc, all of which you manage to mention in almost every
>post you make, _why are you bragging about being the 3rd person in the US
>to own a Mega STe?_

I never said I was sick of Atari? I just complain alot thats all. If I was sick of Atari, I wouldn't bother reading this group. The machine's are missing fundamentals I am pushing to be recognized, so that Atari isn't left out in the cold.

Fact is, my MEGA STE is everything I want in regards to the current software I am writing for the machine. Which is ACICS, a complete communications environment designed for uucp mail, local area networking, file transfers, online games...all that neato stuff. Much of it a modem C programmers dream I would think with auto screen controls for independent terminal control (ie, auto selects VT100/VT52). With the LAN port you can hookup local nodes and talk to each other across lines.....

Anyway, enough patting on the back! :) I use it for Mac software when I want to be REAL serious about writing Docs for the software I write, school, work, all sorts of stuff.

Fact is, I LOVE my ST and we are married. Its going to be with me till its death does make us do part. I have always also wanted to write a good video game, one day I will do that too. But this projectis sort of an on going thing....3 years..on going and going and going....

>
>The way you talk, that entire section should be struck out, and replaced
>with "Saving up for any Unix-based workstation I can afford!", don't you
>think?
>

Well, since you brought it up :) ! I work here at CAE with so many different
machine platforms, HP 9000/325's 425's, SparcStations, Macs GOD thousands
of MACS on this campus, and IBM's as well.

I want a machine that I can:

1) Play games
2) Has great developement tools and widely available documentation.
(The ST has Turbo C, and more or less GCR provides other options as well.)
3) Have FULL access to UNIX a) X11 Programming mainly.
4) Add more CPU and memory power Without my trusty soldering iron...PLEASE.
5) Be able to address at least 16Megs
6) That also has great audio visual capabilities.
7) Costs about 2500.00 bucks.
8) Have the option to develope Lynx games.

Not many machines I work with can do all these things well.

I can think of one machine right now...that might, but not sure...an A3000.

Anybody have any comments? :)
>---------------==---------------
>Chris Herborth, 3B Hons English RPW cjherborth@{rose|lotus}.waterloo.edu
>"C'mon Mr. Big Round Balls, lets go make us some GEnie: C.HERBORTH
>easy money!" - Bobby "Just Like The Country" Peru

Greg Carter - Undergraduate - United States Amatuer Wrestler (149.5)
ONLY 8 months to go for State tournee - Kick Butt Time!

Employed: Computer Aided Engineering Center - University Wisconsin - Madison
Major: Computer Science - Emphasis: System Design Tools, User Interfaces
Phone Home: (608) 264-3622 - Work: (608) 262-5349

My Current Wife: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
Runs all Mac Software, quite nicely.
(Third Person in US to own one)

4048. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-15 23:17:02 UTC
From: stever@flatcat.wpd.sgi.com
Message-ID: <1991Nov15.231702.17910@odin.corp.sgi.com>
Source record: 46484

In article <1991Nov13.104027.29680@doug.cae.wisc.edu>,
carter@cae.wisc.edu (Gregory Carter) writes:
|> I personally believe that if Atari did release inside technical
|> notes
|> for thier machines, that there WOULDN'T be any software AT ALL....
|>
|> Simply because people would look at TOS/GEM on the TT and wonder why
|> and the
|> hell should they waste thier time?!
|>
...
|> My Current Wife: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
|> Runs all Mac Software, quite nicely.
|> (Third Person US to own one)
|>

You shouldn't talk about your wife's sister like that!

4049. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-15 23:29:14 UTC
From: stever@flatcat.wpd.sgi.com
Message-ID: <1991Nov15.232914.18343@odin.corp.sgi.com>
Source record: 46485

In article <14857@castle.ed.ac.uk>, simonk@castle.ed.ac.uk (Simon Kinahan) writes:
|>
|> All very true ,but sad isn't it. I once heard someone describe TOS
|> as a
|> defective version of MS-DOS, apart from GEM that says it all really.
|> Any
|> comment Atari ?

You've got to be kidding! Why would any self-respecting Atari employess wade through this drivel and reply to something like this. It's like saying, "I heard that your I.Q. is lower than your shoe-size, any comment?"

If anyone does, then they should be cannonized. Sheesh. It's not just your message, though. Atar employees would have to take anti-depressant drugs to read these groups lately.

Disgusted,

Steve Whitney
Silicon Graphics OS Group

4050. Re: STe @ 50Hz

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-16 01:38:37 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1991Nov15.203837.12876@mailer.cc.fsu.edu>
Source record: 46395

In article <1991Nov13.153938.1934@sbcs.sunysb.edu>, ckchan@eeserv1.ic.sunysb.edu (Chi K Chan) writes:
>Hello World,
> Are there any ill effects from forcing a ST to run at 50Hz?
>It seems that running a machine ar 50Hz, causes the graphics to be
>clear especially in medium res., but the screen area is smaller.
>Is there anyway to run the machine at 50Hz and at the same time
>increase the size of the screen area to normal size.

There should not be any ill effects, although some color monitors need a one time adjustment to the vertical hold to be able to handle 50 and 60 Hz. However, I would like to point out that a different sync rate should not affect the size of the screen, and that generally the higher the sync rate, the nicer the display (at 50Hz, your eye can register a "flicker", which it tries to constantly adjust for, thus creating eyestrain). The reason the ST mono display looks so nice is that it runs at 70Hz, which is pretty fast.

You can change the horizontal and vertical size of the screen from within the monitor (BE CAREFUL! Lots of juice in there, even when it's off). Some folks do this with their mono monitors, to make them fill the screen. I personally like the higher pixel density when they are left alone.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

4051. Re: gulam help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-16 02:31:10 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1991Nov15.213110.13841@mailer.cc.fsu.edu>
Source record: 46397

In article <RALPH.91Nov14111257@orion.laas.fr>, ralph@laas.fr (Ralph P. Sobek) writes:
>
>Is there a std. way that programs can interogate the # of rows on the
>screen? Or force it to 25 lines and reset it later upon exit? It is
>true that there are way too many programs that run in monochrome and
>*insist* on 24 rows! Or better yet, there are GEM programs that end
>up mixing the 2 fonts for 24 and 50 row screens, which makes for a
>*real* beautiful layout! One that comes to mind is the German
>formatter MEGAFORM.
>

I was informed via email that the best way to do this is through the
termcap mechanism. With this, programs can check the value of ln# and
proceed accordingly.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

4052. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-16 05:39:50 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <91320.003950JJMCWILL@MTUS5.BITNET>
Source record: 46392

I agree, if I want to hear bad stuff about Atari, I'll buy a PC magazine
or listen to the senseless drivel of my neighbor.

jeff McWilliams

4053. Re: Support for hobbyists

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-16 11:44:26 UTC
From: sterbbs@sus.eur.nl
Message-ID: <sterbbs.690291866@eursus>
Source record: 46404

kbad@atari.uucp (Ken Badertscher) writes:

>We are only human programmer persons, and sometimes we don't follow up
>as well as we should. If you find yourself lacking for information,
>please continue to let us know about it.

Ok, you asked for it.
Why not post the complete GEMDOS, AES, VDI information to the net like
apple does?

Please post the information about:
- The cookie jar
- XBRA
- CPX
- How to switch the Mega STE from 8 to 16 Mhz
- The TOS 2.06 and 3.06 release notes
- The new (X)BIOS calls of the TT (same as above?)
- How to programm the second serial port
- What to do with the 'network' port of the Mega STE or TT

As an editor of the Dutch START, it took me a lot of time getting the above
information, mostly from 'informal' sources. Not from official Atari
spokesmen.

Why doesn't Atari spread this information through Bulletin Boards, networks
and Public Domain organisations. I think it only contributes to more and
better (public domain) software.

Bert Rozenberg.

- If I've insulted anybody or anything I will take -
- everything back and state the opposite. -
- Complaints? EMail: Largest ST BBS in Europe: STER BBS -
- Holland +31 (0)1880 40035 SterUID: SYSOP. -

4054. Re: TOS is a piece of...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-16 12:21:13 UTC
From: r0mill01@ULKYVX.BITNET
Message-ID: <1991Nov16.122113.29928@vlsi.louisville.edu>
Source record: 46488

I agree with Ken Badertscher (ames!atari!kbad) in his defense of TOS. I'm a hobbyist/developer with experience on other machines. I'd say the level of support / cost of support is better balanced by Atari than by Apple or IBM (at least that's been my experience). And I still find the ST easier to write for in assembly and in C than I do the MS DOS or Mac platforms.

I don't expect to get rich off this machine, and I don't expect to see millions of these installed throughout the US in the next decade. The majority of computer buyers want one of two (mainly one beginning with *I*) micro platforms. The Atari could offer all the bells/whistles with 5000 MIP X-window system/parallel processing transputer that watches the kids on the weekends and drives you to work, and the average business joe would still demand his/her "PC". Some people never learn.

4055. Re: gulam help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-16 14:01:18 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Nov16150118@acae127.cadence.com>
Source record: 46391

```
In article <RALPH.91Nov14111257@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
> Is there a std. way that programs can interogate the # of rows on the
> screen? Or force it to 25 lines and reset it later upon exit? It is

if you are willing to live with lineA you can interrogate the lineA
vars V_CEL_MY (word at offset -42) and V_CEL_MX (word at offset -44).

for instance gulam uses:
/*
* getnrow() -- get number of rows.
*/

int getnrow()
{
(void)linea0();
return (int)((long)(V_CEL_MY + 1));
}

/*
* getncol() -- get number of columns.
*/
int getncol()
{
(void)linea0();
return (int)((long)(V_CEL_MX + 1));
}
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155
```

4056. Re: Support for hobbyists

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-16 21:06:03 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1991Nov16.210603.14177@uvm.edu>
Source record: 46393

From article <1991Nov15.163309.21530@atari.uucp>, by kbad@atari.uucp (Ken Badertscher):
Writes about Atari support for hobbyists and such:

Read the original please, I don't want to do Ken a disservice in
editing it.

> --
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari Corp. System Software Engine
> / | \ #include <disclaimer>

Thank you *publicly* very much for that post Ken. It was a
great relief from the whining and flame wars! You had cause to
complain, yourself, but instead, you apologised for something that
isn't really your fault, BRAVO!
I do have a couple of questions though. If you and your
fellows are the only sources of atari tech info, where do you
generally release the stuff you want programmers to know? I know the
Xargs protocol was posted here, could other things be regularly
posted? If that isn't possible, could you at least post where such
information is to be found - my feeling is that Useneters could be
trusted to repost *unofficially* any public information gained from a
sanctioned forum (e.g. GENIE or wherever). I'd act to make sure that
the source of Tech info was put into the monthly FAQ posting if you'd
like.
A second thought would be for Atari to fund the translation
(into English - the modern lingua franca I guess, though I could just
manage French 8-) 8-) of German 3rd party books that it likes, and help
an outside publisher to distribute them worldwide (through Atari
dealers and/or distributers or subsidiaries). Claus Brod's book
comes to mind here (I know, I know, you've had your disagreements in
the past).
Last question, anybody in the know can field it. What is the
hobbyist developer situation currently - what do you have to pay, what
do you get and for how long. What is the situation outside of the
U.S.A?

Thanks again,
Bob Pegram (really wasting my time on news today!)

--
pegram@uvm.edu
or
..!uvm-gen!pegram

4057. Re: Sozobon questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-16 23:15:12 UTC
From: userCZAK@mts.ucs.UAlberta.CA
Message-ID: <RN.2300@mts.ucs.UAlberta.CA>
Source record: 46394

```
In article <A1650005862@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
>> ANSI specifies:

>> fread(char *data, unsigned size, unsigned count, FILE *fp)
>>
Unfortunately this is totally incorrect. The real ANSI specification
is:

#include <stdio.h>
size_t fread(void *ptr, size_t size, size_t nmemmb, FILE *fp)

One of essential differences is that size_t type should be defined
in a such way that you do not have problems with 32K or 64K limits.
Please note also 'void *ptr' instead of 'char *'.
Michal Jaegermann
ntomczak@vm.ucs.ualberta.ca
```

4058. Re: Support for hobbyists

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-17 03:48:47 UTC
From: baffoni@aludra.usc.edu
Message-ID: <21640@chaph.usc.edu>
Source record: 46396

[stuff from Ken @atari deleted]

Ok, so you aggree that the information about CPXs, FSMGDOS, etc.
should be released - but what is going to be _done_ about it? Will there
be files released to the net? Will we be able to order the docs from atari?
Although registered developers shouldn't have to pay for it - will the "tier
II" or those who aren't registered developers have to pay for this info?

Thanks,

Mike

4059. Re: SCSI tar (was Re: GNU Tar v1.10)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-17 10:27:58 UTC
From: nox@jelal.north.de
Message-ID: <0663.11.91@jelal.north.de>
Source record: 46408

In <1991Nov14.145638.5640@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (Dave Halliday) writes:

>Um, can we not use Meta DOS? (as the cd rom does) and have a nice generic
>interface. Come on lets try and avoid the 2^10000 different methods of
>handeling
>devices and avoid the confusion that would follow (like the font system sarga.)

don't know about meta dos (you mean meta dos is free and the docs
aren't top secret either? :-) , but maybe a /dev/tape could be
implemented as .xfs (external `filesystem') for MiNT? chances are
that would even work with the GNU tar thats already on atari.archive,
as long as one just sets its block size -b big enough.

only my $.02...
Juergen
--
J"urgen Lock / ..!nicedel!lynx1!jelal!nox / ** !! dead{hanseat!jelal} !! **
...ohne Gewehr

4060. why don't gulam batch files work?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-17 20:34:36 UTC
From: george@electro.electro.com
Message-ID: <1991Nov17.203436.12144@electro.electro.com>
Source record: 46432
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Am I the last one to notice that certain batch file functionality is
not working in gulam????

I finally decided I had an hour I could spend writing some batch file utilties
under gulam and suprise , surprise! I can't get the simplest test to work!

# example #1 ##########################

if -e filename
echo filename exists
ef
echo filename doesn't exist
endif

# example #2 ##########################

set i 10
while { i > 0 }
echo $i
set i $i -1
endwhile

#######################################

Should these things work or not? If yes, what am I doing wrong?

thanks in advance.
--

_______________________________________
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com
```

4061. 1040ST->Multisync II

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-18 01:25:16 UTC
From: ba014@cleveland.Freenet.Edu
Message-ID: <1991Nov18.012516.18405@usenet.ins.cwru.edu>
Source record: 46398

I realize this is probably a FAQ, but I've got an NEC Multisync II Monitor that I'd lke to use on the ST (1040STf - not e) but I don't know how to make the cable. If some kind soul could send me a diagram/schematic of how to make a cable (preferably one that allows me to switch between color/mono) and a cource for those horribly dense monitor plugs, I'd appreciate it. (Mail please, I don't follow this newsgroup.)

Thanks in advance.

--
o---o
| Orwell was an optimist! | ba014@cleveland.freenet.edu | E Pluribus Unix |
o---o

4062. Re: Sozobon questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-18 02:15:10 UTC
From: steve@thelake.mn.org
Message-ID: <A2716145521@thelake.mn.org>
Source record: 46399

[In article <RN.2300@mts.ucs.UAlberta.CA>,
userCZAK@mts.ucs.UAlberta.CA (Nicole T. Jaegermann) writes ...]

(Well, actually Michal said it...)

> In article <A1650005862@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
>>> ANSI specifies:
>
>>> fread(char *data, unsigned size, unsigned count, FILE *fp)
>>>
> Unfortunately this is totally incorrect. The real ANSI specification
> is:
>
> #include <stdio.h>
> size_t fread(void *ptr, size_t size, size_t nmemmb, FILE *fp)
>
> One of essential differences is that size_t type should be defined
> in a such way that you do not have problems with 32K or 64K limits.
> Please note also 'void *ptr' instead of 'char *'.
> Michal Jaegermann
> ntomczak@vm.ucs.ualberta.ca

That's what I get for relying on a version of Harbison & Steele that
was written before the standard was firmed up.

However, size_t is defined in the dLibs stddef.h file as follows:

typedef unsigned short size_t; /* sizeof() value type */

... which leaves you stuck with the equivalent of what I described:
a maximum argument size of 64K. :-(So far as I know, the value
returned by sizeof() is hardwired in hcc.

The issue of the void pointer is something I ran into tonight while
messing around with the MiNT library sources. Both MiNT and dLibs
sources increment the pointer value through addition. The version
of Sozobon C that I'm testing regards a void pointer as one that cannot
be incremented, because it has no size. (Previous versions also may
act that way, but I don't have one online to check.) Anyway, the
fread and fwrite sources from mntlib14.zoo choked hcc until I reached
in and changed void * to char *.

I'm not sure what to make of the hcc error message. I suppose I should
post a message to comp.lang.c and/or comp.std.c.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>

4063. Re: gulam help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-18 02:19:54 UTC
From: steve@thelake.mn.org
Message-ID: <A2725975921@thelake.mn.org>
Source record: 46400

[In article <1991Nov15.213110.13841@mailer.cc.fsu.edu>,
boyd@pi.cs.fsu.edu (Mickey Boyd) writes ...]

> In article <RALPH.91Nov14111257@orion.laas.fr>, ralph@laas.fr (Ralph P. Sobek) writes:
>>
>>Is there a std. way that programs can interogate the # of rows on the
>>screen? Or force it to 25 lines and reset it later upon exit? It is
>>true that there are way too many programs that run in monochrome and
>>*insist* on 24 rows! Or better yet, there are GEM programs that end
>>up mixing the 2 fonts for 24 and 50 row screens, which makes for a
>>*real* beautiful layout! One that comes to mind is the German
>>formatter MEGAFORM.
>>
>
> I was informed via email that the best way to do this is through the
> termcap mechanism. With this, programs can check the value of ln# and
> proceed accordingly.
>

That's not a very useful approach under TOS -- since TOS doesn't support
a termcap mechanism. The line a approach that bammi described works fine
with STs.

I've also tested it with the Moniterm large-screen monitor driver and with
the Image Systems large-screen board in a Mega 4, and it worked fine
there, too.

It may or may not run into problems on a TT -- I have no idea how far
Atari has backed away from line a in the newer machines.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>

4064. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-18 07:25:42 UTC
From: orc@vpnet.chi.il.us
Message-ID: <1991Nov18.072542.51@vpnet.chi.il.us>
Source record: 46424

In article <690238887.0@therip.FidoNet.Org> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
|The Atari TT package with UNIX should be one of the lowest priced work stations available. And due to its platform and price etc if atari wants to push it hard enough they should sell alot of them since all unix's are pretty much standard and are not much different if they are the same "version".

Hopefully. The recent collapse of PC clone prices has made it possible for someone to buy a big (386) PC with UNIX for about $2k(*). This presents a problem for the non-PC cheap Unices, since on the PC, you can run a dos-compatability program without growing old and dying.

|As far as I recall the Apple A/ux (WHich is not "really" TRUE unix)

Sure it's a real UNIX. The graphical interface and the mac-os glue doesn't make UNIX not UNIX.

|I have heard nothing of the Amigas version of unix either..

I've heard from Amigoids that the thing is available. Not having a (working) Amiga, I'd not know for sure, but I'd believe them.

(*) Assuming, of course, that you _buy_ the copy of UNIX. If it's a "liberated" copy, all you need to buy is the hardware - and then you can get a '486 with UNIX for $2k. Distressing. A '030 is a match for a '386/'486, and could compete in an environment where you don't need DOS compatability, unless it costs more than the corresponding '[34]86 :-(

--
david parsons \/ orc@pell.uucp

4065. What's 'command exit code -66?'

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-18 08:52:50 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1991Nov18.085250.10106@cs.wayne.edu>
Source record: 46401
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

As the subject sez, I've got an error code 66. I'm trying to use G++ in both Mint and gulam and I get this error. GCC 1.40 works fine, however. G++ is in the same directory as GCC (\bin).

--

Genie - P.HAGGOOD2 Internet -pbh@jake.cc.wayne.edu
PRODIGY - Not anymore, Jackson. Bitnet - phaggoo@waynest1
Phone - (313) 577-0669
Voice - "HEY, YOU WITH THE BAGGY PANTS!"

4066. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-18 12:09:00 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <720@olymp.informatik.uni-bonn.de>
Source record: 46414

In article <9856@cactus.org> covert@cactus.org (Richard Covert) writes:
>why does Atari Corp go out of their way to stifle programming
>for the ST/TT??
>
>Why can't Atari just release said notes to the entire community
>and not to some favored few??
>
>Is Atari hurting for cash so much that it has toblackmail
>individuals?? Pay me $$ or you will never see docs on programming
>the ST/TT!! Geez, just release the docs!!

Richard,

Please write a letter to Leonard Tramiel at Atari telling him that you need
docs, and why you need them, and that you believe Atari is hurting itself
by prohibiting the release of developer info.

Note that in most subsidiaries there is also developer support, and you could
write to the Atari subsidiary in your country as well.

Once you are registered as a developer, you *do* get info, but I realize that
this is no solution for most ST owners who just want to program a bit.

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

4067. Re: Support for hobbyists

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-18 12:32:08 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <721@olymp.informatik.uni-bonn.de>
Source record: 46415

In article <1991Nov15.163309.21530@atari.uucp> kbad@atari.uucp (Ken Badertscher) writes:
>[...] Information on things like TT video, DMA sound, MetaDOS,
>XControl, and FSMGDOS should be disseminated as widely as possible.

Does this mean that I can stuff all the files from the XControl developer disk into an archive and post it to the world? :-) I might just do that, but if that's really true I'd rather have Atari do that ...

>[...] Someone mentioned that an article in a German publication was
>written based on dissasembling XControl; clearly we dropped the ball on
>documenting XControl and how to write CPXs.

Yes, what I didn't mention was that these people probably were motivated to disassemble the things because they wanted to be the first to publish CPX information (all German ST mags have access to developer info).

I got your text file that included C fragments from Atari Germany and, while I never wrote a CPX based on that info (and you extended the specs later), at least I knew the Atari-endorsed names of the functions etc.

What this discussion really has been about was that people want to go out and buy Atari-endorsed documentation off the shelf, something they can do for all other major PC-market architectures.

This problem is not solved by a few nice people like you who help users on the net by answering questions. It's a question of corporate policy.

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

4068. CLI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-18 13:10:13 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Nov18.131013.2811@actrix.gen.nz>
Source record: 46402

Is there a PD CLI program that could be used to batch convert a few ARC to ZOO or LZH archives..

ie, stick a few ARC files into a Folder then run a batch file cli to convert them to LZH201 or the new ZOO2.1..

The Neodesk Cli will do this but is not PD..

Thanks !

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4069. Re: CLI

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-18 14:16:33 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1991Nov18.141633.1444@informatik.uni-erlangen.de>
Source record: 46403

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

>Is there a PD CLI program that could be used to batch convert a few
>ARC to ZOO or LZH archives..

>ie, stick a few ARC files into a Folder then run a batch file cli to
>convert them to LZH201 or the new ZOO2.1..

Ftp and try CLI.LZH from atari.archive.umich.edu in /atari/cli
This is a cli with lots'o'build-ins. The docs are in german, but most
of the commands are self-explanatory.

Simple batchfiles are noprob for cli. Have fun!

Larry


```
+--------------------------------------+----------------------------------+
| lsmichae@faui43.uni-erlangen.de | | | | |
| Lars "Mr. GIF" Michael | | | | "Down with ATARI, |
| Graduate Student of Computer Science | / | \ Long live the ST !" |
| at University of Erlangen/Germany | / | \ |
+------------+-------------------------+----------------------------------+
| Irc: Pit | Startrek VI: "The undiscovered country" Stardate: 12/13/91 |
+------------+-------------------------------------------------------------+
```

4070. high performance file transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-18 16:00:41 UTC
From: clj@ksr.com
Message-ID: <7077@ksr.com>
Source record: 46405

Now that I'm using a V.32bis modem, I've become more interested in maximizing my file transfer throughput. I've been using Kermit with 1000 byte packets, which has been OK, but I'm interested in seeing if I can do better. Here's my setup:

I've got a 1040 STf with TOS 1.0 and a USR V.32bis modem. I typically am doing the transfers between a Unix system (SunOS 4.0 something running on a Solbourne). The Kermit I use on the Unix side appears to be version 4E(072). The {X,Y,Z}modem I have available on Unix displays

sz 2.02 04-27-88 for V7/BSD by Chuck Forsberg, Omen Technology INC
"The High Reliability Software"

On the ST side, I've been using Uniterm 2.0e11 (I think) and its builtin kermit.

Looking at atari.archive, I see various transfer protocols, but I'm unable to get any of them to work. I've been trying to get either Ymodem-G or Zmodem to work. I've tried cts_zmdm.lzh, gszrz17.lzh, xyz201.lzh, ymg125.lzh, and zmdm168.lzh. I've installed turbocts.prg, and turned on CTS/RTS in the modem, but no go. Does anyone use any of these sucessfully? Do you have any pearls of wisdom to share that could allow me to get one of these working?
--
Chris Jones clj@ksr.com {uunet,harvard,world}!ksr!clj

4071. M.UUE -> M.ARC -> M.PRG (a simple demo from a guy whose tired of GEM!)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-18 18:40:31 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1991Nov19.004320.1895@ryn.mro4.dec.com>
Source record: 46416
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

I posted M.UUE into comp.binaries.atari.st... It's a color-only medium resolution of an in-progress display system that I've been working on for some time now...

I also posted a brief description, etc...

I'd love to get some feedback (good | bad)... Please post it to comp.sys.atari.st.tech or send me email...

THANKS TO ALL WHO SENT ME HELP ON HOW TO POST IT!!!

John

4072. hmmm... M.PRG isn't appearing, perhaps I have to split it...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-18 19:40:50 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1991Nov19.014219.2446@ryn.mro4.dec.com>
Source record: 46417
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I posted the entire .UUE, and noticed that it isn't appearing in comp.binaries.atari.st, so I'll try to grab a file-splitter for .UUEs and see what happens...

John

4073. Re: Upgrades available 4 the MEGA ST

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-18 20:17:05 UTC
From: freds@hpcc01.corp.hp.com
Message-ID: <1550005@hpcc01.corp.hp.com>
Source record: 46423

What is the Current Notes and where is it available?

Thx

4074. Re: Re: 68k addressing - a question

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-18 20:30:28 UTC
From: davea@col.hp.com
Message-ID: <26560002@col.hp.com>
Source record: 46406

In article <1991Nov14.160516.11681@gmuvax2.gmu.edu>, scoile@gmuvax2.gmu.edu (Steve Coile) says:
>
>Reading through my (New!) copy of SYBEX's _Programming the 68000_, I noticed
>that the examples for both Program Counter with Displacement and Program
>Counter with Index addressing modes add 2 to the calculated addresses. For
>instance:
> "The instruction MOVE.L $100(PC),D0 causes the contents of the
> memory location specified by the address of the instruction plus
> 102 hex to be copied into data register D0."
>It seems to me that the instruction specifies $100, not the $102 which the
>text describes. Similarly, the following occurs under the PC w/Index example:

Jeff McWilliams <JJMCWILL@MTUS5.BITNET> / 9:04 pm Nov 14, 1991 /
$1000 BRA $10
> When the program counter is at $1000, it fetches the BRA instruction,
> and then the program counter is incremented to $1001 so that the
> CPU can fetch the operand, in this case $10. After that the
> program counter is automatically incremented again.

Close. Jeff is familiar with the 8-bit processors, but the 68000 grabs a word of instruction at a time. So at the time "PC" is being evaluated for a branch or pc-relative address, it is one word (2 bytes) past where the instruction was placed in memory. Indeed the 68000 doesn't fetch the BRA instruction "then" the "operand" - the "operand" (displacement) is built into the BRA instruction (for 8-bit branches). A 16-bit displacement has an extra word of instruction, but the value of PC for each instruction for the 68000 is always after the FIRST WORD of an instruction is fetched, regardless of how many extra words are needed for extended addresses. So a branch (long or short) to the same line is -2.

Typically for pc-relative addressing or branches this is handled by your assembler. You would use labels, as bra Loopstart or pea Msg(pc).

dave allen - colorado springs (gee I love assembly programming)

4075. Re: TOS is a piece of...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-18 23:50:00 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <14974@castle.ed.ac.uk>
Source record: 46413

As one of those who orriginated the current discussion about TOS and
its quality or otherwise :-) I would like to make my views a bit plainer
than the previous (rather short !) article was capable of doing.
For a start I agree with Eric that if you don't like something you
should try to change it for the better rather than just moaning about it!!
Second point >defective version of MS-DOS< is probably (more than a
little) harsh. A more acurate description is probably a slight
enhancement of MS-DOS !

Now for the actual criticisms of GEM/TOS (these are fairly technical
which is the reason why I am posting this article to
comp.sys.atari.st.tech and not comp.sys.atari.st)
Firstly there is nothing fundamentally wrong with either GEM or TOS
its just that the degree of communication between the two is minimal and
neither has had a *major* upgrade before TOS 3.0/2.0 (I regard TOS
1.4/1.6 as a complete version of the original rather than a major
upgrade).
To expand on this TOS has no knowledge of GEM`s multitasking
capabilities with respect to (or indeed the existance of) DAs or of other
advanced features provided at the higher level. Another (infamous) example
is the resolution change "bug" which means the machine must be rebooted in
order to change the screen resolution because GEM does not understand that
TOS has changed it.
The problems due to lack of a major upgrade basically all stem from
the isolation of TOS and GEM from one another as far as facilities are
concerned. New upgrades could have given us things like event calls to
watch for data coming through the input ports, a degree of multitasking
(at least for legal GEM applications), propper clipboard facilities etc.
To put it another way an ST has two levels of IO routines and two kernels
both of which fail to fulfill the possibilites of their design. This two
level system leads to unavoidable clashes between programs eg when two
programs whish to use one IKBD timer they have no way of knowing a bout
the clash of interests and continue regardless (this, I guess, is the
reason many calendar DAs crash under MiNT). This could be resolved but
at the DA multitasker is in GEM and the IKBD routines (what few there
are) are in TOS it is not. This sort of thing is OK on machines where
the text based system has a GUI bolted on by the user but when the two
systems are burnt into ROMs it would be nice to see some fusion between them.
I appreciate that the reasons behind the rushed appearance of TOS and
GEM are political and made developement impossible for a while but I
cannot help wandering what would have happened if DRI or Atari had kept
up developement of the OS over this period. Now Atari have sole
responsibility for the system we appear to be seeing improvements in
most of the really weak areas eg GDOS, multitasking, DA slot shortage

and no-longer-very-impressive graphics.

Finally (phew !!) to give my personal answers to questions raised in this debate:
I do not think TOS/GEM is a toy OS just a little dated and in need of improvement.
I would like to say again that it is basically up to us (hopefully with Atari's help) to improve matters.

Apologies for the rather abrupt nature of my original posting. Hope this makes my views clearer (or at least muddies the issue completely :-)

:-) Simon Kinahan aka simonk@castle.ed.ac.uk (-:

4076. Re: gulam help

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-19 01:19:18 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Nov18201918@wookumz.gnu.ai.mit.edu>
Source record: 46407

In article <1991Nov15.213110.13841@mailer.cc.fsu.edu> boyd@pi.cs.fsu.edu (Mickey Boyd) writes:
In article <RALPH.91Nov14111257@orion.laas.fr>, ralph@laas.fr (Ralph P. Sobek) writes:
>
>Is there a std. way that programs can interogate the # of rows on the
>screen? Or force it to 25 lines and reset it later upon exit? It is
>true that there are way too many programs that run in monochrome and
>*insist* on 24 rows! Or better yet, there are GEM programs that end
>up mixing the 2 fonts for 24 and 50 row screens, which makes for a
>*real* beautiful layout! One that comes to mind is the German
>formatter MEGAFORM.
>
I was informed via email that the best way to do this is through the
termcap mechanism. With this, programs can check the value of ln# and
proceed accordingly.

Actually it's "li#", but I'm not here to pick nits...

The benifits to using termcap are obvious (portability). However,
there are a few disadvantages to be noted:

1) Not everyone uses termcap-based software on their ST, so they may
not have a termcap file. Make sure you include one with any
termcap-based software (One that at least has an entry for the ST.)

2) You can only have one "li#" for each terminal, so if you change
your terminal attributes (i.e. switch to 50 lines) you'll have to
change your TERM variable to point to a new description.

3) termcap supports a "tc=" option to point to a similar terminal
which would make it easy to write a very short description for the
50-line version of the ST's vt52 emulation ("st52-50:li#50:tc=st52:"),
but that doesn't seem to be supported in GCC's termcap library. Can
anyone else verify this, or am I just imagining it? (I haven't read
the source code, I just noticed that none of my termcap-based programs
work if I use an entry with a "tc=" option. And yes, I do have it in
the last position...)

entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

4077. Re: Sozobon questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-19 03:37:31 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Nov18213731@acae127.cadence.com>
Source record: 46411

> That's what I get for relying on a version of Harbison & Steele that
> was written before the standard was firmed up.

Thats what you get for having an old edition of the book :-)

> However, size_t is defined in the dLibs stddef.h file as follows:
>
> typedef unsigned short size_t; /* sizeof() value type */
>
> ... which leaves you stuck with the equivalent of what I described:
> a maximum argument size of 64K. :-(So far as I know, the value
> returned by sizeof() is hardwired in hcc.

well then what does hcc have to say about
char c[65536+1];
sizeof(c); ??

> be incremented, because it has no size. (Previous versions also may
> act that way, but I don't have one online to check.) Anyway, the
> fread and fwrite sources from mntlib14.zoo choked hcc until I reached
> in and changed void * to char *.
>
> I'm not sure what to make of the hcc error message. I suppose I should
> post a message to comp.lang.c and/or comp.std.c.

hcc is ok here, gcc has a special extension that considers
void * as a char * in address expressions. gcc -pedantic will point
such things out.
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

4078. Re: What's 'command exit code -66?'

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-19 03:40:57 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Nov18214057@acae127.cadence.com>
Source record: 46412
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Nov18.085250.10106@cs.wayne.edu> pbh@jake.cc.wayne.edu (Patrick Haggood) writes:
> As the subject sez, I've got an error code 66. I'm trying to use G++ in
> both Mint and gulam and I get this error. GCC 1.40 works fine, however.
> G++ is in the same directory as GCC (\bin).

you seem to have a corrupted binary. error -66 is usually due
to an invalid .prg header.
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

4079. Re: MFP problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-19 07:22:05 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <15819@uhccux.uhcc.Hawaii.Edu>
Source record: 46409

In article <1991Nov12.212306.20520@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

```
>start:
> clr.l -(a7) ; First load TEMPLEMON
> move.w #$20,-(a7) ; (void) Super(0L);
> trap #1
```

What is Templemon?

```
>loop:
> bset #6,$FFFFFA15 ; enable (mask) keyboard IRQ
> bclr #6,$FFFFFA15 ; disable (unmask) keyboard IRQ
> bra.s loop ; now move the mouse (what the f...??)
>Hint: The MFP vector registers high nybble gives $40, which happens
>to coincide with the exception we get. SYS_MON sez spurious interrupt
>Level 0 (might be NMI, don't know fer sure). Looks like an auto-vector
>thing is happening, but why ?
```

I don't know what is happening, but I don't think it can be a NMI
because the ST supposedly has the IPL 0 input permanently set to 1.
Maybe if you try to run it on other ST systems, you can find out
what's going on.

Jack

4080. Re: Sozobon questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-19 07:47:14 UTC
From: steve@thelake.mn.org
Message-ID: <A233248627@thelake.mn.org>
Source record: 46419

```
[In article <BAMMI.91Nov18213731@acae127.cadence.com>,
bammi@acae127.cadence.com (Jwahar R. Bammi) writes ... ]

> well then what does hcc have to say about
> char c[65536+1];
> sizeof(c); ??
>

It says 65537. I wrote a little test program:

#include <stdio.h>

char c1[65536+1];
char c2[65536L+1L];
char c3[800000L];
main()
{
printf("size of size_t is %u bits\n", 8 * sizeof(size_t));
printf("size of sizeof(void) %u bits\n", 8 * sizeof(sizeof(void)));
printf("size of void is %u bits\n", 8 * sizeof(void));
printf("size of c1 is %lu bytes\n", (long) sizeof(c1));
printf("size of c2 is %lu bytes\n", (long) sizeof(c2));
printf("size of c3 is %lu bytes\n", (long) sizeof(c3));
printf("size of sizeof(c3) %u bits\n", 8 * sizeof(sizeof(c3)));
}

... and the result was:

size of size_t is 16 bits
size of sizeof(void) 8 bits
size of void is 0 bits
size of c1 is 65537 bytes
size of c2 is 65537 bytes
size of c3 is 800000 bytes
size of sizeof(c3) 32 bits

... which I suppose suggests that -- at least with the version of Sozobon
I'm using -- size_t ought to be typedef'ed unsigned long, right?

(Earlier versions of Sozobon may give different results. I know the sizeof
operator has undergone some revision; some versions of Sozobon always return
the size of a pointer when sizeof is applied to an array.)

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
```

4081. ST Notebook (was Re: help with info)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-19 07:50:17 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <15823@uhccux.uhcc.Hawaii.Edu>
Source record: 46410

Thanks for the great review of the Notebook! There are some things
that I would like know:

1) Was the Notebook ever operated from completely powered-up
condition to zero power? How long did it last to go to
both extremes and how did it behave during that time?

2) Does the Notebook have a SCSI bus?

3) The 2.9 kg weight includes the weight of the battery pack?

4) Does the case have any mechanical weak points? I read
that Toshiba made the Notebook for Atari and was wondering
how well they did it.

Thanks again,
Jack

4082. Gulam ue bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-19 08:43:38 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1991Nov19.084338.4019@milton.u.washington.edu>
Source record: 46418

Is it just me, or has this ever happened to anyone else:
I'm editing a file with Gulam's ue, I decide to quit without saving so I
hit ^x^c, ue asks me if I want to save, I say 'n' and *poof* I get bombed
back to the desktop! This only happens once in a while. It's no big deal,
but if there's a simple way to avoid this nuisance, I'd like to know!

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

4083. gulam version

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-19 09:31:24 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Nov19.093124.19650@actrix.gen.nz>
Source record: 46420

Can some one tell me the latest version of gulam please,
and is it on atari.archive..?

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4084. MiNTlib14

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-19 10:00:28 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Nov19.100028.17544@ugle.unit.no>
Source record: 46421

I have noticed that findfile() i MiNTlib14 returns
/dev/c\bin\foo.ttp instead of c:\bin\foo.ttp. Is this
a feature or a bug? Or isn't findfile() meant to be
used by the end user.

Stig Vidar Hovland - stigvi@lise.unit.no

4085. GDOS driver information wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-19 13:12:49 UTC
From: dba@jet.uk
Message-ID: <1991Nov19.131249.1919@jet.uk>
Source record: 46422

hi atari netters,

I require some help with regard to drivers for GDOS. I have a NEC2200 24 pin printer capable of 360*360 dpi graphics, but am only able to use it with the epson.sys driver (at 180*180 dpi). This is the driver received with my version of GDOS (v1.1).

Rather than hack into the epson driver, I need information regarding the functions of the driver and/or any source code for me to change to use the full capability of the printer?

I assume that the driver is given a string to print. Looks up the bitmaps for the characters from the font file and constructs a data stream to output to the printer?

I have the information about the construction of the font files and can make the necessary fonts for the printer.

This information is also required to drive a Canon BJ10e printer.

Thanks
Dennis Armstrong

--
__. .__________________________. .____
__| |___. .__. ._____. .____| |____
| | | | | | Dennis Armstrong, CODAS division
| | | |___. | | Joint European Torus
| | | :___| | | Abingdon, Oxfordshire, UK
| | | | | | Tel 0235 528822 Ex 4871
|~__' : | `---. | | dba@jet.uk
~------~ +------+ +--+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

4086. Re: MiNTlib14

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-19 16:10:22 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov19.111022.287@uwovax.uwo.ca>
Source record: 46425

In article <1991Nov19.100028.17544@ugle.unit.no>, stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
> I have noticed that findfile() i MiNTlib14 returns
> /dev/c\bin\foo.ttp instead of c:\bin\foo.ttp. Is this
> a feature or a bug? Or isn't findfile() meant to be
> used by the end user.

A feature. mntlib will automatically convert /dev/c\bin\foo.ttp into c:\bin\foo.ttp whenever you use that name (e.g. in open() or stat()).

The reason this is happening is that POSIX specifies that ':' is the path separator, and most UNIX type programs expect this also. So mntlib automatically converts a path like
PATH=c:\bin,d:\gnu\bin,
into
PATH=/dev/c\bin:/dev/d\gnu\bin:

When you spawn() a program PATH is converted back into the old form, so non-mntlib programs can still use it.

If this feature is undesireable for you, please let me know.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

4087. FTP site for GNU-DBM for ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-19 16:20:34 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1991Nov19.162034.4264@cs.wayne.edu>
Source record: 46433
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The recent issue of Znet mentioned an ST port of GDBM, the DBM-alike from FSF. Has anyone seen this? Can you send it to atari.archive, or GENIE? Most gracious thanks.

--
Genie - P.HAGGOOD2 Internet -pbh@jake.cc.wayne.edu
PRODIGY - Not anymore, Jackson. Bitnet - phaggoo@waynest1
Phone - (313) 577-0669
Voice - "HEY, YOU WITH THE BAGGY PANTS!"

4088. Re: Sozobon C 2.0 (I only only know what I read)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-19 18:06:10 UTC
From: steve@thelake.mn.org
Message-ID: <A1623529331@thelake.mn.org>
Source record: 46426
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just mailed (uuencoded) Sozobon C 2.0 to atari.archive and to
the moderator of the binaries and sources newsgroups.

The files are:

----a 148480 19.11.91 05:17:46 scbin20.lzh
----a 33792 19.11.91 05:44:30 scdoc20.lzh
----a 205824 19.11.91 05:29:00 scsrc20.lzh

This is NOT the version I've been testing. I don't know anything about
it that you can't read in the docs.

The docs indicate that it incorporates various bugfixes and provides one
notable extension: Sozobon no longer is limited to eight significant
characters in external identifiers (a limitation inherited from Alcyon C).
The new compiler has an extended object module format. It is designed
such that the new linker-loader can understand both original DRI-format
libraries and objects, and the new Sozobon extended format.

The new compiler apparently does not include the many improvements that
Ian Lepore has introduced into his version. It's hard to imagine, but
in this electronic age there seems to have been a major failure to
communicate. Let's hope that Ian and Tony Andrews can consolidate their
versions quickly.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>

4089. Re: ST Notebook (was Re: help with info)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-19 18:37:49 UTC
From: trh@atari.uucp
Message-ID: <1991Nov19.183749.7331@atari.uucp>
Source record: 46430

jww@uhunix.uhcc.Hawaii.Edu (Jack W. Wine) writes:
> 1) Was the Notebook ever operated from completely powered-up
> condition to zero power? How long did it last to go to
> both extremes and how did it behave during that time?

Yes, it has; with _*NO*_ power management at all, with the Screen a highly detailed, dithered image, and with the hard drive spinning-up every five minutes and running for a minute [running a FlightSimulator Demo, if you want to know]...
The STBook ran for over five hours, before fading away [because power management handles Save-and-Resume, it of course didn't happen]

With power management, the people at the Shows have been getting 8 to 10 hours, and I still have a few tricks left to extend the power even further (just software, so y'all will have them in good time)

> 2) Does the Notebook have a SCSI bus?

No, but the ACSI/FDD (what I call Pseudo-ACSI) connector has all of the ACSI signals, so ACSI-to-SCSI convertors can be used.

> 3) The 2.9 kg weight includes the weight of the battery pack?

1.9 Kg, actually, and yes, it includes the Nicad-battery pack. The machine is some 200-300 grams lighter with an alkaline pack.

> 4) Does the case have any mechanical weak points? I read
> that Toshiba made the Notebook for Atari and was wondering
> how well they did it.

Toshiba is assembling units for us, but we did the design. The one area I would point to as weak is the cover "clasp" (i.e. that holds the unit closed). The "hinge point" for is is not the strongest, _and_ it doesn't move in quite the way you would expect (i.e. it barly moves at all). This cause excessive force to be used, and the hinge points can break. This is being worked on. It should be noted that the hinge has never been broken by those who knew how it worked; it has always been broken by some #$!#!@&* coming up, grabbing it, and yanking it open, saying some like "Here..Gimme...Lemme See.. Yeah, I know how..."

>Thanks again,
>Jack

TRH

4090. Re: GDOS driver information wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-19 20:25:46 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <15020@castle.ed.ac.uk>
Source record: 46427

If anybody has any info on how to write GDOS drivers I would be grateful if they would post it.

Simon Kinahan aka simonk@castle.ed.ac.uk

4091. Re: MFP problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-19 20:37:10 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1991Nov19.203710.28819@infoserver.th-darmstadt.de>
Source record: 46428

In article <15819@uhccux.uhcc.Hawaii.Edu> jww@uhunix.uhcc.Hawaii.Edu (Jack W. Wine) writes:
>In article <1991Nov12.212306.20520@infoserver.th-darmstadt.de> wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>

>
>What is Templemon?
That's a debugger. Any other debugger will do. What am I saying.. if you like them bombs, you don't need to load a debugger at all.

For those who missed it the first time...
>>start:
>> clr.l -(a7) ; First load TEMPLEMON
>> move.w #$20,-(a7) ; (void) Super(0L);
>> trap #1
>>loop:
>> bset #6,$FFFFFA15 ; enable (mask) keyboard IRQ
>> bclr #6,$FFFFFA15 ; disable (unmask) keyboard IRQ
>> bra.s loop ; now move the mouse (what the f...??)
>>
>>Hint: The MFP vector registers high nybble gives $40, which happens
>>to coincide with the exception we get. SYS_MON sez spurious interrupt
>>Level 0 (might be NMI, don't know fer sure). Looks like an auto-vector
>>thing is happening, but why ?
>
>
>I don't know what is happening, but I don't think it can be a NMI
------------------------------]
Neither do I.

>because the ST supposedly has the IPL 0 input permanently set to 1.
>Maybe if you try to run it on other ST systems, you can find out
>what's going on.
Nope, that's not machine specific. The MC68040 manual sez level 7 (not 0) is NMI, assuming that we had a $2300 in our SR registers, the interrupt shouldn't show up anyway (but it does). Level 0 might just be NMI in that sense, that it isn't a real interrupt and therefore not usefully (and effectively) maskable.

This is from the MC68040 users manual (assumming that the 68000 is about the same in its IRQ handling (except of course stackframe size)):
"When processing an interrupt exception, ...
...the processor attempts to obtain a vector number from the interrupting device ... For a device that cannot supply an interrupt

vector, the autovector signal !AVEC can be asserted. The MC68040 uses
an internally generated autovector, which is one of vector numbers
25-31.. If external logic indicates a -bus error- during the irq ack
cycle, the interrupt is considered spurious, and the processor generates
the spurious interrupt vector number, 24." (<<<!!!)

I received up till now one very good mail message from some guy in Berlin,
who has a theory why this happens. It doesn't coincide with mine, but who's
to say he's wrong ..?

Nevertheless I am still highly interested, whether this behaviour is
1. already widely known, and a workaround does exist
2. due to some mistreatment (by me) of the MFP
3. bona fide MFP bug

Actually its not really dependent on the MASK register, I got a similiar
effect with the PENDING register too, just polling BUSY via IPRB waiting
for an ACK and then clearing the pending bit. (TOS does polling by looking
at the line directly, I believe)

>Jack
Nat!

PS:
MC68040 users man again:
"The !IPL0-!IPL2 interrupt signals must maintain the irq level until
the MC68040 acks the irq in order to guarantee that the irq is recognized.
... An IRQ that is held constant for two consecutive clock periods is
considered a valid input."
But this wouldn't force a spurious interrupt, would it ?
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"

4092. Current Notes

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-19 20:39:47 UTC
From: boyd@delta.cs.fsu.edu
Message-ID: <1991Nov19.153948.17842@mailer.cc.fsu.edu>
Source record: 46342

In article <1550005@hpcc01.corp.hp.com>, freds@hpcc01.corp.hp.com (Fred Saavedra) writes:
>What is the Current Notes and where is it available?
>
>Thx

Heehee, funny you should ask. Current Notes is a magazine for Atari computers. I would estimate that 80% of the coverage is for the ST/TT line, with a little bit of 8-bit stuff thrown in. It started out as a users group newsletter, and has grown into a fairly hefty mag. The magazines end up being mostly software reviews (real reviews, not based on advertising dollars), with some articles (Dave Small writes for this mag, by the way) thrown in for good measure. I really like J. Andrejz Wrotniak's articles (he is VERY critical in his reviews and recommendations, and has saved me big $$$$ in the past). They also have the best PD library for the ST that I have had experience with. They take the time to make sure everything works on the disks (and that they have no viruses), and they will update versions of stuff if you mail the disk back. Another thing I really like about the mag is that they print an index of articles every year, so you can look stuff up easily. I liked the mag (and the availability of the index) so much I bought all the back issues. I refer to my "CN library" quite often to dig up answers to questions posted to this group. Every issue has a bunch of ads in it from mail order outfits (something harder to find nowadays). Anyway, with all this said, I find that I do not have the phone number for the mag with me. I will post the phone number and address with which to obtain a subscription this evening.

There are two things that have made my ownership of an ST something other than an expensive mistake. One is comp.sys.atari.st, the other is Current Notes. Without these two resources, I would have gotten rid of my ST years ago. I have given away subscriptions to several ST owners over the years, and they have all renewed their subscriptions after my gift ran out. It really is a great magazine. There is at least one Atari computer store up in DC that gives away a subscription with each ST they sell, and I understand the renewal rate is very high with these subscriptions also.

I am not connected with CN in any way, other than as a satisfied customer.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

4093. Re: MiNTlib14

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-19 23:00:56 UTC
From: apratt@atari.uucp
Message-ID: <1991Nov19.230056.8550@atari.uucp>
Source record: 46431

stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
>I have noticed that findfile() i MiNTlib14 returns
>/dev/c\bin\foo.ttp instead of c:\bin\foo.ttp. Is this
>a feature or a bug? Or isn't findfile() meant to be
>used by the end user.

>Stig Vidar Hovland - stigvi@lise.unit.no

Funny you should mention that; I just encountered this myself. The answer is that after using findfile() you have to call _unx2dos to turn the result into something that TOS or MiNT system calls will understand. All the file calls in the library (open, fopen, remove, etc.) will call _unx2dos for you, but if you want to use the string yourself in a kernel call, or pass it to someplace where it won't get _unx2dos'ed, you have to _unx2dos it.

The reason for the /dev/ syntax is that MiNTLIB's startup code turns the PATH environment variable into something acceptable to POSIX programs: no drive letters, forward slashes separate pathname components, and colons separate the directories on the path.

SYNOPSIS: int _unx2dos(char *unx,char *dos);

Takes the string specifiec by "unx" and un-unixifies it: a leading /dev/x is turned into x: and slashes are turned into backslashes. The destination string had better be long enough to hold the result. Returns nonzero on error.

In MiNTLIB, that's about all this call does; in Bammi's GNU libs, _unx2dos is the thing that deals with UNIXMODE. Eric Smith says UNIXMODE is a crock and I agree; Eric should know since he conceived of it (and wrote it?). It belongs in the kernel (under Trap 1), not in the library (above it).

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

4094. Wanted: How to decode binary image of ROM and also 68000 disassembler

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-20 00:34:41 UTC
From: lvandyke@balboa.eng.uci.edu
Message-ID: <2929ADA1.29958@orion.oac.uci.edu>
Source record: 46429
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, I am trying to fix my broken ST. I received a copy of a ROM listing
and now need to convert it to a readable format. Any suggestions?

Thanks,

Lee Van Dyke
lvandyke@balboa.eng.uci.edu,
UUCP: infotec!Infotec.COM!lee@sunkist.West.Sun.COM
--
Lee Van Dyke
lvandyke@balboa.eng.uci.edu,
UUCP: infotec!Infotec.COM!lee@sunkist.West.Sun.COM

4095. Re: MiNTlib14

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-20 11:50:20 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Nov20.115020.22950@ugle.unit.no>
Source record: 46434

In article <1991Nov19.111022.287@uwovax.uwo.ca>, 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
|> In article <1991Nov19.100028.17544@ugle.unit.no>, stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
|> > I have noticed that findfile() i MiNTlib14 returns
|> > /dev/c\bin\foo.ttp instead of c:\bin\foo.ttp. Is this
|> > a feature or a bug? Or isn't findfile() meant to be
|> > used by the end user.
|>
|> A feature. mntlib will automatically convert /dev/c\bin\foo.ttp into
|> c:\bin\foo.ttp whenever you use that name (e.g. in open() or stat()).
|>
|> The reason this is happening is that POSIX specifies that ':' is the
|> path separator, and most UNIX type programs expect this also. So
|> mntlib automatically converts a path like
|> PATH=c:\bin,d:\gnu\bin,
|> into
|> PATH=/dev/c\bin:/dev/d\gnu\bin:
|>
|> When you spawn() a program PATH is converted back into the old form,
|> so non-mntlib programs can still use it.
|>
|> If this feature is undesireable for you, please let me know.
|> --
|> Eric R. Smith email:
|> Dept. of Mathematics eric.smith@uwo.ca
|> University of Western Ontario 7103_2622@uwovax.bitnet

No, it is not undesireable. As Allan Pratt suggested, I can use _unx2dos() to convert. (As I have already done...) But what is the point in converting to POSIX in the first place. I know it will be easier to port POSIX programs to the ST, but it will also be harder to write/port TOS programs.

Anyway, I realy appreciate all the work you have done for all of us. MiNT_Lib and MiNT are great!!.

Stig Vidar Hovland - stigvi@lise.unit.no

4096. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-20 16:56:25 UTC
From: carter@cae.wisc.edu
Message-ID: <1991Nov20.105625.7794@doug.cae.wisc.edu>
Source record: 46435

In article <720@olymp.informatik.uni-bonn.de> volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
>In article <9856@cactus.org> covert@cactus.org (Richard Covert) writes:
>>why does Atari Corp go out of their way to stifle programming
>>for the ST/TT??
>>
>>Why can't Atari just release said notes to the entire community
>>and not to some favored few??
>>
>>Is Atari hurting for cash so much that it has toblackmail
>>individuals?? Pay me $$ or you will never see docs on programming
>>the ST/TT!! Geez, just release the docs!!
>
>Richard,
>
>Please write a letter to Leonard Tramiel at Atari telling him that you need
>docs, and why you need them, and that you believe Atari is hurting itself
>by prohibiting the release of developer info.

HAHAHAHAHA, Oh stop, please, HAHAHAHAHAHA..your killling me..please stop..

AHAHAHAAA

>
>--
>---
>Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
>UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
>Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

Greg Carter - Undergraduate - United States Amatuer Wrestler (149.5)
ONLY 8 months to go for State tournee - Kick Butt Time!

Employed: Computer Aided Engineering Center - University Wisconsin - Madison
Major: Computer Science - Emphasis: System Design Tools, User Interfaces
Phone Home: (608) 264-3622 - Work: (608) 262-5349
Current Project: ACICS->ATARI.ARCHIVE 6 Weeks and counting...

My Current Wife: Atari MEGA STE 4/50 16Mhz 68000 1.8 Mips
Runs all Mac Software, quite nicely.
(Third Person in US to own one)

Gosh how the moods of people change over the course of a few minutes!

4097. MiNT and quickst

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-20 18:42:32 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <4847@lee.SEAS.UCLA.EDU>
Source record: 46438

First off, thanks Eric for MiNT--it is very useful and impressive. However, I find it frustrating that I can't use MiNT and quickst at the same time. Without quickst, my ST is a real worm. After spending the day in front of a SparcStation or NeXT, the screen response (bios text) is unbearable.

I realize that quickst is most likely to blame, but has anyone figured out why? From looking at the MiNT kernel code, it appears to call TOS's Bconout() when text is written to the console screen. From the way MiNT initializes, it appears that any altered Traps from the auto folder should still be intact at the time Bconout() is called. Is quickst hooking into the system at a point other than the trap or is it playing games with vectors when it is called? Does anyone have an alternative "text accelerator" that works with MiNT?

Thanks,
Scott Willingham // willing@icsl.ucla.edu

4098. Re: MiNTlib14

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-20 19:14:58 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov20.141459.303@uwovax.uwo.ca>
Source record: 46437

In article <1991Nov20.115020.22950@ugle.unit.no>, stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
[about mntlib's conversion of the PATH environment variable into POSIX form]
> No, it is not undesireable. As Allan Pratt suggested, I can use _unx2dos() to
> convert. (As I have already done...) But what is the point in converting to
> POSIX in the first place. I know it will be easier to port POSIX programs
> to the ST, but it will also be harder to write/port TOS programs.

It really shouldn't be much harder; not many TOS programs need to use the PATH environment variable directly (as opposed to indirectly through spawnvp or fopenp); it's more common in Unix programs. If you use the stdio file routines (fopen, etc.) or the Unix emulation routines (open, etc.) then the result of findfile() can be used directly; so the only time there's a conflict is when a program uses findfile() and calls TOS/MiNT directly via trap #1. I don't think that will be a very common occurence, since I don't think that findfile() is standard in TOS libraries. Using open() or fopen() is preferred anyways, since it allows the use of forward slashes (/) instead of backwards slashes (\) in paths.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

4099. Re: Support for hobbyists

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-20 19:32:09 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1991Nov20.193209.108228@link-1.ts.bcc.ac.uk>
Source record: 46439

Firstly.. I must thank Ken for his time and his eloquent (if that's how it's spelt?) expression.

I do have one or two quibbles...

In article <1991Nov15.163309.21530@atari.uucp> kbad@atari.uucp (Ken Badertscher) writes:

Stuff deleted...

>
>In my view, multi-tiered development support was created for 2 primary
>reasons. It improves the quality of support Atari can provide
>professional developers, meeting the special needs of professionals for
>comprehensive and timely solutions to their problems. It also gives
>hobbyists access to information that was previously costly, only
>available second-hand, or altogether unavailable to them.
>
>Atari developer support is not, and never has been a profit center for
>Atari. Developers get stuff from Atari at or near cost. If that cost
>seems high, it's because it's expensive for Atari. That expense is
>measured not only in dollars, but in manpower, time, and distribution of
>limited resources.

Ken, I don't mind paying for the info (admittedly it does SEEM a bit steep), my gripe was the non-disclosure agreement. I know you say that there should be a 2 tier system to cope this this, but Atari UK doesn't seem to have one, as far as I could find out. (I was put in direct contact with Alistair Bodin, ProSupport Manager, Atari UK. I told him that I was a mere hobbyist, but he said that there was, to his knowledge, only the ProSupport scheme).

>
>Getting back to the issue that started this hubbub, I think it's
>obvious that it isn't in Atari's best interest to keep secrets about
>how to develop software on TOS. The non-disclosure agreements between
>professional developers and Atari are intended to cover products under
>development. Information on things like TT video, DMA sound, MetaDOS,
>XControl, and FSMGDOS should be disseminated as widely as possible.

I agree!

>
>As I think I pointed out during the development of FSMGDOS,
>broadcasting information about unreleased products would be a
>disservice to developers and users. That's the reason for the strict
>non-disclosure agreements between developers and Atari. You don't see
>open discussions about the internals of multitasking TOS here; it's not
>ready to have its guts laid open yet. Likewise, Atari wisely holds its

>cards close to its chest when it comes to unreleased hardware.
>Development effort is put into a lot of things that never leave 1196
>Borregas. It's a lot more important for people to know how to work
>with the things that do make it out.

Ditto.

More stuff deleted...

>
>We are only human programmer persons, and sometimes we don't follow up
>as well as we should. If you find yourself lacking for information,
>please continue to let us know about it.
>--
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari Corp. System Software Engine
> / | \ #include <disclaimer>

I'm afraid it's not the programmers who are the problem.. it's all the
politician's fault!

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

4100. Re: What's 'command exit code -66?'

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-20 19:33:42 UTC
From: techno@lime.in-berlin.de
Message-ID: <MDSWS0P@lime.in-berlin.de>
Source record: 46436
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

pbh@jake.cc.wayne.edu (Patrick Haggood) writes:

>As the subject sez, I've got an error code 66. I'm trying to use G++ in
>both Mint and gulam and I get this error. GCC 1.40 works fine, however.
>G++ is in the same directory as GCC (\bin).

error -66: not an executable file

Hope this helps,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |

4101. Re: GDOS driver information wa

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-20 19:41:19 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1991Nov20.194119.1461@demon.co.uk>
Source record: 46341

Give Atari UK a ring, they have a list of all known GDOS drivers and where the-
y can be purchased from.

```
*******************************
* Iain R Laskey *
* ilaskey@cix.compulink.co.uk *
*******************************
```

4102. MiNT questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-20 20:27:43 UTC
From: tensmekl@infonode.ingr.com
Message-ID: <1991Nov20.202743.6353@infonode.ingr.com>
Source record: 46440

I must be doing something wrong.... Is anyone else having problems
running elvis under mint? (I am sorry, I'm not using the one-true-editor yet)
I recompiled Elvis with changes so I have a version that runs under Standard
TOS and then another that runs under Super-TOS (mint). In order to use
the mint library, I downloaded and set up GCC and G++. I followed all the
examples, however I can't even compile and linke a hello world type program.

I don't get an error message it just returns. some thing is wrong.

I've setup to ksh and using the example I will either put the MWC directories
in the path or I will use the gcc directories. Under Mint, I can't get either
compiler to work properly. most frustrating.

Is there good documentation (ie source) for mint mgr. I would be real
interested in determing the size of the current mgr window after a resize.
I'm changing the elvis code to use a real termcap and curses code, but
I need to find the locations in MGR that reflect the current height weight
so elvis can resize the window.

After, I get elvis, ksh and perl working then I can start working a fast
implementation of data base and data entry system. Mint is so much
better than the rest of the ST world....

Is there something else wrong with my system. If I use gem.prg as my
init.prg then the system locks up. How should I access (yuch) the desktop
from mint.

How does one access zoo under mint/ksh. The command "zoo a// zoo files"
gives an error message "improper option \".

My dealer tells me that I have 2 1/2 megs of memory, however whenever
I run a program that tells me the amount of memory left, I am told from
a bare desktop that I have 1700K left. Is it using that much memory,
or is my system not recognizing any of the orignal 1040 memory besides
the additonal 2 Megs of memory. How do I verify memory availablity.

How do I write Mint compliant code;

Use Mintbind.h, and link with the mint libraries. Don't use code
that assumes total domination over the machine. Has anyone ported
microemacs 3.10 (or .11) to mint/mgr yet?

--
Kermit Tensmeyer | Intergraph Corporation
SomeWhere in the South (it's a Civilized place) | "It's only MY opinion"

4103. Re: MiNT and quickst

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-20 21:00:25 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1991Nov20.210025.28060@cs.wayne.edu>
Source record: 46356

In article <4847@lee.SEAS.UCLA.EDU> willing@pantheon.icsl.ucla.edu (Scott Willingham) writes:
>First off, thanks Eric for MiNT--it is very useful and impressive.
>However, I find it frustrating that I can't use MiNT and quickst
>at the same time.

Waitaminit... MiNT doesn't work with QuickST? Damn, coulda save myself bookoos of cold boots had I known this earlier (thought I was just overloadin my poor machine, what with MiNT, MGR, an FTP session and compilin' some g++ stuff at the same time...)

ST can't multitask..... HA!

--
Genie - P.HAGGOOD2 Internet -pbh@jake.cc.wayne.edu
PRODIGY - Not anymore, Jackson. Bitnet - phaggoo@waynest1
Phone - (313) 577-0669
Voice - "HEY, YOU WITH THE BAGGY PANTS!"

4104. Problem with PC-DITTO, 40 Mb ICD, DOS 4.0: Divide Overflow

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-20 21:45:31 UTC
From: florijn@serc.nl
Message-ID: <10543@serc.serc.nl>
Source record: 46344

Hi,

I'm having problems with PC-DITTO and a 40 MB ICD harddisk (connected to an old 1040 ST). I want to use the GEM partitions from within DOS (booting DOS from floppy); booting DOS from hard disk might be an option later on. I have four GEM partitions, all of which are roughly 10 Mb in size. Launching PC DITTO works, DOS boots just fine (DOS version 4.0). However, if I try to access data on drive C: (using DIR) I get "divide overflow". The same thing happens if I access any of the other drives (using the PC_DHD.SYS driver).

I suspect that this may be a compatibility problem but I'm not really sure. Is the partition too large? Should I use a different version of DOS? Perhaps format one of the partitions to boot DOS??

Any help is appreciated, but please use E-mail for answers.
If there's sufficient interest I will post a summary.

Gert

Gert Florijn (florijn@serc.nl) Software Engineering Research Centre
P.o. box 424 ; 3500 AK Utrecht ; the Netherlands

4105. ATARI monitors on AMIGA?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-20 21:47:05 UTC
From: niko@SERVER.CS.JHU.EDU
Message-ID: <9111202338.AA22823@ucbvax.Berkeley.EDU>
Source record: 46355

Does anyone know a way I could connect the Amiga 2000 to the Atari SC1224
or the Atari SM124 monitors?

(niko@syzygy.cs.jhu)
(nikolaid@radical-boy.cs.jhu)

4106. Re: What's 'command exit code -66?'

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-20 22:17:28 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <TFeqBB2w164w@ersys.edmonton.ab.ca>
Source record: 46343
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

techno@lime.in-berlin.de (Techno) writes:

> pbh@jake.cc.wayne.edu (Patrick Haggood) writes:
>
> >As the subject sez, I've got an error code 66. I'm trying to use G++ in
> >both Mint and gulam and I get this error. GCC 1.40 works fine, however.
> >G++ is in the same directory as GCC (\bin).
>
> error -66: not an executable file
>
> Hope this helps,
>
> Techno
>
> --
> | techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany !
> | techno@lime.in-berlin.de / | \ Hardcore ST user ! ======================
> | Nothing that's real is ever for free, you just have to pay for it sometime.
> | (Al Stewart)

You get this error when an executable file isn't executable anymore. For example, a corrupted program file will give this error. Another common one is TOS error #35. You could simulate the error by renaming a text file to a .PRG file. The error will be generated. Good luck...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

4107. Re: ST Notebook (was Re: help with info)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-20 23:22:38 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1991Nov20.232238.3416@digi.lonestar.org>
Source record: 46349

Thank you very much for your reply detailing some of the characteristics of the ST Book. With some of the abuse flung in your direction over the past few months, I was surprised to see you respond at all, let alone acknowledge a concern for the case design.

I for one very much appreciate both the response and your time & patience (with the Net in particular). Of course, the same goes for Ken and John. It gives me a "warm fuzzy" about being an Atari owner.

Regards,
Roy C. Gosewehr

4108. Re: MiNT questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-21 01:16:35 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Nov21.011635.21267@elroy.jpl.nasa.gov>
Source record: 46345

In article <1991Nov20.202743.6353@infonode.ingr.com> tensmekl@infonode.ingr.com (Kermit Tensmeyer) writes:
>I must be doing something wrong.... Is anyone else having problems
>running elvis under mint? (I am sorry, I'm not using the one-true-editor yet)
>I recompiled Elvis with changes so I have a version that runs under Standard
>TOS and then another that runs under Super-TOS (mint). In order to use
>the mint library, I downloaded and set up GCC and G++. I followed all the
>examples, however I can't even compile and linke a hello world type program.
>
>I don't get an error message it just returns. some thing is wrong.

You might have been screwed by the ZOO program, which turns dashes '-' in filenames into underscores '_' when extracting files. GCC wants its support files to match $GNULIB/gcc-filename, and if it doesn't find them it gives up.
>
>I've setup to ksh and using the example I will either put the MWC directories
>in the path or I will use the gcc directories. Under Mint, I can't get either
>compiler to work properly. most frustrating.

I had no trouble using MWC under MiNT. Of course, I was only using Gulam, not a MiNT-aware shell.
>
> Is there good documentation (ie source) for mint mgr. I would be real
> interested in determing the size of the current mgr window after a resize.
> I'm changing the elvis code to use a real termcap and curses code, but
> I need to find the locations in MGR that reflect the current height weight
> so elvis can resize the window.

The full source should be available wherever you got the binaries. There is an MGR command that returns the current text screen dimensions. (ESC 2 I, in fact. I put the following aliases in my .cshrc on the Unix boxes I use:

```
alias mfont 'echo -n "!\!:1F"'
alias mgsize 'stty -echo;echo -n "^[2I";set c=$<;set coords=($c);stty echo cols $coords[1] rows $coords[2]'
alias mgterm 'stty -echo;echo -n "^[1I";setenv TERMCAP $<;stty echo'
alias mssize 'echo -n "^[!!:1,!!:2w";mgsize'
```

mfont selects a font, mgsize gets the current text screen size, mssize sets the text screen size, and mgterm sets my TERMCAP variable.)
>
> After, I get elvis, ksh and perl working then I can start working a fast
> implementation of data base and data entry system. Mint is so much
> better than the rest of the ST world....

It's an extension of the ST world. Generally, it includes the rest of the ST world...

>
> Is there something else wrong with my system. If I use gem.prg as my
> init.prg then the system locks up. How should I access (yuch) the desktop
> from mint.

That only works if you run mint.prg in your AUTO folder. You didn't say
whether or not you do this.
>
> How does one access zoo under mint/ksh. The command "zoo a// zoo files"
> gives an error message "improper option \".

Dunno, sounds like zoo is flaky and doing unx2dos conversion on its command
line options instead of just on file arguments.
>
> My dealer tells me that I have 2 1/2 megs of memory, however whenever
> I run a program that tells me the amount of memory left, I am told from
> a bare desktop that I have 1700K left. Is it using that much memory,
> or is my system not recognizing any of the orignal 1040 memory besides
> the additonal 2 Megs of memory. How do I verify memory availablity.

Bare desktop meaning no desk accessories? What program do you use that tells
you how much free memory is left?
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

4109. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-21 01:25:05 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1991Nov21.012505.21446@elroy.jpl.nasa.gov>
Source record: 46346

In article <1991Nov20.105625.7794@doug.cae.wisc.edu> carter@cae.wisc.edu (Gregory Carter) writes:
>Just buy Mark Williams C, if you can get it, and use the docs outta thier.
>Its much better than ANYTHING Atari puts out. Plus you get an OK compiler.
>(YOU MUST HAVE A HARD DISK FOR MWC THOUGH...)

Not entirely true, if you have double-sided floppy drives and at least 1 MB of RAM you can use the compiler, but you'll be swapping floppies a few times... (The 1MB minimum is so you can create a 256K or so RAMdisk and put temp files and some compiler passes there...) I used it this way when I first bought a 1040, 5 years ago. (Of course, I also bought a 2.5M RAM upgrade and a 20M hard drive within 2 months after that, 'cause I couldn't really stand it...)
>
>Does anyone know if Atari gives you the Mark Williams Manual with the
>compiler if you become a developer?

Yes. You get the 3.0 manual. Pretty nice.
>--
>Gosh how the moods of people change over the course of a few minutes!

Hasn't your system administrator told you that signature files aren't supposed to exceed 4 lines of text? Regardless of that, don't you think 14 lines of spew is just a tiny bit excessive?
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

4110. Re: Writing a CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-21 03:25:08 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <L9XqBB2w164w@sys6626.bison.mb.ca>
Source record: 46352

carter@cae.wisc.edu (Gregory Carter) writes:

> Just buy Mark Williams C, if you can get it, and use the docs outta thier.
> Its much better than ANYTHING Atari puts out. Plus you get an OK compiler.

Or Megamax's LaserC. I find the manual better than ANY book or manual on
the ST I've ever seen...especially the section on GEM AES.
Not to mention the program--which is also exceptional!

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

4111. Re: MiNT questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-21 04:04:41 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Nov20230441@wookumz.gnu.ai.mit.edu>
Source record: 46348

In article <1991Nov21.011635.21267@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>You might have been screwed by the ZOO program, which turns dashes '-' in
>filenames into underscores '_' when extracting files. GCC wants its support
>files to match $GNULIB/gcc-filename, and if it doesn't find them it gives up.

Actually the important variable is GCCEXEC. The main CC program
pastes the value of GCCEXEC onto the front of the name of a particular
part of the compiler. For example, if GCCEXEC is
"/dev/C/usr/local/gnubin/gcc-" and it's time to run the loader phase
(ld.ttp) then gcc will try to run C:\usr\local\gnubin\gcc-ld.ttp.
Note that if you don't want to use a prefix such as "gcc-" you must
have a trailing / or \ on the value of GCCEXEC--it will not be
automatically inserted. So, if you unpack with ZOO 2.01 and don't
want to rename all the files, simply set GCCEXEC to
"/dev/C/usr/local/gnubin/gcc_" (assuming your gnu binaries are in
C:\usr\local\gnubin). Note that you will still have to rename some of
the include headers and libraries. I suggest getting zoo 2.1 which
doesn't mung filenames like 2.01 did.

>> How does one access zoo under mint/ksh. The command "zoo a// zoo files"
>> gives an error message "improper option \".
>
>Dunno, sounds like zoo is flaky and doing unx2dos conversion on its command
>line options instead of just on file arguments.

Actually, ksh translates all "/" to "\" in the command line. Zoo is
not to blame. If you use "unixmode zoo x// file.zoo" it will work
correctly. It sounds as if the original poster has not read the docs
distributed with ksh. Tsk, tsk.

entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

4112. Re: MiNT questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-21 05:26:43 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1991Nov21.002643.307@uwovax.uwo.ca>
Source record: 46350

In article <1991Nov20.202743.6353@infonode.ingr.com>, tensmekl@infonode.ingr.com (Kermit Tensmeyer) writes:
[problems with gcc/g++ under MiNT]
> I don't get an error message it just returns. some thing is wrong.
>
> I've setup to ksh and using the example I will either put the MWC directories
> in the path or I will use the gcc directories. Under Mint, I can't get either
> compiler to work properly. most frustrating.

Do the compilers work OK under TOS? If so, have you tried using the same shell and other setups under MiNT? My guess is that ksh may not like some of your environment variables (see below). [You also don't mention the version of MiNT; is it 0.91? If so, the TOS version of elvis ought to work, I think.]

> Is there good documentation (ie source) for mint mgr. I would be real
> interested in determing the size of the current mgr window after a resize.

FTP to flash.bellcore.com; in pub/mgr there's a ton of mgr source code and docs. (Aren't the usrman.out documentation and the mgr libraries included with atarimgr.zoo? These should also answer your question.)

> I'm changing the elvis code to use a real termcap and curses code, but
> I need to find the locations in MGR that reflect the current height weight
> so elvis can resize the window.

MGR doesn't have any locations :-). What you want to do is send a string to MGR saying "I want a TERMCAP entry"; MGR will then send you back a complete TERMCAP entry (include li# and co#) for the current window. The string you send is <ESC>1I; you have to make sure the terminal is set up correctly (i.e. not in raw mode) before you send the string and try to read the (1 line) reply. The mgr library routine char *get_termcap() does all this for you.

> Is there something else wrong with my system. If I use gem.prg as my
> init.prg then the system locks up. How should I access (yuch) the desktop
> from mint.

What's your system like? (TOS version, MiNT version, what's in your AUTO folder, what .ACCs do you have?) This definitely shouldn't happen. You could try removing .ACCs and AUTO folder programs to see if there's a conflict. You could also try removing init.prg; if none is found, MiNT (0.9 or higher) will boot into the desktop instead.

> How does one access zoo under mint/ksh. The command "zoo a// zoo files"
> gives an error message "improper option \".

ksh translates "/" to "\" automatically, which is usually what is desired
but sometimes causes problems. See the readme.st file that comes with ksh
for how to turn this translation off. Also note that ksh uses \ as an
escape character, so doing PATH=\bin actually sets PATH to "bin"
rather than "\bin" as intended.

> My dealer tells me that I have 2 1/2 megs of memory, however whenever
> I run a program that tells me the amount of memory left, I am told from
> a bare desktop that I have 1700K left.

Wow, what do you have in there? :-).

> How do I write Mint compliant code;
>
> Use Mintbind.h, and link with the mint libraries. Don't use code
> that assumes total domination over the machine. Has anyone ported
> microemacs 3.10 (or .11) to mint/mgr yet?

The use of the MiNT libraries and mintbind.h are optional, really -- they
let you take full advantage of MiNT, but most ordinary TOS programs should
work OK under MiNT as long as they don't make assumptions about memory
ownership and "domination over the machine", as you say.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

4113. Re: MFP problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-21 07:45:03 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <1991Nov21.074503.24029@news.Hawaii.Edu>
Source record: 46347

In article <1991Nov19.203710.28819@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>In article <15819@uhccux.uhcc.Hawaii.Edu> jww@uhunix.uhcc.Hawaii.Edu (Jack W. Wine)
writes:
>>>In article <1991Nov12.212306.20520@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>
>>>...
>>>Hint: The MFP vector registers high nybble gives $40, which happens
>>>to coincide with the exception we get. SYS_MON sez spurious interrupt
>>>Level 0 (might be NMI, don't know fer sure). Looks like an auto-vector
>>>thing is happening, but why ?
>>
>>
>>I don't know what is happening, but I don't think it can be a NMI
> ------------------------------]
>Neither do I.
>
>>because the ST supposedly has the IPL 0 input permanently set to 1.
>>Maybe if you try to run it on other ST systems, you can find out
>>what's going on.

>Nope, that's not machine specific. The MC68040 manual sez level 7 (not 0)
>is NMI, assuming that we had a $2300 in our SR registers, the interrupt
>shouldn't show up anyway (but it does). Level 0 might just be NMI
>in that sense, that it isn't a real interrupt and therefore not
>usefully (and effectively) maskable.

A level 7 (NMI) interrupt occurs when /IPL2, /IPL1 and /IPL0 are all low,
but the GLUE of the ST can't generate a NMI because it only has the /IPL2
and /IPL1 outputs while the 68K has its /IPL0 tied high. Since you said
you've had the problem for several years, I am assuming you are talking
a 520/1040 ST and thats what my ST Internals book indicates about it.

If you have the STe models, then the MMU-GLUE (MLUE) provides for all of
the /IPLx signals.

>['040 manual interrupt explanation]
>...
>Nevertheless I am still highly interested, whether this behaviour is
>1. already widely known, and a workaround does exist
>2. due to some mistreatment (by me) of the MFP
>3. bona fide MFP bug
>
>Actually its not really dependent on the MASK register, I got a similiar

>effect with the PENDING register too, just polling BUSY via IPRB waiting
>for an ACK and then clearing the pending bit. (TOS does polling by looking
>at the line directly, I believe)
>

It seems to me that if you had set the mask register to prevent mouse/key-
board interrupts, then either the MFP is faulty or TOS/debugger reset it
behind your back! Another guess is that you should reseat your GLUE chip
firmly back into its socket, because it might be another factor for the
flakiness.

Jack

4114. Re: ST Notebook (was Re: help with info)

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-21 08:06:44 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <1991Nov21.080644.1871@news.Hawaii.Edu>
Source record: 46351

Your ST Book defines a new class of 68K-based laptops that weigh only
four (!) pounds and run for 5-8 hours. Congratulations to you and Atari!!!

Jack

P.S. I hope Atari lends a lot of them to the press.

4115. Re: Problem with PC-DITTO, 40 Mb ICD, DOS 4.0: Divide Overflow

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-21 11:28:09 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Nov21.112809.17861@actrix.gen.nz>
Source record: 46358

In article <10543@serc.serc.nl> florijn@serc.nl (Gert Florijn) writes:
> Hi,
>
> I'm having problems with PC-DITTO and a 40 MB ICD harddisk (connected
> to an old 1040 ST). I want to use the GEM partitions from within DOS
> (booting DOS from floppy); booting DOS from hard disk might be an
> option later on. I have four GEM partitions, all of which are roughly
> 10 Mb in size. Launching PC DITTO works, DOS boots just fine (DOS
> version 4.0). However, if I try to access data on drive C: (using DIR)
> I get "divide overflow". The same thing happens if I access any of the
> other drives (using the PC_DHD.SYS driver).
>
> I suspect that this may be a compatibility problem but I'm not really
> sure. Is the partition too large? Should I use a different version of
> DOS? Perhaps format one of the partitions to boot DOS??
>
> Any help is appreciated, but please use E-mail for answers.
> If there's sufficient interest I will post a summary.
>
> Gert
>
>
> Gert Florijn (florijn@serc.nl) Software Engineering Research Centre
> P.o. box 424 ; 3500 AK Utrecht ; the Netherlands

There is a fix I think for this on GEnie, may be some one can put it
on A.A for those that need it..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4116. TT dippers ??

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-21 12:55:05 UTC
From: luoto@cs.Helsinki.FI
Message-ID: <20941@hydra.Helsinki.FI>
Source record: 46354

Hey, what are all those DIPSWITCHES for ??? -flashed into my mind, when I replaced my old TT:s internal disk drive with a HD-one ???

I dipped the number 7 up as I was told that should bring a HD formatting ability to tos, yes it did, but since I got a 3.01TOS that wont do any good !!! (wont work) ALSO this little thingie is doin' all kinds of funny things that normal nice computer is not supposed to do like: not being able to check info on HD-disks, NOT being able to write more than a meg on those hd disks, NOT being able to read from inside folders on disks... and so forth

has anyone had similar problems, and are they all because of the TOS version ?

-anyone got TT internals or something... to check those dip's out ?

-> why do they newer live up to your expectations ?

>>>

4117. Re: MiNT/CAD 3D and quickst

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-21 13:34:51 UTC
From: ki@opal.cs.tu-berlin.de
Message-ID: <5552@tick.cs.tu-berlin.de>
Source record: 46353

>I find it frustrating that I can't use MiNT and quickst at the same time.
...
>Does anyone have an alternative "text accelerator" that works with MiNT?

Use NVDI from BELA. This works with MiNT without problems. Even the user
that asked for help with CAD 3D should use NVDI, since there are no problems
with NVDI... I know there is an english version of NVDI.

Greetings,
Karsten Isakovic, ki@opal.cs.tu-berlin.de

4118. Zoo and Zip file formats

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-21 18:03:29 UTC
From: u1398@jsp.umontreal.ca
Message-ID: <1991Nov21.180329.25409@jsp.umontreal.ca>
Source record: 46357

Hi, I'm finishing up my terminal program for the ST and I wanted to add a built-in LZH, ARC, ZOO and maybe even ZIP viewer. (A function that shows you the contents of the compressed file.)

So far, I have the LZH and ARC parts working, but can anyone suggest where to look the ZOO file format? I would need something that gives me direct information on the file's structure. Zip would be nice, too, but not nearly as important as ZOO. (Especially out here in Netland).

Any help apreciated.
--

```
_ _ _ _____ _____
| || || | /____//_ _/ "Our weather station in the city uses a Cray"
| || || | \__ \ / / "Really? Is it PC-Compatible?"
_/ / | | \ \_ /___/ /_/ ...---... ...---... ...---... ...---...
```

4119. Re: MiNT questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-21 20:27:31 UTC
From: tensmekl@infonode.ingr.com
Message-ID: <1991Nov21.202731.25977@infonode.ingr.com>
Source record: 46360

Yea, I know Lot's of responses and I respond to My own post.
Let me clarify what I've said.

In article <1991Nov20.202743.6353@infonode.ingr.com> tensmekl@infonode.ingr.com (Kermit Tensmeyer) writes:
>
>I don't get an error message it just returns. some thing is wrong.
>
>I've setup to ksh and using the example I will either put the MWC directories
>in the path or I will use the gcc directories. Under Mint, I can't get either
>compiler to work properly. most frustrating.
>
The problem was that the alias for the names was not being set
properly. The environment variable GCCINC was not set properly.
gcc.ttp was terminating after the cpp pass silently because no
include files were found. [The gcc documentation uses the -v
flag. Very helpful]
>
> Is there good documentation (ie source) for mint mgr. I would be real
> interested in determing the size of the current mgr window after a resize.
> I'm changing the elvis code to use a real termcap and curses code, but
> I need to find the locations in MGR that reflect the current height weight
> so elvis can resize the window.

I downloaded the sparc sources to mint to my unix machine
from flash.bellcore (archie told me that the address is
128.96.32.20 in pub/mgr.) Now if I can find the danged ms troff
macros I can get printouts of the mgr docmentation.

Is there any indications as to what parts of mgr got ported
to the ST? For instance according to the source code calling
m_getinfo with an argument of G_WINSIZE return lines and cols
in the form that vi/elvis already require.
>
> After, I get elvis, ksh and perl working then I can start working a fast
> implementation of data base and data entry system. Mint is so much
> better than the rest of the ST world....
>
> ----
>
> Is there something else wrong with my system. If I use gem.prg as my
> init.prg then the system locks up. How should I access (yuch) the desktop
> from mint.

if no init.prg exist then the desktop comes up?. hum have to try
that... Will mint be executing properly then?
>
> How does one access zoo under mint/ksh. The command "zoo a// zoo files"
> gives an error message "improper option \".

Mint .91 Zoo 2.1 Ksh as provided has only ksh.1 as documentation
no reference to unixcmd. unixcmd as quoted will still not create
a zoo file but will extract from a zoo file. Give that man half a
cigar.
>
> My dealer tells me that I have 2 1/2 megs of memory, however whenever
> I run a program that tells me the amount of memory left, I am told from
> a bare desktop that I have 1700K left. Is it using that much memory,
> or is my system not recognizing any of the orignal 1040 memory besides
> the additonal 2 Megs of memory. How do I verify memory availablity.

On ST-1040 1 Meg with no accessories except auto-boot supra
and UIS III 780K.

On STE-1040 with ?2-1/2 Meg? no accesories except auto-boot ICD
and UIS III 1780K.

Is there a better way to determine memory availability?
>
> How do I write Mint compliant code;
>
> Use Mintbind.h, and link with the mint libraries. Don't use code
> that assumes total domination over the machine. Has anyone ported
> microemacs 3.10 (or .11) to mint/mgr yet?
>
Problem with Elvis right off the tape under mint is that
elvis has it's temporary file space as "%s\%s\Elv_%d" and
such like crap for it's files. When I get make working
under gcc, I'll fix that with tempname as a function call.

Also Elvis does not reference termcap but hardcodes the vt52
definatation into it's code. Altering the code to use curses
as supplied with mint and using environmental variables will
extend it's useful life under mint. Since the routines in
MicroEmacs 3.10H already use termcap on the ST as well as
the mouse routines, it should be easy to extract the
working routines to work with other code.
>

--
Kermit Tensmeyer | Intergraph Corporation
SomeWhere in the South (it's a Civilized place) | "It's only MY opinion"

4120. Re: MiNT questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-21 20:39:58 UTC
From: tensmekl@infonode.ingr.com
Message-ID: <1991Nov21.203958.26606@infonode.ingr.com>
Source record: 46361

In article <ENTROPY.91Nov20230441@wookumz.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>In article <1991Nov21.011635.21267@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>>You might have been screwed by the ZOO program, which turns dashes '-' in
>>filenames into underscores '_' when extracting files. GCC wants its support
>>files to match $GNULIB/gcc-filename, and if it doesn't find them it gives up.
>
>Actually the important variable is GCCEXEC. The main CC program
>pastes the value of GCCEXEC onto the front of the name of a particular
>part of the compiler. For example, if GCCEXEC is
>"/dev/C/usr/local/gnubin/gcc-" and it's time to run the loader phase
>(ld.ttp) then gcc will try to run C:\usr\local\gnubin\gcc-ld.ttp.

>I suggest getting zoo 2.1 which
>doesn't mung filenames like 2.01 did.

Since the all the mint stuff is extractable only with Zoo 2.1,
that's what I'm using. The gcc stuff is also built with Zoo 2.1.
[By the By, don't use the the Double-Click Zoo view program,
it will corrupt the zoo file.

I used to have an high opinion of DC until I bought the products.
No More.
]
>
>>> How does one access zoo under mint/ksh. The command "zoo a// zoo files"
>>> gives an error message "improper option \".
>>
>>Dunno, sounds like zoo is flaky and doing unx2dos conversion on its command
>>line options instead of just on file arguments.
>
>Actually, ksh translates all "/" to "\" in the command line. Zoo is
>not to blame. If you use "unixmode zoo x// file.zoo" it will work
>correctly. It sounds as if the original poster has not read the docs
>distributed with ksh. Tsk, tsk.

What documentation? Nothing mentions unixmode. And I use Ksh at
my real job (cause Csh doesn't really work well here.) I haven't
read the Mint-Bash documentation since I won't be using bash.

Why is the docs for ksh distr as ksh.1 in nroff.man format. Is
there a workable version of nroff for the ST? (Runoff is not acceptable)
Tex is also not an acceptable option except for the elite.)
>
>entropy

>--
>entropy@gnu.ai.mit.edu
>entropy. . .it's not just a good idea, it's the second law.
>Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
>Programming Freedom! Write to league@prep.ai.mit.edu for more information.

AT&T == bellcore the author of MGR which is publicly available
code.

--
Kermit Tensmeyer | Intergraph Corporation
SomeWhere in the South (it's a Civilized place) | "It's only MY opinion"

4121. Re: MFP problem

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-21 20:50:44 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1991Nov21.205044.14977@infoserver.th-darmstadt.de>
Source record: 46359
Body handling: Inline uuencoded payload not displayed: x.prg

In article <1991Nov21.074503.24029@news.Hawaii.Edu> jww@uhunix.uhcc.Hawaii.Edu (Jack W. Wine) writes:
>In article <1991Nov19.203710.28819@infoserver.th-darmstadt.de> wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

>A level 7 (NMI) interrupt occurs when /IPL2, /IPL1 and /IPL0 are all low,
>but the GLUE of the ST can't generate a NMI because it only has the /IPL2
>and /IPL1 outputs while the 68K has its /IPL0 tied high. Since you said
>you've had the problem for several years, I am assuming you are talking
>a 520/1040 ST and thats what my ST Internals book indicates about it.
>
>If you have the STe models, then the MMU-GLUE (MLUE) provides for all of
>the /IPLx signals.
Thanks for the info. But my problem has really nothing to do with this.
I just called Level 0 NMI, cause *it happens* although the SR mask is set
to $2300. This is so, since level 0 would mean all IPL lines are high,
meaning there aren't any interrupts.
Nevertheless I DO GET a Level 0 Interrupt. (or so I believe). How the
MC680xxx does this ? Read my previous post... (It's not a real interrupt!)

>>Nevertheless I am still highly interested, whether this behaviour is
>>1. already widely known, and a workaround does exist
>>2. due to some mistreatment (by me) of the MFP
>>3. bona fide MFP bug
>
>It seems to me that if you had set the mask register to prevent mouse/key-
>board interrupts, then either the MFP is faulty or TOS/debugger reset it
>behind your back! Another guess is that you should reseat your GLUE chip
>firmly back into its socket, because it might be another factor for the
>flakiness.
Sorry, the answers are No No and No again. The debugger has nothing to do
with it, the MFP works as well as in any other ST machinery (how well ?
that's my problem, maybe..), the GLUE is OK.

I might suggest that you try out the little program to witness the behaviour
yourself, if you don't have an assembler here it is UUENCODED.
-------- Cut here -------

[Inline uuencoded payload not displayed: x.prg]

-------- Cut here -------
I tried this years ago on my 520ST+, today on my MEGA ST-1 and on a
1040STE here at work, they all give the same result. So I don't think
it's machine dependent.

Doc: run it and move the mouse, till it bombs (less than 10 seconds)

Thanks for your response nevertheless.
I don't want to get on the nerves of Atari employees, but maybe one
of them has clue ?

Nat!

--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"

4122. Re: MiNT questions

Newsgroup: comp.sys.atari.st.tech
Date: 1991-11-22 01:03:32 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.91Nov21200332@wookumz.gnu.ai.mit.edu>
Source record: 46362

In article <1991Nov21.203958.26606@infonode.ingr.com> tensmekl@infonode.ingr.com (Kermit Tensmeyer) writes:
In article <ENTROPY.91Nov20230441@wookumz.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>Actually, ksh translates all "/" to "\" in the command line. Zoo is
>not to blame. If you use "unixmode zoo x// file.zoo" it will work
>correctly. It sounds as if the original poster has not read the docs
>distributed with ksh. Tsk, tsk.

What documentation? Nothing mentions unixmode. And I use Ksh at
my real job (cause Csh doesn't really work well here.) I haven't
read the Mint-Bash documentation since I won't be using bash.

Ugh. I meant "unixpath" not unixmode...

unixpath is documented, I believe, in the readme.st file distributed
with ggascoigne's MiNT port of ksh.

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

4123. Re: Medium resolution `spectrum'?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-12 12:36:27 UTC
From: godot@uni-paderborn.de
Message-ID: <1991Dec12.123627.22814@uni-paderborn.de>
Source record: 46198
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I was just thinking: if one can use multiple palettes on one
>line in low resolution (as spectrum512 does), then could the
>same trick be used to create a multicolor version of medium
>resolution? I guess there would be time for 3 or 4 palette
>switches in 1 line, so 16 colors on one line in medium resolution
>should be possible.

>Has anyone tried this?
Yes, it works the same way as in low res.

Frank

4124. Re: How do you use Frename?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-18 11:25:24 UTC
From: q92269@pbhrzx.uni-paderborn.de
Message-ID: <q92269.693055524@pbhrzx>
Source record: 46196

steve@thelake.mn.org (Steve Yelvington) writes:

> if (Frename(0,"oldfile","newfile") !=0)
> Cconws("Rename failed.\r\n");

>The first arg is always 0.

Hmmm ... does anyone know if other values than 0 are used for the first
parameter? Just curious ... I implemented modes 8 and 9 for creating links
on my system and I wanna know if this could cause collisions.

Daniel
--
Daniel Roedding "Wenn Architekten ihre Haeuser so bauen wuerden, wie Program-
Detmolder Str. 19 mierer ihre Programme schreiben, koennte ein einziger Specht
D-4790 Paderborn unsere ganze Zivilisation vernichten"
/ q92269@pbhrzx.uni-paderborn.de / danny@fiction.ms.sub.org / +49 5251 541965 /

4125. Discovery Cartridge copy files

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-18 12:58:28 UTC
From: id@Germany.EU.net
Message-ID: <5799@unido.Germany.EU.net>
Source record: 46363
Cross-posted to: comp.sys.atari.st.tech,dnet.atari

Hi there,

a friend of mine (with no network access) is looking for copy files for
the Discovery Cartridge (from Happy Computers Inc.).
Furthermore, he would like to know if somebody has a Discovery Cartridge for
sale. Does anybody know what has happened to Happy Computers Inc.? Is there
any comparable product like the Discovery Cartridge from another supplier?

Please do not ask me any questions on those topics, as I post this article
for a friend.
Please reply via E-mail.

Thanks!

Ingo Dressler
:-ID

Ingo Dressler * EUnet-Support News & Info-Server
Univ. Dortmund * FB Informatik - IRB * Postf. 500 500 * D-W-4600 Dortmund 50
Tel.: +49 231 755-2444 (Voice); -2386 (Fax)
Email: id@Germany.EU.net, news@Germany.EU.net, info-admin@Germany.EU.net

/* Smile - tomorrow will be worse. */

4126. Atari monitor -> nice new mac. Possible??

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-19 21:07:09 UTC
From: cgpe-a@minster.york.ac.uk
Message-ID: <693176829.20466@minster.york.ac.uk>
Source record: 46365
Cross-posted to: comp.sys.mac.hardware,comp.sys.atari.st.tech

I'm dumping my ancient Atari ST and buying an mac LC. Can I re-use the SM124 monitor on the mac as an extra display?

Those in comp.sys.atari.st.tech should be able to post the exact spec of the monitor (1985 SM124). I think the vertical scan rate is 71.25Hz.

Those in comp.sys.mac.hardware should be able to post whether any cards exist that can cope with it. (For the LC or `praps my mums Classic). I want to use the monitor in addition to the greyscale monitor, *not* instead of it.

Ta, Chris.

Chris Paulson-Ellis.... . . . . .\Vanbrugh College, University of York,
JANET : cgpe-a@uk.ac.york.minster \York, England. YO1 5DD
INTERNET : cgpe-a@minster.york.ac.uk \Job offers accepted (probably :-)

4127. Re: Sozobon malloc >65535

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-20 12:53:12 UTC
From: johnj@echo.philips.nl
Message-ID: <1991Dec20.125312.14515@echo.philips.nl>
Source record: 46368

bill@mwca.UUCP (Bill Sheppard) writes:

>I recently have been hacking "midiplay", for dumping standard midifiles to
>my synthesizer (good program - it's nice to be able to modify it for custom
>needs).

Mmm,

I feel somewhat disapointed by the net.
Few weeks ago I posted a message to the net (atari newsgroup also),
with the question if anyone knew if such a program was available.
I got no reactions at all!

So I started writing such a program and i am already halve way.
So I spoiled my time then:-(

>I'll eventually be distributing my modified version, which should support
>instrument / percussion remapping,

I have/had these in my program too, which will be finished (and tested!!)
in februari.
I planned too have features like:
setting initial voices (program changes) for each track,
modifying channels per track/channel,
filtering certain events out,
setting initial tempo for song,
setting relative tempo changes for the whole song,
editor to view (and in later version modify) midi events and midifile event (FF).
transposing note events (apart from percussion remapping).
etc.

So what should I do?

Finish my program or wait for your updates?

>--
> ##
> # Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill #
> # Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201 #
> ############### Opinions expressed are my own and usually wrong ##############

Anyway, happy X-mas,
I'll be off the net until 6th of januari,
so please sent me email as postings will have been expired by then.

--

--
John Janssen Email: johnj@echo.philips.nl
The Netherlands

4128. Re: TT memory connector...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-20 13:28:30 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1991Dec20.132830.6191@actrix.gen.nz>
Source record: 46369

In article <kl0la9INN2pf@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
> Hi,
>
> Seeing the lack of variety in the area of memory expansion boards
> for the TT, I have been thinking about making one. However, I don't have
> any of the documentation (this student can't afford even the hobby-level
> atari developer status) on the connector.
>
> I assume from that fact that a daughter-board is neccessary that only
> address,data,write/read request, etc. signals are available, and that the
> board should take care of the mundane dram-refresh, bank select, etc. Can
> somone correct me if this assumption is wrong, and send the pin-outs
> regardless (even if I am wrong, you can usually figure the situation out if
> you know the signals available :).
> Also, for those in the know, would it be feasible/usefull to put
> a cache in the board? Would putting up to 256k of 30ns (or whatever speed
> is standard for 33MHz systems) dram be at all usefull, or does the TT
> put in a minimum number of wait-states (i.e. since there is a maximum speed
> of ram at which increasing the speed of the ram has no corresponding speed
> increase in the performance of the system, does anyone have an idea of what
> that minimum access speed is)?
>
> Thanks for any and all help!
>
> -Mike
>
> baffoni@aludra.usc.edu
> mbaffoni@skat.usc.edu
>

This board has a custom MMU fitted to it, so I don't think its posible
to make your own memory boards..

Note: there is a German one that is very versatile from what I remember,
may be some of the German readers can post the info on it..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4129. Re: Getting gcc to read makefile?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-20 17:40:10 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <91354.174010HAC041@DJUKFA11.BITNET>
Source record: 46375

In article <1991Dec20.152603.3214bryanw@netcom.COM>, bryanw@netcom.COM (Bryan Woodworth) says:
>
>Help, I just got gcc. I can't figureout how to get it to read a makefile?
>I enter "gcc makefile" and it spits out, "Not an ar or rel format"??

gcc can't do anything useful with makefiles. You need 'make' in addition to gcc to make any use of them.

Konrad Hinsen (hac041@djukfa11.bitnet)

4130. strlwr function call

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-20 21:54:24 UTC
From: rdf@pinet.aip.org
Message-ID: <1991Dec20.215424.3773@pinet.aip.org>
Source record: 46382

Does anyone know what this function does and where the sources and documentation for it can be found? It is part of the gnu c lib.

I haven't been able to find where the components that make up all the .olb files are kept.
Thanks..

4131. Re: TT memory connector...

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-21 11:53:45 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1991Dec21.115345.19475@ugle.unit.no>
Source record: 46373

In article <1991Dec20.132830.6191@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
|>
|> Note: there is a German one that is very versatile from what I remember,
|> may be some of the German readers can post the info on it..??
|> --
|> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
|> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
|> *** Kapiti At least I don't Flicker, ***
|> *** New Zealand.. * not like a dying light globe ***

GE-Soft in Germany have made a TT-ram card with 8 SIMM sockets. This card is populated with 14 IC's and I belive 10 of them have 44 pins. The card can hold 4MB, 8MB, 16MB, 20MB or 32MB of fastram.

Does anybody know how fast this card is compared to the original Atari card?

Stig Vidar Hovland - stigvi@lise.unit.no

4132. Re: strlwr function call

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-22 01:18:12 UTC
From: harryk@bucsf.bu.edu
Message-ID: <96055@bu.edu>
Source record: 46376

In article <1991Dec20.215424.3773@pinet.aip.org> rdf@pinet.aip.org (Robert Feinman) writes:
>
>Does anyone know what this function does and where the sources and
>documentation for it can be found? It is part of the gnu c lib.
>
>I haven't been able to find where the components that make up all
>the .olb files are kept.
>Thanks..

This is just a guess... but from its name I guess "strlwr" converts a capital letter to lower case. It seems to me it's the opposite of "strupper"

agian, just a guess 8*)

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@bucsf.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu

4133. Atari Development system

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-22 04:18:25 UTC
From: Holly@sol.cs.wmich.edu
Message-ID: <1991Dec22.041825.23286@sol.cs.wmich.edu>
Source record: 46381

Hi
I have been a "loyal" Atari person for years,
ever since the 2600 first came out. I thought I would
send off a micro-flame to the people there. I just got
my official Tier II development system and have been
playing with it.

Anyone care to explain how they could give me a sample CPX
program that is not compilable with the C compiler they
provide?

Also anyone know how to get the Alycon C compiler to accept
"void". Yes, it might be hidden in the 3 manuals of docs I
have. I haven't gotten that far yet. I am just testing the
C compiler, pdmake, the sample CPX files.

Harry
--
Harry Dodgson Jr. | Internet dodgson@coyote.cs.wmich.edu
Western Michigan University | -(141.218.40.40)-
Computer Science Department | Voice (616) 387-5803
Kalamazoo, MI 49008 | Office 4038 Friedmann Hall

4134. GNU linker

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-22 12:12:53 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <91356.121253HAC041@DJUKFA11.BITNET>
Source record: 46364

Does anyone know how to persuade the GNU linker (gcc-ld) to tolerate doubly defined symbols? When a program contains a function whose name is identical to that of a library function, or when two libraries contain functions with identical names, it stops with an error message. It would make more sense to issue a warning message and use the first occurrence of any label, but I couldn't find an option to specify such a behaviour.

Konrad Hinsen (hac041@djufka11.bitnet)

4135. Re: Atari Development system

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-22 16:49:58 UTC
From: dodgson@sol.cs.wmich.edu
Message-ID: <1991Dec22.164958.27721@sol.cs.wmich.edu>
Source record: 46379

Hi again,
sorry about the header.. I was su from my girlfriend's account
and didn't see that it put her name there instead of mine.

Harry
--
Harry Dodgson Jr. | Internet dodgson@coyote.cs.wmich.edu
Western Michigan University | -(141.218.40.40)-
Computer Science Department | Voice (616) 387-5803
Kalamazoo, MI 49008 | Office 4038 Friedmann Hall

4136. Re: GNU linker

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-22 21:43:11 UTC
From: ytsuji@cfi.waseda.ac.jp
Message-ID: <1953@wsdnws.waseda.ac.jp>
Source record: 46366

That is unacceptable. 'Warning' is not an error and can be suppressed by the compiler driver (gcc). But defining two identical functions differently is a simple mistake. All you can do to fix the problem is to let the linker show where these doubly defined functions are located more kindly. BTW, 'C' does not distinguish your own code from those written by others: there is no class distintion here. So, if you link someone else's code (perhaps you didn't write crt0.s or the C libraries), you are assumed to have written them and made to answer for them!

Tsuji

4137. Re: Getting gcc to read makefile?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-23 09:48:11 UTC
From: marc@hemlock.cray.com
Message-ID: <1991Dec23.034811.824@hemlock.cray.com>
Source record: 46380

In article <1991Dec20.152603.3214bryanw@netcom.COM>, bryanw@netcom.COM (Bryan Woodworth) writes:
> Help, I just got gcc. I can't figureout how to get it to read a makefile?
> I enter "gcc makefile" and it spits out, "Not an ar or rel format"??
>
> --
> Bryan Woodworth Mail: bryanw@netcom.COM
> Netcom - Online Communication Services San Jose, CA

Hi Brain,

You need to run `make', not gcc. Make reads the makefile and will run gcc and whatever else it needs to build the target(s) specified in the makefile.

Cheers,

[M][a][r][c]

###
marc@hemlock.cray.com # . .
Marc CR Bouron # M.Bouron@cray.co.uk (ARPA) # _|\ /|_
Cray Research (UK) Ltd. # M.Bouron@crayuk.uucp (DOMAIN) # (_|_V_|_)
+44 344 485971 x2208 # M.Bouron@uk.co.cray (JANET) # | |
...!uknet!crayuk!M.Bouron (UUCP) #
###

4138. Re: GNU linker

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-23 10:18:30 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <91357.101830HAC041@DJUKFA11.BITNET>
Source record: 46367

In article <1953@wsdnws.waseda.ac.jp>, ytsuji@cfi.waseda.ac.jp (Y.Tsuji) says:
>
>That is unacceptable. 'Warning' is not an error and can be suppressed
>by the compiler driver (gcc). But defining two identical functions

It seems to be perfectly acceptable to other linkers, so why should
the GNU linker be an exception?
Maybe there was some misunderstanding as to the purpose of allowing
doubly defined symbols. All I want is to have optional replacements
for standard library functions, mainly GEM functions. For example,
I have my own version of form_do(), which has exactly the same
prototype, but adds some convenience for users (like keyboard
equivalents for operating buttons). My programs simply call
form_do(); if I want the more elaborate version, I simply add
my own library (which nothing else but form_do(), so it is no
replacement for the GEM library) during linking and expect the linker
to take the first occurrence of form_do() and ignore possible
later definitions.

Konrad Hinsen (hac041@djukfa11.bitnet)

4139. Re: Sick Mega ST2

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-23 15:12:14 UTC
From: ljdickey@watserv1.waterloo.edu
Message-ID: <1991Dec23.151214.14063@watserv1.waterloo.edu>
Source record: 46370

In article <60234@aurs01.UUCP> whitcomb@aurs01.uucp (Jonathan Whitcomb) writes:
>My trusty Mega ST2 (to which I added 2 megs of RAM in the
>existing holes) has started to get flakey on me.
> Now I'm starting to get worried.
...
>Does anyone have any clues what's going on? I'm hoping it's
>something simple like replacing the power supply, because
>there aren't any Atari dealers in the area.

I would check the power supply connctions.

--
Prof L.J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP ..!uunet!watmath!ljdickey
X.400: ljdickey@watmath.UWaterloo.ca

4140. Re: strlwr function call

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-23 15:21:34 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Dec23102134@acae127.cadence.com>
Source record: 46371

> In article <1991Dec20.215424.3773@pinet.aip.org> rdf@pinet.aip.org (Robert Feinman) writes:
> >
> >Does anyone know what this function does and where the sources and
> >documentation for it can be found? It is part of the gnu c lib.
> >
> >I haven't been able to find where the components that make up all
> >the .olb files are kept.
> >Thanks..
>
>
> This is just a guess... but from its name I guess "strlwr" converts a capital
> letter to lower case. It seems to me it's the opposite of "strupper"
>

harryu you were almost right: strlwr converts each upper case
albhabetic character in a string to lower case. it checks that
something is actually a upper case char before conversion, so it
leaves the rest alone.

the components that make up a olb are object files, that are
compiled images of the library sources, that are there on A.A. the
documentation is in a seperate sub directory. sorry, i dont have ftp
access so i cant tell where exactly the stuff is.
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

4141. Mega STE LAN port

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-23 20:28:19 UTC
From: ignac@electro.electro.com
Message-ID: <1991Dec23.202819.22842@electro.electro.com>
Source record: 46372

Is there any available information about the LAN port that exists on
the Mega STE and the TT?? ie: baud rates, type of handshaking used,
protocols supported, addresses to write to to access the port, etc.

any information would be appreciated. thanx in advance.

ps: has anyone had any dealings with a company called Application
Design Software from Merlin OR, USA?? they supply a product called
the Universal NETwork v1.1. has anyone used it??
it is supposedly driver software for the
LAN port, although the quoted price i've seen of $220 seems to be a
bit too much for only 2 nodes, since it's strictly software.
(hence the initial question!! - why buy it if you can write it yourself!)

happy holidays!

--
========Ignac A. Kolenko (The Ig)=======watmath!watcgl!electro!ignac=========

"Blowed up REAL good!" - Big Jim McBob (Celebrity Blowup - SCTV)
==

4142. Re: GNU linker

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-23 21:42:24 UTC
From: UweKloss@lionbbs.bs.open.de
Message-ID: <UipuH5/3o7I@lionbbs.bs.open.de>
Source record: 46378

In <1953@wsdnws.waseda.ac.jp>, Y.Tsuji writes:
>
> ... But defining two identical functions
^^^^^
named (!)
> differently is a simple mistake.
Agreed!
If they are found in ordinary object modules, NOT in libraries!

> All you can do to fix the problem is
> to let the linker show where these doubly defined functions are
> located more kindly.
I wold like the linker to differetiate between libraries
and other (object-) modules!
It seems unacceptable to me, to tear apart and put together again
the whole library if one want's to replace a library-function
by a sligthly different one.

> BTW, 'C' does not distinguish your own code from
> those written by others: there is no class distintion here.
This is not a problem of the language, but one of the linker.
(the tool!)

Uwe
--
Uwe Kloss UUCP: UweKloss@lionbbs.bs.open.de
Fasanenstrasse 65 BTX: 0531336908 0001
3300 Braunschweig FIDO: not connected

4143. Re: Atari monitor -> nice new mac. Possible??

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-23 23:08:18 UTC
From: cgpe-a@minster.york.ac.uk
Message-ID: <693529698.4800@minster.york.ac.uk>
Source record: 46374
Cross-posted to: comp.sys.mac.hardware,comp.sys.atari.st.tech

I was asking about using my ST's old SM124 on a mac LC as a second monitor.
I now have the specs for my SM124. (thanks to <d.jewell@trl.oz.au>) :-

>The vertical for the ST is 71Hz; the LC's mono monitor is 66.67Hz.
>The horizontals are 31.5kHz and 35kHz.
>I am hoping that the SM125 can be adjusted to the frequencies as they are close

However the point has been made that using it as a second monitor is
probably not economic. (thanks to <ingemar@se.liu.isy>) :-

>I don't think it is worthwile, even if it can be done. In order to have
>two monitors, you *must* add a video card, and that will cost much more
>than a monitor does.

Ok. So can the SM124 be adjusted to be used *instead* of the Apple 12" mono.
The timings are close, are they close enough? I know the 12" is nice, but
saving the money is too. The SM124 is only B/W, *not* greyscale, but I've
heard of conversions being done. Is is possible? Go on tell me the inevitable.
:-(

Chris Paulson-Ellis.... . . . . .\Vanbrugh College, University of York,
JANET : cgpe-a@uk.ac.york.minster \York, England. YO1 5DD
INTERNET : cgpe-a@minster.york.ac.uk __I'm hungry__

4144. Megafile 30 doesn't boot

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-24 09:03:51 UTC
From: stefan@spc.nl
Message-ID: <1991Dec24.090351.8801@spc.nl>
Source record: 46377

About a year ago, I bought a Megafile 30 for my Mega 2. Fine, it worked perfectly until about a month ago. When I want to work with it now, I have to switch the computer and the hard disk on and off about a dozen times before it boots from the hard disk. When it doesn't boot, I also cannot install it by running the hard disk driver, when I do this the drive light will stay on, and it doesn't recognize the disk. The strange thing is that when it refuses to boot, the light does flicker when I turn on/off/reset the computer.
So what's going on here? Broken cable? Hard disk screwed? Or does it just have to warm up or something?

Email me if you can shed some light on this...

Thanks,
Stefan
--
"We convoke the Nephilim and they come {*} Stefan Posthuma, SPC Company
to us, strangers with the eyes of men." | stefan@spc.nl

4145. Re: GNU linker

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-25 11:24:04 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.91Dec25122404@acae127.cadence.com>
Source record: 46383

> In <1953@wsdnws.waseda.ac.jp>, Y.Tsuji writes:
> >
> > ... But defining two identical functions
In article <UipuH5/3o7I@lionbbs.bs.open.de> UweKloss@lionbbs.bs.open.de (Uwe Kloss)
writes:

wait a minute, there seems to be some confusion here. The linker does
distinguish between object files (.o's) and libraries (.a's or
.olb's). The thing to remember is that the linker cannot split up or
selectively pull out symbols from a .o file even though it comes from
a library. If a symbol is referenced and it is in a .o file which is
in a library, then the whole .o file, with all its symbols, referenced
or not comes in. A good way to figure out exactly what the linker is
doing is to run gcc-ld with the -M option like
gcc-ld -M -o foo.tto $GNULIB\crt0.o fo.o bar.o -lgnu
(note that you cannot pass the -M option to gcc-ld via the driver
gcc.ttp because -M means a different thing to gcc.ttp).

hope that helps,
cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

4146. How do I restore brightness to my SC1224?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-25 22:33:20 UTC
From: bcc@Eyring.COM
Message-ID: <1991Dec25.223320.10568@Eyring.COM>
Source record: 46384

Some time ago my color monitor went dark. You could see the icons in a room with the lights out, and when you turned the monitor off, the screen flashed white briefly, so I knew that the the high voltage wasn't gone, but it acted like the brightness control was turned way down. Except it wasn't. I took it to the only guy in town who does Atari service, and he said he thought the tube was 'gassy', made some sort of adjustment, and gave it back to me.

Problem: The screen is still rather dark, and any game that uses a black screen now has retrace lines on it. The brightness control on the front has little if any effect. I hate the color. I always thought a tube went gassy over a long period of time, while this happened overnight. Is there a failed component in the control circuitry that I can replace? I know about the dangers of High Voltage in the case, but I'd be willing to brave it if I knew what to look for. (I built two H-19 terminals in my kit-building days.)

For identification, the monitor was made in Korea, February 1987, and has the push-button on/off switch in front. Thanks!

--
Brian Cooper bcc@Eyring.COM uunet!lanai!bcc
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS

4147. Sozobon / Midiplay bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-26 07:57:02 UTC
From: bill@mwca.UUCP
Message-ID: <1945@mwca.UUCP>
Source record: 46388

I recently posted that after increasing a buffer size to greater than 65535 in Midiplay that it would exit with two bombs. Steve Yelvington helpfully replied that malloc() only dealt with 16-bit values, and to use lalloc(). I checked the source, and sure enough there was one malloc() in there, even though all the others were already lalloc(). I changed it, everything works fine now.

Now all I have to do is add the code to do drum/program change remapping on the fly from MT-32 to my synth (and eventually allow for translation tables so anyone can use it...).

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

4148. TT RAM Boards & Prices

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-26 09:52:42 UTC
From: genius@sys6626.bison.mb.ca
Message-ID: <Ji0JDB4w164w@sys6626.bison.mb.ca>
Source record: 46385

I'm thinking of putting fast RAM into my TT4. Does anyone know the
current going prices for the boards, and are they available UNpopulated?
Last I heard, they were around $550US for 4 megs (rip off)...

On the subject of TT's, anyone know the deal on the internal floppies on
the 'old' TT's? Is the drive 1.44 or not? Can the chip handle 1.44?
Can TOS 3.01 handle 1.44?

Speaking of TOS, does anyone know if there is ANY possibile way to
upgrade to 3.06? Thanks in advance!

--- (Trevor Cordes) a user of sys6626, running waffle 1.64
E-mail: genius@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

4149. Re: Atari Development system

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-26 13:33:13 UTC
From: rosenkra@convex.com
Message-ID: <1991Dec26.133313.18526@convex.com>
Source record: 46386

In article <1991Dec22.041825.23286@sol.cs.wmich.edu> Holly@sol.cs.wmich.edu (Holly Fairfa) writes:
>Also anyone know how to get the Alycon C compiler to accept
>"void". Yes, it might be hidden in the 3 manuals of docs I

alcyon does not recognize "void" (at least it does not up to version 4.14).
the usual workaround is:

#define void int

or the "equivalent" typedef. good place to put this is common header like stdio.h. i think the 4.14 preprocessor (cp68) recognizes the symbol ALCYON (i patched mine to recognize that and more so i am not sure what was originally recognized) so this might be better with:

#ifdef ALCYON
#define void int
#endif

you might consider sozobon, the alcyon clone, instead. it is supported and free. alcyon is neither. soz comes with source, too. it might support void (i don't know for sure).

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

4150. Calamus/PostScrip

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-26 18:29:43 UTC
From: ursulus@status.gen.nz
Message-ID: <98oLDB1w164w@status.gen.nz>
Source record: 46387

RE: printing Calamus files on other Machines.....
Sob, Sob, That's about all I can say for Atari Support in this country,
I am in the thick of doing a newsletter for project Jonah, before I get
Tooo Carried away, I want to be sure I can get the final produst
printed, I know that Calamus files don't talk to Postscipt machines but
the only place I can get things printed is on IBM/MAC equipment, I have
access to ST running magic sac if that helps, HELP, is there a way to
convert Calamus files to something more standard.....

PS. Does/Has anyone ever used one of the dual 5 1/4-3 1/2 drives on there
ST, are they any GOOD, Can you boot 8-bit software, and what about IBM
5 1/4 inch disks, Compatible, or just a pain....

Thanking you in advance--Why does everyone say that--Not original
Fletch, Ursulus to me mates

4151. Re: Calamus/PostScrip

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-26 21:19:58 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Dec26.211958.2018@magnus.acs.ohio-state.edu>
Source record: 46389

>access to ST running magic sac if that helps, HELP, is there a way to
>convert Calamus files to something more standard.....

No, there really really is not, Calamus just plain sucks in this area, absolutely NO outside compatibility, as in zip, zilch, zero... You have to use other conversion programs to import .TIF files or Postscript fonts (what a pain in the ass). The nice points of Calamus are great of course, but output is simply limited to other Calamus-running machines. I would suggest one of two things:

1) The cheaper way... Find someone who is running Calamus hooked up to a HP LaserJet III. The LaserJet III looks just great, and getting the output from it would be very cheap.

2) Call ISD... They have a list of places you can call (One of them actually exists in the USA!) that have Calamus hooked up to a Lino or other typesetter. You will have to send your disk off to them, and have them print it, and then send it you back the output.... (great huh?)

Good luck...

By the way, you really should read my cool .sig file ;-)

- David Butler - dhbutler@magnus.acs.ohio-state.edu

-Kaleidoscope woman
in rhinestoned levi's jeans
dancing in the sunset
sketching day's last scene- - Willie Phoenix -

4152. Info about getting Developers' Docs needed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-27 13:58:00 UTC
From: chu@acsu.buffalo.edu
Message-ID: <1991Dec27.135800.23818@acsu.buffalo.edu>
Source record: 46244

Can someone please e-mail me information on Atari USA's current Developers' program? (Last time I checked, you *had* to either already have a commericial product out or have one in development. This was several years ago though. Has this changed?)

Anyways, names, addresses and amount of money (along with minimum requirements for getting into the program) would be much appreciated!

Thanks!

john
chu@acsu.buffalo.edu

4153. atspeed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-27 15:12:52 UTC
From: kemna@dutecai.et.tudelft.nl
Message-ID: <1991Dec27.151252.24804@donau.et.tudelft.nl>
Source record: 46390

I have a problem with AT SPEED. It's just NOT RELIABLE. This is quite a
crucial problem. I boot it from my megafile 44, and especially at the start
of a session it just will not boot. The screen just turns blank and that's it.
When I hit the computer, it will start, however this is not a satisfactory
longterm solution to me. Also after some time in operation it just locks
up. The keyboard does not work etc etc. I'm beginning to get a little tired
of this problem and Compo software, who distribute the product in Holland,
and everywhere else I believe, have not responded to this and several other
of my questions.
Does anyone have similar problems? I installed AT Speed myself, and I
can say that all connections are sound. It has been installed in a mega ST2
so temperature should also not be the problem. Please help before I go
completely nutty and bash my ST to little BITS.

P.A. Donker Faculty of Architecture University of Technology Delft
The Netherlands
EMail kemna@duteca.et.tudelft.nl Europe

4154. ATspeed

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-27 15:23:17 UTC
From: kemna@dutecai.et.tudelft.nl
Message-ID: <1991Dec27.152317.24940@donau.et.tudelft.nl>
Source record: 46241

I have bought AT Speed and received DR DOS 5 along with it. How the xxxx do I get it to swallow another DOS version??? I have tried a zillion times now with different system disks (I told ATSpeed that it had to start from disk instead of HD) to get it to start MSDOS but the system just locks up (another great quality That occurs a lot on my ST/AT). When I simply replace the system files with other system files (like command.com) it will reply 'incorrect DOS version'. How do I tell it to xxxx xxx and just load the new DOS?? As you can see I'm in the process of loosing my patience. I could never have dreamt that the whole PC / MSDOS environment was this bad. Try installing a program, for the ST usually no more than copying a file or two to HD, but with a PC....nightmares!!! Please save my computer from my destructive temperament, if you could help out with the above problem.

P.A. Donker Faculty of Architecture University of Technology Delft
The Netherlands
EMail kemna@duteca.et.tudelft.nl Europe

4155. Happy New Year....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-28 07:43:47 UTC
From: znet@status.gen.nz
Message-ID: <oNkoDB1w164w@status.gen.nz>
Source record: 46242
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.bbs,nz.general,znet.misc

```
+----------+
| (((((((( | Hi Netters,
| (( |
| (( | We have set up a series of usenet / internet ID's
| (( | for the crew at Z*NET International on our BBS here
| (((((((( | in New Zealand.
| |
| (( | If you wish to send mail to any of the Z*NET team
| (((((( | please feel free to address the mail to ....
| (( |
| | znet@status.gen.nz OR kcbbs.gen.nz!status!znet
| ((( (( |
| (((( (( | Then on the first line of your message please include
| (( (( (( |
| (( (((( | For: (Persons name) ie Ron Kovacs
| (( ((( |
| | The message will then be sent to their mailbox's
| ((((((( | throughout the world ie CI$,GEnie,FNET,etc.
| (( |
| ((((( | INTRODUCING THE TEAM ..........
| (( |
| ((((((( | ~ Publisher/Editor.............................Ron Kovacs
| | ~ Editor.....................................John Nagy
| (((((((( | ~ New Zealand Bureau.........................Jon Clarke
| (( | ~ Canadian Bureau.......................Terry Schreiber
| (( | ~ PD Software Reviewer.....................Ron Berinstein
| (( | ~ Reporter.............................Dr. Paul Keith
| (( | ~ Contributor..........................Bruce Hansford
| | ~ Plus others worldwide .....................Thanks guys
+----------+ If you have questions please email me for details.

+-------------------------------------------------------------------------+---+
| The STaTus BBS in Auckland, New Zealand, South Pacific, Terra Firma | Z |
+----------------------+---------+-----------------------------------+ * |
| The Z*NET Crew | o( ) | Z*NET International on-line magazine| N |
| Znet@status.gen.nz | / /\ | For all PC's/Unix/Atari/ST/TT| E |
| Auckland,New Zealand | -Z*NET- | GEnie :Z-NET M475,1 CAT31 TOP3 | T |
+----------------------+---------+-----------------------------------+---+
```

4156. Calamus/PostScript

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-28 09:39:01 UTC
From: ursulus@status.gen.nz
Message-ID: <qZPoDB1w164w@status.gen.nz>
Source record: 46243

Thanking, who was that masked man, David Butler, the system won't let me send mail, so had to post, I had heard that their was a conversion in program in public domain somewhere, Probably Wishful thinking! I do have access to a fairly good laser printer, but the newsletter contains picies, so alas...

Do any other DP software for the ST support more standard configs??
I can't afford to buy a, Gasp, IBM or Mac system, but might be able to stretch for new software... But I like Calamus....

Again, Thanks, One thing, On the ST, even the Bad news sounds GOOD....

Fletch..... Famous Last Words...I have a Cunning Plan......

4157. Use an Adaptec 4000A (from SH204) w/Adaptec 1542A in a PC-compatible?

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-30 02:05:24 UTC
From: bob@breum.uucp
Message-ID: <1991Dec30.020524.1099@breum.uucp>
Source record: 46245
Cross-posted to: comp.sys.atari.st.tech,comp.periphs.scsi

I have an old Adaptec 4000A, which I understand to be a SCSI-to-ST506(MFM) interface. My ISA bus 486 PC currently has an Adaptec 1542A SCSI adapter installed, cabled to just a SCSI tape drive. The hard disk currently in use is just a single IDE drive. I'm running Microport SVR4, and I need more HD space. I was wondering if it was possible to use the old Adaptec 4000A to access a couple of my old 40 MB ST506/MFM drives which are just lying about gathering dust. The Adaptec 4000A came out of an Atari ST SH204 hard drive box, and it has a PROM with an Atari label on it. Does anyone know if this would work as is, or would it require a new PROM or a custom SCSI driver, or something else equally unavailable?

Thanks,

Bob

--
Bob Breum {uiucuxc,masscomp,tarpit}!peora!breum!bob
1701 Missouri Avenue
Sanford, FL 32771-9722 USA
+1 407 322-2002

4158. Re: Calamus/PostScript

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-30 16:26:42 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1991Dec30.162642.15694@magnus.acs.ohio-state.edu>
Source record: 46246

>Thanking, who was that masked man, David Butler, the system won't let me
>send mail, so had to post, I had heard that their was a conversion in
>program in public domain somewhere, Probably Wishful thinking! I do have
>access to a fairly good laser printer, but the newsletter contains picies,
>so alas...
>
>Do any other DP software for the ST support more standard configs??
>I can't afford to buy a, Gasp, IBM or Mac system, but might be able to
>stretch for new software... But I like Calamus....
>
>Again, Thanks, One thing, On the ST, even the Bad news sounds GOOD....

You could always try PageStream... However, if you really love Calamus, you probably won't like PageStream much. The differences could be described thusly:

Calamus does everything that it does very well and very quickly, even though it has some limitations in some areas.

Pagestream tries to do everything, but does not end up doing them nearly as well or as quickly (it is very slow). Pagestream also has more bugs.

However, Pagestream does have more features than the standard calamus, but naturally lacks exactly those features that would make it and outstanding program. Calamus on the other hand is an outstanding program but with such limitations in the output as to make you wonder why they bothered to write such a beautiful peice of software in the first place. Calamus SL is still not out in the US, but it is a really nice package, features to blow away everything without exception, and a price to match...

Anyway, if you NEED postscript output, get Pagestream, but be prepared... It is radically different from Calamus, and the slowness of the program will make you want to scream!

By the way, you really should read my cool .sig file ;-)

- David Butler - dhbutler@magnus.acs.ohio-state.edu

-once I was the one you wanted so bad
just a little more than you ever had
like adam & eve, paradise is sad
I need a holiday from you
I need a little more room to move
suffocation's on the loose - - Willie Phoenix -

4159. Mega STe and STe GST shifter numbers....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-30 20:11:00 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1991Dec30.201100.3221@uvm.edu>
Source record: 46247
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Quite some time ago, Lars-Eric Osterud noted that newer Ste's and Mega Stes have problems with noisy DMA sound, with displaying Spectrum 512 pictures and with mono screens wrapping left if a program abruptly changes the display address. Sure enough, I noticed the problem on my STe using Lars' noisetracker player program, and with the Codehead's Artgallery program (a picture "slide-show" program). The mono wrap left is harmless - it'll switch back and forth between normal and wierd - but rather annoying.

Unfortunately, Lars is not a hardware hacker and while he noted that the chip in question was in location U401 on Stes, he did not get the Atari chip numbers of the good and of the offending chips. To make a long story short, I finally pried the right chip out of Best Electronics and can give both numbers.

Bad new Shifter chip: C301712-001

Good older shifter : C300588

This is the largest PLCC (plastic leaded chip carrier - aka socketed square chip) on the motherboard, at 80 pins, rather than 64 pins.

Right now, I'm missing one chanel of DMA sound (I hope I just mis-inserted the chip!), but I can display Spectrum pictures (checked at a friend's house) and my mono display is rock solid.

Good luck folks and enjoy my belated Christmas present.

bye,

Bob Pegram

P.S. I'll be trying to find out about MiNT and MultiGem soon - I have to clear off my hard disk before adding things! don't get your hopes up, MultiGem looks to be very much a ROM version specific "enhancement" (1/2 8-). RBPIII

--
pegram@uvm.edu
or
..!uvm-gen!pegram

4160. Re: Mega STe and STe GST shifter numbers....

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-30 21:13:39 UTC
From: rjung@aludra.usc.edu
Message-ID: <klv303INNt6a@aludra.usc.edu>
Source record: 46248
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Dec30.201100.3221@uvm.edu> pegram@uvm-gen.UUCP (Robert B. Pegram) writes:
>Quite some time ago, Lars-Eric Osterud noted that newer Ste's and Mega
>Stes have problems with noisy DMA sound, with displaying Spectrum 512
>pictures and with mono screens wrapping left if a program abruptly
>changes the display address. ... I finally pried the right chip out of Best
>Electronics and can give both numbers.

Just an extra twist here -- My 4-megabyte 520STe had a similar problem
(bad displaying of Sperctrum 512 pictures), so following the net.advice, I
took it to the dealer have the shifter chip changed.

I was surprised to find, however, that on my machine there was NO shifter
chip! Rather, the shifter was an integrated part of a larger IC, so I
couldn't just "pop out the bad, pop in the new". Fortunately, my dealer was
nice enough to swap my motherboard for another that had the "right" shifter.

This is just to let anyone else out there know that, depending on what
'board you have, your shifter problem may not be so easily solved. Now my
Spectrum pictures display properly, though I can't say anything about DMA
sound or mono display shifting.

>P.S. I'll be trying to find out about MiNT and MultiGem soon - I have
>to clear off my hard disk before adding things! don't get your hopes
>up, MultiGem looks to be very much a ROM version specific
>"enhancement" (1/2 8-). RBPIII

Well, as a happy owner of MultiGEM, I can tell you that it's not a ROM
version specific "enhancement". It claims to work on any version of TOS
from 1.2 and up, and so far it seems fine. I did have problems porting it
from TOS 1.62 to TOS 1.6, but I re-installed the program and it worked great.

--R.J.
B-)

^^
Send replies to rjung@usc.edu
#
I wrote this. If you've got a comment, give
it to me and let's cut out the middleman.

4161. GFA basic and STEs

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-31 01:55:23 UTC
From: five@sys6626.bison.mb.ca
Message-ID: <1qwsDB4w164w@sys6626.bison.mb.ca>
Source record: 46250

I was informed that GFA Basic 3.6 will not work on a 1040 STE and that
the compiler for this version will only work on the TT.
The version that I (having a 1040 STe) would require is 3.5.

Can anyone out there verify this for me before I buy the package? (Can't
afford the long distance phone call to GFA to find out).

Thanks much.

Five

[Five - Owner/Operator of]["Models on this]
[Aural Research Foundation][page can be built]
[Studio and Synthesists][with any size of]
---][Tinkertoy Set"]

--- (skinny puppy) a user of sys6626, running waffle 1.64
E-mail: five@sys6626.bison.mb.ca
system 6626: 63 point west drive, winnipeg manitoba canada R3T 5G8

4162. SH204 hard drive comatose -- help!

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-31 04:57:13 UTC
From: kgg@mv.mv.com
Message-ID: <1991Dec31.045713.6161@mv.mv.com>
Source record: 46249

I have a 1040 ST w/ 1 Mb ram and 20Mb SH204 hard disk.
A while ago, a got a couple more cherry bombs than usual for a day,
decided to shut the beast off for the day and come back the next.
A month went by before I got the chance to power up again.
When I did, the hard disk spun up okay, but didn't go
through the self test. I forget what the screen showed, if anything,
when it warmed up, but it wasn't good. So I hit the boot button
on the back of the CPU. No dice. Without the HD, it wouldn't boot.
So I turned off the disk, rebooted w/o it.
That worked fine except that Drives A and B are present (and work),
but while drives D and E appear on the screen they don't work,
and drive E neither appears on the screen nor is accessible.
I believe I tried mounting it 'manually', but that didn't work either.
So, at the moment, I'm limping along w/ just the onboard floppy drive,
using it as a terminal to get to the machine from which I'm posting this.

Does this sound familiar to anyone?
Anyone have any idea what the story is?
Is it possible to get the drive going again at all?
Is it possible to get the drive going without losing data?

Thanks,
-- Kenn Goutal
kenn@mv.MV.COM
(Were it not for this mishap, kenn@rr.MV.COM, my Atari running Mercury!)

4163. Re: MiNT and MultiGem (& DataDiet) also STE GST Shifter

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-31 18:28:44 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1991Dec31.182844.2335@uvm.edu>
Source record: 46251
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> chip! Rather, the shifter was an integrated part of a larger IC, so I
> couldn't just "pop out the bad, pop in the new". Fortunately, my dealer was
> nice enough to swap my motherboard for another that had the "right" shifter.

If you mean that the larger chip was soldered in, my
condolences, else my advice still applies. I paid $40.00 U.S. for the
entire "larger IC" and it just popped in <grin>.

I then wrote:

>>P.S. I'll be trying to find out about MiNT and MultiGem soon - I have
>>to clear off my hard disk before adding things! don't get your hopes
>>up, MultiGem looks to be very much a ROM version specific
>>"enhancement" (1/2 8-). RBPIII
>
> Well, as a happy owner of MultiGEM, I can tell you that it's not a ROM
> version specific "enhancement". It claims to work on any version of TOS
> from 1.2 and up, and so far it seems fine. I did have problems porting it
> from TOS 1.62 to TOS 1.6, but I re-installed the program and it worked great.

Sorry, R. J., but you rather proved my point above - you have
to reinstall for each new version of TOS. Has anyone gotten MultiGem
to run on TOS 2.0X?? I have MultiGem, just not installed. I took a
look at the install disk when I came up with that opinion, and no less
an authority on such things than our Mike Vederman (8-) declared
MultiGem a hack. DC Desktop and some other DC products tend (not always
guys, I know that!) to be TOS version specific hacks too. I mean that
the software works everywhere, but a lot of extra code for each set of
ROMS is included in the package for installation purposes. I only
object when conflicts arise, and unfortunately, one I was unprepared
for, did 8-(. Ahem, Mike V, will you ever get DataDiet to work with
MultiGem? Guess who got both programs at once 8-).

bye,
Bob Pegram
--
pegram@uvm.edu
or
..!uvm-gen!pegram

4164. Re: MiNT and MultiGem (& DataDiet) also STE GST Shifter

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-31 18:47:51 UTC
From: rjung@aludra.usc.edu
Message-ID: <km1eqnINN518@aludra.usc.edu>
Source record: 46252
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1991Dec31.182844.2335@uvm.edu> pegram@uvm-gen.UUCP (Robert B. Pegram) writes:
>I originally wrote:
>> Rather, the shifter was an integrated part of a larger IC, so I
>> couldn't just "pop out the bad, pop in the new".
>
> If you mean that the larger chip was soldered in, my
>condolences, else my advice still applies.

Well, I'm not a hardware hack; all I know is that my dealer said "There's
no shifter", and I worked from there.

>>>MultiGem looks to be very much a ROM version specific "enhancement"
>>
>> I did have problems porting it from TOS 1.62 to TOS 1.6, but I
>>re-installed the program and it worked great.
>
> Sorry, R. J., but you rather proved my point above - you have
>to reinstall for each new version of TOS.

Oh, I see -- I thought you meant that MultiGEM would run _only_ on
TOS x.y. I never considered re-installation to be a major problem, myself.
All I know is that, while it's not perfect, I do think MultiGEM comes
closer to all-purpose multitasking on the ST than any other commercial
product that I've seen.

--R.J.
B-)

^^^

4165. Atari Portfolio archive at umich up to date

Newsgroup: comp.sys.atari.st.tech
Date: 1991-12-31 20:31:44 UTC
From: swood@terminator.cc.umich.edu
Message-ID: <1991Dec31.203144.1515@terminator.cc.umich.edu>
Source record: 46256
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.laptops,comp.sys.handhelds

Well, I have been real busy with non-archive concerns as well as plagued with tons and tons of problems that have made it hard for me to do anything but paltry updating on the boondoggle of incoming files at the portfolio archive. But I just spent my New Years Eve working away into the wee hours of New Years Day updating the whole shabang.

I have changed the format of the majority of the files over to .lzh as this is the smallest compression type I could find and it seems to be resonably well supported, even though there are a few problems with compatibility between some versions. If this causes problems for anyone, let me know, as I have considered converting the whole thing (yes once again) over to zoo as it is almost as small, but a bit more supported. The only reason I haven't yet, is that I have not found a zoo archiver for the portfolio.

Another thing. As you are looking through the archive, if you come accrossed any files (.lzh) that have real messy filenames, please let me know. Seems that weiner's version of lharc likes to garble file names beyond all recognition upon compression into the archive. I think that I got to most of the ones that I did it to, but there might be a few that I missed.

Lastly, I accidentally deleted a few files in the process of shuffling things around, and I managed to recover all of them but one. If the person that sent me the copy of ptetris could please send me the copy of the file again, it would be greatly appreciated.

Otherwise, feel free to send more files. Now that I am once again up to date, I should be able to keep up with them faster. And feel free to forward any questions my way. If I can't answer them, I should be able to find someone who can.

swood